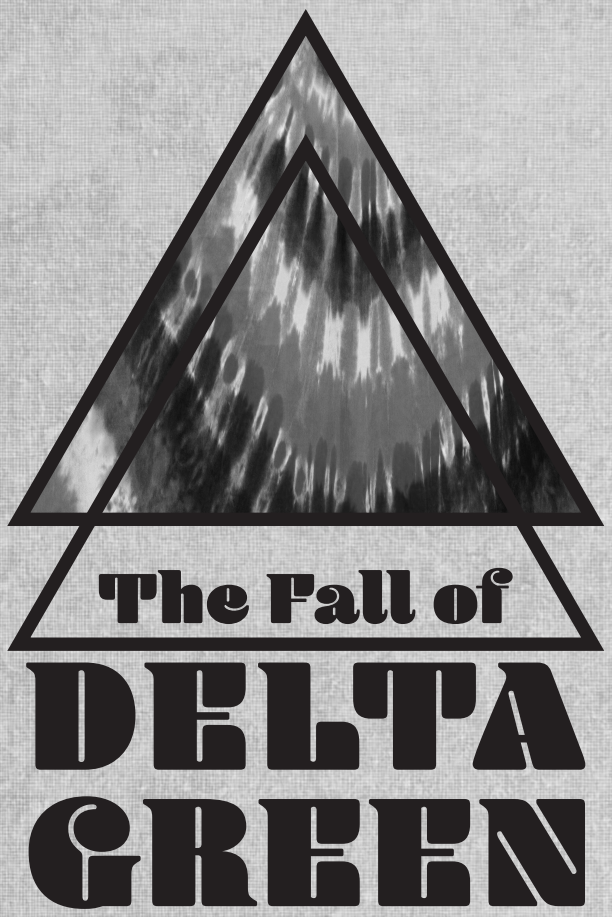


On a Bank, by Moonlight

by Gareth Ryder-Hanrahan

DELTA GREEN QUICKSTART

What is DELTA GREEN?

DELTA GREEN is an authorized but unacknowledged black program of the United States national security establishment. Its personnel are tasked from all branches of the federal government, especially from the military, law enforcement, and intelligence communities. The program is classifed Top Secret, with its existence and mission known only to holders of the DELTA GREEN clearance.

The program has a small permanent staff deep in the bowels of the Pentagon, but its agents operate in secret. The program buries DELTA GREEN missions inside other ongoing military operations, or disguises them as training exercises, liaison work, or entirely unrelated investigations. DELTA GREEN agents hold normal federal postings in the military, CIA, FBI, NSA, or some other agency. Their employers never understand the ***real*** mission of the program.

DELTA GREEN began with the raid on Innsmouth, Massachusetts forty years ago, in February 1928. That raid revealed a literally apocalyptic threat to the United States, and to the world. It gave the federal government a glimpse into a parallel physics and biology of alien gods and immortal monsters. Even the briefest contact with these phenomena destroys minds and lives; the touch of the unnatural corrupts and poisons those who study it and those who oppose it. Encounters with this implacably hostile, unutterably incomprehensible universe have leveled civilizations and sunk continents.

The mission of DELTA GREEN: Hunt and destroy any and all aspects of this unnatural reality at home and abroad. At any cost.

What is The Fall of DELTA GREEN?

This game adapts *Delta Green: The Role-Playing Game* from Arc Dream Publishing to the GUMSHOE rules system used by such Pelgrane Press games as *Night's Black Agents and Trail of Cthulhu*.

Arc Dream sets *Delta Green: The Role -Playing Game* in the "present day," the early 21st century. *The Fall of DELTA GREEN* is a "prequel" set in that game's back story: specifically in the 1960s, the decade when the DELTA GREEN program destroys itself in overreach.

On 24 July 1970, the Joint Chiefs of Staff officially disband DELTA GREEN, and it becomes an illegal conspiracy burrowing into the walls of the federal government.

Until that date, you have a warrant to save the country and the world.

Players take on the role of DELTA GREEN operatives, assets, and friendlies, in deadly one-shot adventures or in a campaign spanning the years from hope to madness, run by a game director referred to as the Handler.

DELTA GREEN Agents might:

- Hunt Deep Ones beneath the Atlantic or Mi-Go in the Himalayas
- Investigate the dangerous visions of radical artists in New York, or of radical chemists in San Francisco
- Search and destroy death-cults of alien gods in the dark heart of the Congo or Vietnam
- Somehow contain and erase horrific manifestations and unearthly nightmares in the wide-open heartland and in the riot-torn cities of America
- Preserve the secret of DELTA GREEN against investigative journalists, Communist espionage, and their own allies in the CIA and FBI
- Investigate and covertly thwart MAJESTIC-12 and other secret technocrats who foolishly believe the unnatural can be exploited and weaponized. The decade begins in sunny optimism and ends in nighted disaster in the jungles of Indochina.

AFTER THE SUMMER OF THE 1950S, NOW COMES THE FALL – THE FALL OF DELTA GREEN.

The GUMSHOE Rules

This game uses the GUMSHOE rules, tuned for investigation and mystery-solving. The core concept of GUMSHOE is that *you always get the clue*. It's more interesting to get the information and have to work out what it means or what you should do nex,t than it is to roll and fail to spot some key clue or piece of evidence. At the heart of the GUMSHOE rules are two sorts of abilities: **Investigative abilities** and **General abilities.**

Investigative Abilities

Investigative abilities are specialised fields of knowledge and talents. Most people have 0 points in the vast majority of Investigative abilities; as a highly trained agent, you've got points in a few of them, but not all. That's why you work as part of a team.

You never roll for these abilities – if there's a clue to be found, you automatically find it if you have the right ability. For example:

- With **Streetwise**, you instantly spot the guy out of place in the dive bar
- With **HUMINT**, you can tell that the witness is lying about what she saw in the forest.
- With **Forensics**, you discover that the victim was stabbed in the abdomen, and then thousands of tiny pale insect eggs were inserted into the stomach and intestines through the wound.
- With **Archaeology**, you find the bizarre symbol carved above the true entrance to the ancient tomb.

Sometimes, the Handler will ask if you've got a particular ability: *"You hear an armored convoy approaching. Does anyone in the group have Military Science?"*

Sometimes, you'll suggest the use of an ability. *"Can I tell anything the glowing sphere with my Fringe Science?"*

Just shouting out *"I've got Ability X! What clues do I learn?"* isn't enough – usually, you'll have to describe how you use your abilities to get clues.

"I crouch in the bushes and watch the column as it drives past – based on my knowledge of Soviet bases in this area, can I guess where they're going?"

"Using my Fringe Science, I zap the sphere with every test I can think of. X-rays, radio waves, heat it, cool it, drill it, fry it."

GUMSHOE uses these clues to ensure that the agents always have a clear path to follow. Most scenes in a scenario have one or more **core clues** that lead to the next scenes. You may not always discover what's really going on, and you may not understand everything you find – you are, after all, dealing with forces beyond human science, and horrors beyond human comprehension – but you will always have a clear lead to follow.

In addition, you can *spend* points from your Investigative abilities for benefits. For example:

- Spending **Streetwise** lets you declare that the bartender is an old friend of yours, and get the inside skinny on the stranger.
- Spending **HUMINT** means you intuit that the witness wants to reveal what she knows, but she's scared of the consequences – someone's threatened her into silence.
- Spending **Forensics** gives you a bonus to the Sense Trouble test needed to dodge when some of those eggs explode during the autopsy.
- Spending **Archaeology** means you recall that this particular civilization had some myths about "serpent kings" who lived under the mountain and took a tribute of human sacrifices every year.

Even if you spend all the points in an Investigative ability, you can still use it to get clues.

Investigative abilities refresh at the end of an operation.

ABILITIES DECLASSIFIED

Most Investigative abilities are self-explanatory, but a few warrant some added clarification:

- **Agency:** Your knowledge of, contacts in, and capacity to manipulate whatever branch of the US Government you work for. Different Agencies have different strengths and utilities.
- **Cop Talk:** How to question a police officer or other authority figure without attracting attention; you either put them at their ease, or can cloak your inquiries in sufficiently official terms that they don't ask questions about who you are.
- **Fringe Science:** Your knowledge of cutting-edge, experimental and just plain weird science - UFOs, orgone energy, psychic phenomena, cryptids, genetic engineering and the like.
- **HUMINT:** HUMan INTelligence. Extracting and evaluating information from people. Can be used to tell if someone's lying, although it's not infallible - some people, especially cultists, either believe their own lies or don't display the subtle social cues you rely on.
- **Occult:** Knowledge of mystical traditions, mythology, superstitions and weird beliefs and groups.
- **SIGINT:** SIGnals INTelligence - interception and interpreting radio messages and other communications.
- **Traffic Analysis:** Spotting patterns and extracting useful information from a large amount of data.
- **Unnatural:** Knowledge of the gods and monsters that haunt the world. Using this ability costs Sanity; often, it represents a moment of terrible revelation, where you put together coded hints in past DELTA GREEN reports with the cryptic references in occult texts to discover some terrible cosmic truth.

General Abilities

General abilities are used when the outcome's uncertain – they're for action scenes, not investigation. General abilities work differently. When testing a General Ability, you spend any number of points from your pool in that ability and roll a d6. If the d6 result + the number of points spent equals or exceeds a Difficulty number set by the GM, you succeed. A Difficulty of 3 or 4 is average; 5 or more is hard.

For example, say you're in hiding in the jungle, being hunted by something invisible which makes a maddening piping noise, and nearly killed you with a blast of wind. You need to make a Stealth test to move through the underbrush without being seen, and you guess the Difficulty is going to be at least 5. You have a Stealth pool of 8; you spend 3 points from that pool (so you've got 5 points left for future Stealth tests), and roll a d6. You add the result of the roll onto the points you spent to work out your result. In this case, you roll and get a 4, for a total of 7. Is that enough to beat the Difficulty? Ask your Handler.

Want to...

- Δ Jump over that punji pit? Roll **Athletics**.
- Δ Palm the vial of mysterious chemicals without being spotted? Roll **Filch**.
- Δ Blow up the alien temple? Roll **Demolitions**.
- Δ Fight off the assassin who's trying to strangle you? Roll **Unarmed Combat**.

Combat

Use Firearms for firefights, and Unarmed Combat for hand to hand. In combat, the Difficulty to hit a foe is called the Hit Threshold. It's 3 for most people, 4 if you have Athletics 8 or more, and 5+ for some supernatural creatures. Cover boosts Hit Threshold by +1.

On a hit, roll 1d6 for damage and add these modifiers based on the weapon, with an additional +1 for firearms attacks at point-blank range:

Sniper rifle or other heavy firearm	+2
Sword, axe, shotgun, 9mm pistol or other large firearm	+1
Heavy club, machete, small firearm	+0
Knife, baton, improvised weapon	-1
Fist, kick	-2

Some weapons have a Lethality score, denoted by a value like L1 or L3. If the damage die roll is equal to or lower than the Lethality score, the target's killed instantly. Otherwise, add Lethality x5 to the damage.

Health

Health measures how much hurt you can absorb and keep going. Damage comes straight off Health – if you're shot for six damage, reduce your current Health by 6.

You're unimpaired by damage until you hit Health 0. From 0 to -5, you're Hurt: all your Difficulty numbers increase by 1, and you must make a Health test to stay conscious. The Difficulty is based on your current Health score – if you're at Health -3, then it's Difficulty 3. If you're at -7, then it's Difficulty 7.

From -6 to –11, you're Seriously Wounded – too badly hurt to do anything, and probably bleeding out. At -12, you're dead.

Stability & Sanity

Stability measures mental stress. For Stability, the "damage" depends on the situation. Nearly getting a team-mate killed causes a Stability loss of 2; watching that team-mate get killed might be a Stability loss of 6; killing and eating that team-mate yourself while possessed by an alien horror would be a 10-point loss, plus a Sanity loss. You get to make a Stability test against Difficulty 4 to resist the loss, so you can get lucky and come through a traumatic event without losing Stability.

At 0 to -5 Stability, you're Shaken. All your Difficulty numbers increase by 1, and you can't spend points from Investigative abilities.

At -6 to -11, you're Shattered. You're visibly deranged. Depending on the situation, you might go catatonic, start babbling, or go into an instinctive fight-or-flight response. At -12, you're gone.

Sanity: You also have a Sanity score, representing your grip on reason and a human perspective on reality. Most traumas, though horrible and soul-crushing, are part of the "natural" order. Unnatural horrors, like monsters or magic, are something else entirely. When you're reduced to Stability 0 or below because of an unnatural shock, or when exposed to certain gods, or when you use the Unnatural Investigative ability, you lose Sanity. At Sanity 0, you're lost.

Bonds: You also have a Bond – an emotional connection with some loved one or small, intimate group like "My husband Jim", "My family", "Mom", or "my friends at the poker game". This Bond keeps the Agent grounded and connected to the human world; it's what they're fighting for. The Bond score starts at 4. (A full *Fall of Delta Green* campaign goes into more detail on bonds, but this is enough for a one-shot.)

You can spend points from a Bond on Stability tests, or regain Stability at a rate of 2 Bond points = 1 Stability point. Both of these options represent the Agent drawing on the memories of emotional support from the Bond, but doing so frays that human connection.

First Aid & Psychotherapy

You can spend these abilities directly instead of making tests with them. Spending a point of First Aid restores 2 points of Health (or 1 point, if you're trying to patch yourself up). Spending a point of Psychotherapy restores 2 points of Stability (and you can't apply it to yourself.)

Network & Preparedness

These abilities work differently to the others.

Network lets you bring in contacts and allies with useful skills and connections. Want to call your buddy who knows people in the mob, or suddenly "remember" that you had a lecturer at Quantico who was really into the history of the Salem Witch Trials? Use Network. You assign a number of points from your Network pool to that contact, and then that contact uses those points to make tests. When those points are exhausted, the contact's

no longer willing to help you (or gets killed, if in a risky spot).

Finally, if you need a piece of equipment in a hurry – explosives, specialist gear like a scuba set, a silver dagger – then use Preparedness. This works like the other General abilities – spend points and add them to a d6 roll against a Difficulty set by the Handler. If you succeed, you always had that item with you, ready to be pulled out when needed.

Refreshes

Pools for the physical abilities of Athletics, Drive, Firearms, Heavy Weapons, Melee Weapons, Pilot, and Unarmed Combat fully refresh whenever 24 hours of game-world time has elapsed since the last expenditure. Other General abilities refresh at the end of the operation, or by spending experience points.

All the player characters are part of DELTA GREEN, an authorized but unacknowledged black program of the United States national security establishment. Its personnel are tasked from all branches of the federal government, especially from the military, law enforcement, and intelligence communities. The program is classified Top Secret, with its existence and mission known only to holder of the DELTA GREEN clearance.

The program has a small permanent staff deep in the bowels of the Pentagon, but its agents operate in secret. The program buries DELTA GREEN missions inside other ongoing military operations, or disguises them as training exercises, liaison work, or entirely unrelated investigations.

Forty years ago, the federal government raided the town of Innsmouth, and glimpsed the horrors of the Mythos. Even the briefest contact with these alien phenomena destroy minds and lives; the touch of the unnatural corrupts and poisons those who study it and those who oppose it. Encounters with this implacably hostile, utterly incomprehensible universe have levelled civilizations and sunk continents.

The mission of DELTA GREEN: hunt and destroy any and all aspects of this unnatural reality at home and abroad. At any cost.

The Team

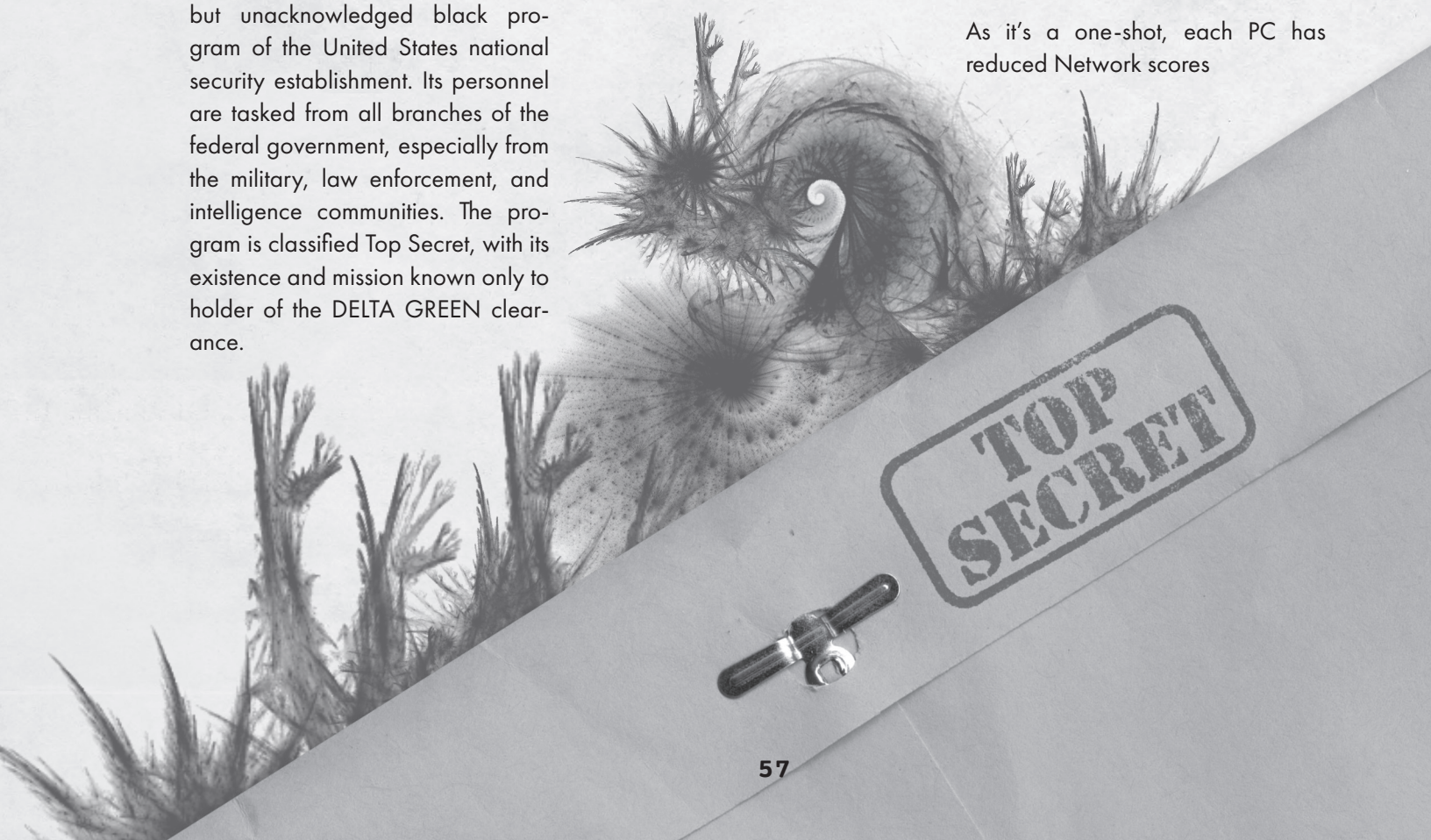
The player characters are all DELTA GREEN Agents. Three of them have official standing as law enforcement personnel; the other three are under cover and cannot claim any such official jurisdiction.

- Δ **Daniel Blackburn,** FBI
- Δ **Jay Merill,** FBI
- Δ **Dana Palmer,** Department of Treasury
- Δ **Virginia Fortini,** Military Surgeon
- Δ **Pete Bluestone,** Special Forces
- Δ **Celia Taka,** Researcher

The characters are built on 18 investigative points. If you have fewer than five players...

4 players	+2 points each
3 players	+6 points each
2 players	+12 points each

As it's a one-shot, each PC has reduced Network scores



ON A BANK, BY MOONLIGHT

But I arose, and sought for the mill & there I found my Angel, who surprised asked me how I escaped?

I answer'd, All that we saw was owing to your metaphysics; for when you ran away, I found myself on a bank by moonlight hearing a harper. But now we have seen my eternal lot, shall I shew you yours?

This introductory operation gives players a taste of the domestic side of DELTA GREEN's mission, eliminating cultists and other Mythos threats that have infected the United States. While the investigative section of the operation isn't too challenging, finding a way to shut the cult down without massive loss of life and/or encountering alien terrors is a different matter. Agents who approach with open minds and don't immediately assume that the commune is a cover for cult activity are more likely to find a way to peacefully resolve the situation.

Operational Spine

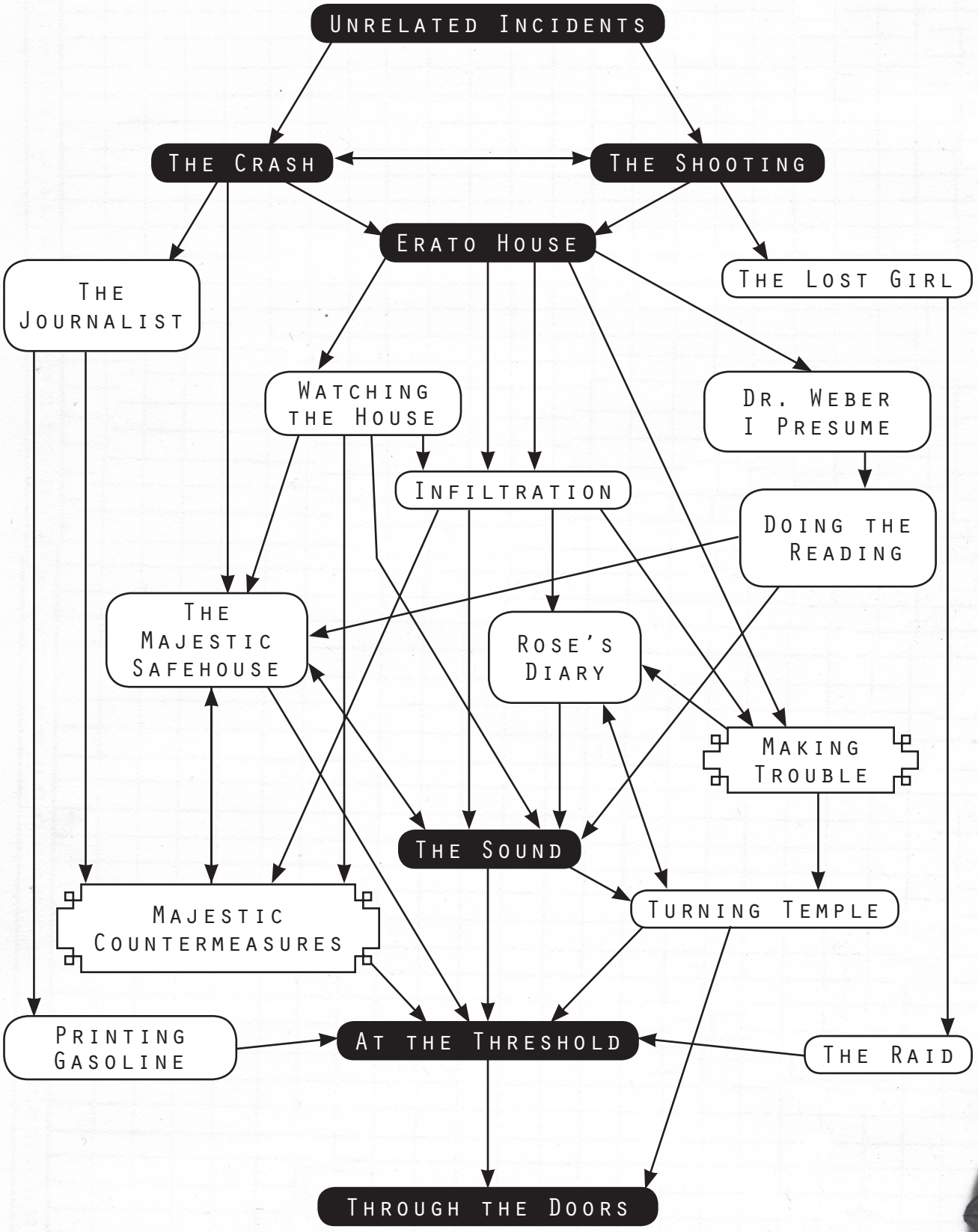
In **Unrelated Incidents** (p. 60), DELTA GREEN dispatches the Agents to Milltown, a small (fictional) community in New York state, to investigate a pair of deaths. One victim died in **The Crash** (p. 61), when she drove off a bridge and drowned in a small lake. The other victim was killed in **The Shooting** (p. 62), gunned down by a local police officer. Both victims wore symbols similar to relics that DELTA GREEN's seen before – and the Agents discover that both victims were members of a quasi-hippie commune, **Erato House** (p. 65), run by academic-turned-guru Dr. Weyland Weber.

The Agents have a variety of options for investigating the commune – they might try **Watching The Commune** (p. 68), **Infiltration** (p. 70) or Interviewing **Dr. Weber** (p. 66). Their investigation reveals the existence of **The Sound** (p. 76), a mysterious subsonic vibration that's being broadcast throughout the Weber compound.

Secretly, the commune is the subject of an experiment by another secret government program, MAJESTIC-12. Established in the wake of the 1947 Roswell crash, MAJESTIC's purpose is to investigate alien technology and paraphenomena. There's a **MAJESTIC Safehouse** (p. 68) in Milltown, and they're secretly monitoring and supporting Weber's experiments, broadcasting infrasonic recordings into the house to trigger emotional and biochemical changes in the residents.

MJ-12 know the Weber house is a pressure cooker, but they believe they can keep a lid on their experiment long enough to get results. **At The Threshold** (p. 78), they try to delay the Agents' investigation while they push the experiment to its conclusion in **Through the Doors** (p. 79).

Optionally, clever players may be able to call in added support from law enforcement with **The Raid** (p. 77), or recruit a key asset on the inside in **Turning Temple** (p. 77).


Unrelated Incidents
The Crash
The Shooting
Erato House
The Journalist
The Lost Girl
Watching the House
Dr. Weber I Presume
Infiltration
Doing the Reading
The Majestic Safehouse
Rose's Diary
Making Trouble
The Sound
Majestic Countermeasures
Turning Temple
Printing Gasoline
At the Threshold
The Raid
Through the Doors

CAST LIST

The non-player characters in the operation. Key NPCs are tagged with an asterisk.

- **Rose Fielding,** who tried to expose the Weber compound and was killed by MJ-12 in *The Crash*.
- **Mike Holworth**, newspaper reporter contacted by Fielding.
- **Tony Curallo,** another commune member, shot dead by police in Milltown.
- ***Chief Walt Jorgen,** the chief of police in Milltown.
- **Susanna Jorgen,** Chief Jorgen's daughter, who joined the commune six months ago.
- **Deputy Henry Olney,** temporary acting chief of police.
- **Dr. Arnold Bryce,** Putnam County Coroner
- ***Dr. Weyland Weber,** the guru of the commune.
- ***Desdemona Temple,** Weber's assistant/enforcer/bodyguard. She's got Rose Fielding's diary and is having second thoughts about her association with Weber). She'll step in to deal with any trouble caused by the player characters.
- ***David Prester,** MAJESTIC-12 researcher
- **Grace Murwell,** Prester's assistant
- **Sgt. Kemp,** Prester's bodyguard

TIMELINE

One year ago: Dr. Weber establishes the Erato House.

Nine months ago: MJ-12 begin transmitting subsonic signals into the house.

Six months ago: Susanna Jorgen runs away from home.

One week ago: Rose Fielding tries to contact a journalist to report on her worries about the commune, but MJ-12 block her phone calls.

Two days ago: Fielding tries to drive to Carmel to visit a journalist in person, but she's intercepted by MJ-12 and killed.

The psychic shock of her death wakes Tony Curallo from sleep; in a confused trace, he attacks people in Milltown and is shot dead by Chief Jorgen.

Unrelated Incidents

Scene Type: Introduction
Lead-Outs: The Crash, The Shooting

Each of the Agents gets an activation call from DELTA GREEN, directing them to head to Milltown, NY. Blackburn, Merill and possibly Fortini can plausibly claim the assignment as part of their regular duties; the other characters need to find some excuse or cover story.

Pick two or three of the players and have them describe what happens when they get the call from DELTA GREEN. How do their loved ones react? What lies do they tell to cover up the truth of their mission?

The Briefing

The briefing for this mission is, well, brief:

- Δ Two people died last week in apparently unrelated incidents in the town of Milltown, NY.
- Δ One, Tony Curallo, was shot by the town sheriff. The report claims that Curallo savagely attacked the sheriff and was raving about "drowning gods", "the dead city" and "the dreams from the stars."
- Δ The other, Rose Fielding, died in a car crash. Among the items recovered from the scene was a "stone carving" or "idol".
- Δ It all sounds sufficiently... fishy... to warrant a closer look.

Milltown

The investigation proper starts when the team gathers in Milltown. The town's an unremarkable little farming community in New York state, near Connecticut. Tree-shaded roads, a few dairy farms, a few decaying old buildings from colonial days.

There's a hotel, *Rawling's Bed and Breakfast*, which will be the base of operations for the team.

HUMINT or **Streetwise** picks up on the sense of shock and anger that permeates the town; everyone's alarmed by the shooting, and upset by the car crash. Wild rumours have spread through the town. Some are accurate; both the victims were residents of the Erato commune, the male victim (Tony Curallo) attacked the sheriff, and he was intoxicated or confused at the time. Other rumours are incorrect – Curallo seduced the sheriff's daughter, the police were chasing the car when it crashed.

With a 1-point **Streetwise** or **HUMINT** spend, the character can get the inside gossip about the sheriff's daughter, Susanna Jorgen, who joined the Erato House commune a few months ago, and how much it angered her father. (Use this to demonstrate to new players how the investigative system works.) See *the Lost Girl* (p. 64) for a summary of this subplot.

The Crash

Scene Type: Core
Lead-Ins: Unrelated Incidents, The Shooting
Lead-Outs: The Shooting, The MAJESTIC Safehouse, Erato House, The Journalist

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Rose Fielding's car drove off a bridge outside town, and crashed in a lake. Her body was recovered from the wreck relatively quickly – the lake isn't that deep, and she was killed by the impact, not by drowning. Her remains have already been moved to the Putnam County morgue in the nearby town of Carmel, a short drive away.

As the Agents arrive, a pick-up truck from the County Sherriff's office is in the process of winching the wrecked car out of the lake in front of a small crowd of onlookers. Water pours out of the chassis of the battered sea-green Ford.

Cop Talk and flashing ID badges (or a 1-point **Cop Talk** spend to brush away any objections from the deputy in the pick-up truck) lets the Agents examine the vehicle.

- Δ The car crashed sometime during the night, two days ago. Why was Fielding driving so late at night?
- Δ There's a bag on the passenger seat. It contains clothes and other personal effects, all hastily packed. One zippered compartment of the bag is open and empty, even though every other section is crammed full and securely sealed.
- Δ Both passenger windows are smashed in, but while the windscreen is a spider-web of cracks, it's still intact.
- Δ **Evidence Collection:** There's only a little blood on the steering wheel. While it's possible to suffer a lethal impact without too much external evidence of trauma, it's not clear that the crash was the cause of death. It's worth taking a look at the body.
- Δ **Photography:** There's a handful of polaroid photographs floating in the footwell of the passenger seat. These images have been mostly destroyed by water damage, but seem to depict some sort of orgy or ceremony. Masked figures, their nude bodies smeared with some dark substance, dance around a squat idol.
  - » A 1-point Photography spend and a few hours' work lets the Agent reconstruct the photograph sufficiently to make out some details. The 'dark substance' seems to be clay, and the squat idol appears to be newly made. However, **Occult** confirms that the idol – depicting a tentacle-faced, winged entity – is similar to other idols and carvings uncovered by DELTA GREEN across the world.
  - » Written on the back of one of the photographs is a phone number, which goes to the news desk of the *Carmel Sentinel*, a local newspaper. See *The Journalist* (p. 62).
- Δ **Notice** (Core Clue): There's a large dent in the driver's side of the car, suggesting a recent collision. There's a little black paint left in the dent, implying a crash with a black car.

If the Agents conduct a lengthy search of town taking several hours, this clue can point them to *The MAJESTIC Safehouse* and David Prester's car (see p. 68). However, (a) this is very time-consuming and (b) is circumstantial evidence at best.

Examining Fielding's Remains

A visit to the county morgue, coupled with more **Cop Talk** (or a **Forensics** or **Medicine** spend to demonstrate medical credentials to the coroner, **Dr. Bryne**) to gain entry, lets the Agents examine the remains of Rose Fielding.

- Δ She was a 26-year-old Caucasian woman in good health despite frequent drug and alcohol use.

- Δ There's modeller's clay under her fingernails. There's also a plug of clay in her left ear, like a home-made earplug.
- Δ **Forensics:** Bruising on the chest and head is consistent with a non-fatal car crash.
  - » A 1-point **Forensics** or **Notice** spend spots a small mark on the left side of her neck. It could be an injection mark from a needle, although a toxicology screen of her blood shows nothing in her system that might be lethal in those doses. There are some odd chemical traces that can't be readily explained – **Fringe Science** speculates about a fast-acting toxin that breaks down rapidly after injection.

(Rose was still alive after Prester ran her off the road; the MAJESTIC agent injected her with a lethal chemical to stop her going to a journalist with her suspicions about the Erato House.)

The remains of the other victim, **Tony Curallo**, are also housed in the Putnam County morgue and can be examined at the same time. See *The Shooting*.

The Journalist

Scene Type: Subplot
Lead-Ins: The Crash
Lead-Outs: Printing Gasoline, MAJESTIC Countermeasures

Journalist **Mike Holworth** of the *Carmel Sentinel* was in touch with Rose Fielding before she died. Holworth's a slovenly, cynical reporter, but he knows a good story when he smells one. If contacted by the Agents, he won't reveal what he knows unless they give him something in return. (**Negotiation** is the only way to deal with him, although **HUMINT** confirms that he knows something about Fielding.)

If the Agents let him ask questions of them, he tells them the following:

- Δ He was down in Milltown a few weeks ago, doing a piece about how the local residents are overrun with hippies and lowlifes from the commune.
- Δ He interviewed Weyland Weber, but got nothing useful out of him other than a load of baloney and doubletalk.
- Δ Fielding was one of the first residents of the Erato House commune; a graduate student who worked with Weber. Holworth figured that she might be able to translate Weber's babbling into something he could understand, and maybe offer another perspective on the whole place.
- Δ He wasn't impressed with Fielding – "way I see it, she turned her brains to mush" – but he left her his contact details. She hinted, at the time, about tensions and strange beliefs within the commune, but clammed up when he asked for details. At the time, he figured that she was just talking the same sort of nonsense as Weber.
- Δ He got a call from her a few days ago. She said she needed to talk to him, and that she had "proof" – but the line went dead. He doesn't know what the call was about or what "proof" she meant, but he remembers the line was weirdly distorted, with lots of clicking and buzzing.

The double tragedy and the possible connection to the controversial Erato House means the situation is already newsworthy, but Holworth can show up to ask awkward questions of the player characters, especially if they give him an opening to exploit. He may assume that they're involved in Fielding's death, or that Erato House is under federal investigation. (Alternatively, if you don't want to use this subplot, then Holworth can just keep a low profile and play no further role in the investigation).

There are two possible fates for Holworth – either he precipitates the final confrontation by *Printing Gasoline* (p. 78), or he gets too close to discovering the MAJESTIC connection and gets eliminated by a *MAJESTIC Countermeasure* (p. 80).

The Shooting

Scene Type: Core
Lead-Ins: Unrelated Incidents, The Crash
Lead-Outs: The Crash, The Lost Girl, Erato House

The second victim is **Tony Curallo,** 22, shot dead on the main street of Milltown in the early hours of yesterday morning. The body has been moved to the county morgue, but the scene of the shooting is still cordoned off. Chief Jorgen is at home on temporary suspension, so the Agents are met by his deputy **Henry Olney,** who's nervous and clearly unable to handle the job without Jorgen's supervision.

Questioning Olney reveals the following:

- Δ Yesterday morning, around 5am, Chief Jorgen got a call reporting trouble in town. It

was one of the hippies from the Erato commune.

- Δ **Traffic Analysis:** That's around the same time that Rose Fielding's car crashed (*The Crash*, p. 61)
- Δ The chief showed up, and Tony Curallo – the dead guy – attacked him. He was shouting about monsters and other nonsense, so he was clearly out of his mind on reefer.
- Δ The chief warned the hippy to stand down and tried to use non-lethal means first, but he had no choice – he had to shoot him.
  - » **HUMINT:** Olney's a little doubtful about this testimony – he only has the chief's word for what happened, and he knows that the chief has a grudge against the Erato commune over what happened with Susanna, but Olney's loyal to Jorgen and won't admit to any doubts openly. If the chief said he had no choice but to shoot, then that's how it was.
- Δ Olney's glad the Agents are here, and grabs onto them as authority figures he can shift responsibility onto. He warns that tensions are running high in the town since Curallo's death. The locals weren't happy when Erato House became a haven for hippies, drifters, counter-culture types and other strange folk, and there have been calls for the sheriff to go in and clear the place out. Now, with at least one body in the morgue, Olney's worried that the situation will get worse, and he doesn't know what to do.

POLICE CHIEF WALT JORGEN

Mid-50s, heavyset, clean shaven, wears a heavy coat even indoors

Health 6, Firearms 8, Unarmed Combat 4

- Gruff and taciturn
- Considers Milltown to be his town and his turf; gets irritated when people don't keep him in the loop
- Sighs a lot

Questioning Chief Jorgen

Jorgen meets the Agents at his home. The house is a mess – untidy, dark and unwelcoming. Beer bottles are lined up by the window, unwashed dishes are piling up in the sink, and the remains of a mostly uneaten meal linger on the table. Photos on the wall speak of a happier time, showing the Chief with his wife and children, but his wife Edith passed away a few years ago, and now his daughter's run off to join the commune. (His son is serving in Vietnam; there are several photos of Walt., Jr in pride of place).

- Δ 1-point **Notice** spend: There's a telegram from the Department of Defense on the mantelpiece. It's unopened, and post-dated two weeks ago. Chief Jorgen's certain that it's a letter telling him his son has been killed in action in Vietnam, but as long as he doesn't open it, it's not true in his mind. He becomes furious if anyone examines or opens the letter; however, if **Filched** (Difficulty 4), it can be used to persuade Susanna to leave the commune (see *The Lost Girl*, p. 64).

Jorgen tries to keep any conversation with the Agents professional, so **Cop Talk** is the best approach. If they try to **Intimidate** him by threatening his career, he becomes angry.

- Δ As his report states, Jorgen was called to a disturbance on Main Street. He recognized Tony Curallo, one of the Erato commune folk. Tony was raving, throwing stones through windows and shouting about "drowning gods" and declaring that he was the "karma bird".
- Δ When the sheriff ordered Tony to stop, the hippy rushed towards him, brandishing a rock.
- Δ The sheriff shot him in self-defence.
  - » **HUMINT:** Jorgen believes he's telling the truth, but he's also barely concealing his fury. He blames the victim for forcing him to act, as if Curallo was trying to get Jorgen into trouble.
- Δ The Erato House commune is trouble. Jorgen says he's been warning people about it for months, but the Putnam County sheriff wouldn't listen, said he was scaremongering. He was right, damn it – these two deaths are both the fault of Dr. Weber, and they won't be the last. But he can't do anything...

» Using **Reassurance** to keep Jorgen talking on this topic gets him to admit that his daughter Susanna joined the commune. See *The Lost Girl* (p. 64).
» **Cop Talk:** Jorgen warns the Agents about Desdemona Temple. Most of the commune residents are no-good hippie dropouts, but she's dangerous – she's associated with terrorists and anarchists in the past.

Examining Curallo's Remains

The morgue's a short drive away in Carmel (passing the site of *The Crash* en route). An examination of the second corpse reveals:

Δ Tony Curallo was a 22-year old Hispanic man in moderately good health.
Δ He's got several tattoos on his chest and arms, a mix of fish-like symbols and abstract spirals and curves. **Anthropology** spots some that seem to be inspired by Polynesian imagery; others would be more suited to some textbook on mathematics.
Δ **Forensics:** Cause of death – four gunshot wounds, all in the chest. There are powder burns around the third and fourth injuries that imply he was shot at very close range. The first shot went right through his spine and should have killed him on the spot.
Δ If an Agent takes the time to do a full autopsy, two other bizarre pieces of evidence come to light:
» There's water in his lungs, as if he was drowning at the time of death. Analysis confirms it to be a match to the lake where Rose Fielding died.
» There are also some bizarre stress fractures on his bones that match the tattoos on his arms – as if his body was subjected to incredible pressure or shearing force marked by those tattoos. **Fringe Science** can only speculate about some sort of weird gravitational or dimensional warping.
Δ Among his personal possessions is a cheaply mimeographed instruction leaflet and a notebook. The leaflet is a set of rules written by Dr. Weber about "directed dreaming" and "finding the muse"; the notebook contains Curallo's dream diary. A quick skim reveals:
» Curallo's been with the commune since it was founded a year ago.
» His entries for the first three or four months are mostly unremarkable – he describes erotic dreams or imagined encounters with various people in the compound, notably Desdemona Temple and, later, Rose Fielding.
» About eight months ago, he complains of difficulty sleeping. His entries become more infrequent and irritable, but some of the dreams he describes are noted as being incredibly vivid and bizarre – dreams of falling into a dark city, of bat-winged things rising up from the "folded streets" to "carry him to the tomb of the dead god". (1-point Stability test, please).

The Lost Girl

Scene Type: Subplot
Lead-Ins: The Shooting
Lead-Outs: The Raid

The daughter of police chief Walt Jorgen, Susanna Jorgen, quarreled with her father and ran away to join the Erato commune. The following details can be obtained by questioning Walt, Susanna, any of the commune members, and any of the nosy neighbours.

Δ Susanna Jorgen and her father grew apart after her mother's death, but the real breach was when she started protesting against the war after her brother Walt Jr, was drafted.
Δ She started going to parties at the Erato House; after her father forbade her from going, she started sneaking out (or, she sometimes claimed, sleepwalking out)
Δ Six months ago, on her 18th birthday, Susanna moved out and joined the commune.

Chief Jorgen

Δ He wants Susanna to come home, but knows that forcing her would create a permanent breach between them. He's fine with *someone else* forcing her to come home, as long as the blame doesn't end on him.
Δ He'll veto any official crackdown or raid on the commune as long as Susanna is in the line of fire.

Susanna Jorgen

Susanna pretends to be gentle and loving, but it's a brittle façade, like spun sugar. She's rebelling against her father, against the government, against society – and if the player

characters seem to be representing any of that triad, then she'll rebel against them too. She's one of the most committed members of the commune. (In fact, she's got a low-grade psychic gift that's been exacerbated by the MAJESTIC infrasound broadcasts, and now she's an unwitting worshipper of the Old Ones.)

- Δ 18-year-old Susanna Jorgen presents herself as a committed devotee of Dr. Weber's philosophy, reciting his teachings word for word.
- Δ **HUMINT** coupled with a 1-point **Reassurance** spend gets her to admit that she's terrified by what she's seen in her dreams or experienced during the ceremonies – but she puts this down to her own failing or cowardice. She berates herself for not having the courage to stay true to Weber's teaching – "the path to wisdom is sometimes a thorny one" she says, "you've got to learn new ways of being yourself. Let yourself shout and love".
- Δ If threatened or stressed, she starts muttering strange words under her breath. **Languages** can't identify what she's saying, but it doesn't sound like any human tongue.

Extracting Susanna

If the Agents want to get Susanna out, probably to set up *The Raid* (p. 77), then they have two obvious options:

- Δ Physically kidnap her: she's not able to put up much of a fight, but the rest of the commune may present a bigger problem
- Δ Tell her of her brother's death, and take advantage of her grief and confusion to extract her.

Erato House

Scene Type: Core
Lead-Ins: The Shooting, The Crash
Lead-Outs: Dr. Weber I Presume, Infiltration, Watching the House

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A physical overview of the Erato House – the commune's purchased a rambling old farmhouse. The outbuildings and barns have been converted into a mix of studios and dormitories; a campsite of tents and campervans has sprung up in the field beside the house for the summer. The farmhouse is set back from the main road, and is reached via a narrow tree-shrouded lane. There are high hedges all around the property.

- Δ Everything – house, sheds, trees, tents, rocks, commune members – is richly decorated, often with caked layers of paint or scarred with carving knives. Part of the Erato philosophy is uninhibited creativity, so everyone's encouraged to create art all the time. It's become something of an obsession or nervous tic for the residents – long-time commune members are clearly unable to sit still for any length of time without doodling or painting or scratching something.
- Δ There's no obvious drug use or illegal activity at first glance, but even a casual search will turn up plenty of both. LSD and grass are freely available.
- Δ Visitors are welcome, as long as they join in the search for art. Obvious squares get directed to talk to Weber (*Dr. Weber I Presume,* p. 66); suspected troublemakers are followed by **Desdemona Temple** (*Making Trouble,* p. 74).
- Δ **HUMINT** picks up on the tensions in the compound; everyone's worried about the consequences of Tony Curallo's death, and there are rumours that the police are going to raid Erato House. Some people talk about leaving; others want to stay and fight. Agents who look like law enforcement get a chilly welcome.
- Δ If the Agents try to sneak in or go in undercover, see *Infiltration* (p. 70); if they monitor it from a distance, see *Watching the House* (p. 68).

The Grove

Beyond the farmhouse is the grove, a stand of ancient trees beside a small pond. The grove is used for the commune's ceremonies and gatherings, and outsiders aren't permitted there. If the Agents try to go there openly, they're stopped and asked not to trespass there. It's a sacred place, man.

The Buzz

Despite the welcoming, free love and art, anything-goes atmosphere of the commune, there's something weirdly oppressive and discordant about the Erato Farm. As soon as they arrive, the Agents feel slightly unwell – their hearts pound, and their teeth ache. This sensation diminishes if they stay close to the residents, listen to the music, and pick up at least a contact high from the revelers.

Anyone who stays aloof and detached must make a Stability test (Difficulty 4) or lose 2 points of Stability or become temporarily Shaken (player's choice). Shaken means no Investigative spends and +1 Difficulty to all General tests.

(This "buzz" is the result of the infrasound being broadcast by MAJESTIC -12 from hidden speakers throughout the site. See *The Sound,* p. 76).

Looking For Clues

Wandering around the farm turns up the following clues:

- **Art**: The paintings, clay statues, carvings and other pieces of art created by the Erato commune are surprisingly compelling; even though some pieces are clearly made by different people, they share common elements. Tentacles, weird perspective, winged shapes, eyes... The overall effect is vertiginous, like a bad trip. Weber may be onto something with his theory of collective inspiration.
- **Mechanics** (as an Investigative ability): The farmhouse was clearly renovated before the commune moved in – the building's old, but all the electrical fittings and wiring are brand new.

Going beyond the immediate confines of the farmyard isn't permitted for new visitors.

Dr. Weber, I Presume

Scene Type: Alternate
Lead-Ins: Erato House
Lead-Outs: Doing The Reading, Infiltration

The commune's leader and guru lives on site; he still considers the commune to be a psychological experiment and considers himself to be a detached academic, an anthropologist studying the children of the future. He has an office in the farmhouse that's crammed with his field notes and research.

(Though he doesn't know it, Weber's office has been bugged by MAJESTIC -12, just like the rest of the commune. The bad guys in the *MAJESTIC Safehouse,* p. 68, are listening to any conversations the Agents have in the Erato House.)

Weber's eager to discuss his work with visitors, and is used to casting it in terms that sound harmless or scientific. He leans back in his chair, runs his hands through his hair, and has the annoying habit of asking questions in response to questions. What do *you* think?

- He was a lecturer in Brown University, in Providence, when he came across some notes made in the 1920s by a Professor Angell. These notes described an outbreak of creativity and fervor across the world.
- Weber believes that there are synergic forces at work in human society and creativity, and that small groups of people – correctly stimulated – can collectively access a deeper level of the collective unconscious. They must become a hunter-gatherer tribe, a super-organism.
- He began work at Brown University, but it soon became clear that to make genuine progress towards reaching that creative synergistic super-organism higher consciousness, he would need a long-term study group.
- Fortunately, he was able to establish the Erato House here, and take a sabbatical from his position at Brown to complete his studies.
- Erato, by the way, is the Muse of desire, of lyric poetry and beauty.
- The experiment is still in the early stages, and it may look messy – but they're reaching deep into the human soul here, to access forces and truths that are fundamental to our existence. There have been mystics and prophets and geniuses throughout human history, freaks who were able to unlock this potential on their own or with small groups (Jesus had his disciples, y'know), but if Weber's right, his experiments will determine how to achieve that level of consciousness and awareness for everyone.
- It is categorically *not* a hippie love-in or drug-fuelled orgy. Those are epiphenomena at most, tangential to what's really going on.
- He offers his notes and books to the Agents so they can better understand his work. See *Doing the Reading,* p. 67.
- Weber does not spend every night at the commune; he rents a hotel room in Milltown. Erato House is an experiment, after all – it would be unprofessional to get too involved. He needs to be an external observer.
- **HUMINT:** Weber seems to be telling the truth; he really believes he's trying to unlock some higher state of consciousness, and he seems to have some quasi-scientific method for achieving this. However, he is being evasive and defensive – at the very least, he's trying to shield the Erato House from scrutiny.

- Δ **Accounting:** Weber's leaving out a key question – who's paying for this? Weber owns the farmhouse, he's renting a hotel room for a year, and the commune seems to have plenty of money.
  - » If pressed on this with **Interrogation**, Weber admits that he received a grant from a private institution, the Pythia Group. A 1-point spend of **Fringe Science** or **Agency** identifies this group as being a blue-sky think tank that models weird scenarios for the Department of Defense and State, and is rumoured to have connections to DELTA GREEN's rival, MAJESTIC.

The Deaths

Weber's clearly – and genuinely – upset by the deaths of Rose Fielding and Tony Curallo.

- Δ Rose was a long-time member of the commune, and was a friend of Desdemona Temple. He suggests that the Agents talk to her. (*Making Trouble,* p. 74).
- Δ He claims that Tony was a relatively recent visitor, and wasn't really part of the core group.
  - » **HUMINT:** He's lying.
  - » If the Agents have Tony's dream diary from *The Shooting* (p. 62), they have proof that Curallo was a long-term member too; Weber's lying in an attempt to disassociate the commune from the death.
  - » If pressed (1-point **Interrogation** or **Intimidation** spend without proof), Weber admits that he had several arguments with the local chief of police, Walt Jorgen, and that the chief had even threatened to destroy the commune by raiding it for drugs. Those threats stopped after Susanna Jorgen joined Erato House (*The Lost Girl,* p. 64).
- Δ While he's troubled by the deaths, it's clear that he doesn't connect them to the work. He's either fooling himself, or just a fool.

Guests at Erato

With **Reassurance** or **Negotiation (Core Clue)**, the Agents can persuade Weber that they're interested in his teachings and the methodology used in Erato House, and he'll invite them to stay – as long as they assure him this is nothing to do with an official investigation or connected to the deaths.

Doing the Reading

Scene Type: Alternate
Lead-Ins: Dr. Weber I Presume
Lead-Outs: The Sound, the MAJESTIC Safehouse

Dr. Weber's notes contain added details about the commune's origins.

- Δ There was an outbreak of weird dreams, madness and cult activity in March 1925. Some artists did produce haunting works during that period of bizarre inspiration; many others went insane. It was correlated with other strange phenomena – and, weirdly, geological activity in the south Pacific.
- Δ 1-point **Occult** spend: *In his house in R'lyeh Great Cthulhu lies dreaming* – there are rumours, correlated with records extracted from Innsmouth during DELTA GREEN's raid in 1928, that there was some sort of Unnatural conjunction in 1925.
  - » A further 1-point **Agency** or **History** spend recalls the Legrasse raid in the bayous outside New Orleans in 1907. The cult there is oddly similar to the Erato commune.
- Δ **Fringe Science:** Weber talks a lot about the use of chanting and altered mindstates, and discusses the possibility of using drugs or subliminal broadcasts to induce such a condition. He even talks about an experiment he tried in Brown University, where he used hidden speakers that broadcast chants he found in Professor Angell's notes, in the hopes of sparking creativity. It might be worth searching for such speakers in the Erato House (*The Sound,* p. 76).
- Δ **Accounting** turns up more details about the Pythia Group which funded Weber's work. Notably, they purchased the farmhouse two months *before* handing it over to Weber – what were they doing in that period?
  - » 1-point **Accounting** spend: One document in Weber's folder of papers seems to have been included by mistake. It's a delivery docket for the farmhouse's new radio set – but the delivery address is another house nearby, on the outskirts of Milltown: Number #12, Wood Street. If the Agents check out that address, it's *The MAJESTIC Safehouse* (p. 68).

Watching the House

Scene Type: Alternate
Lead-Ins: The Erato House
Lead-Outs: The Majestic Safehouse, The Sound, Infiltration

The high hedges around the commune make it hard to watch from a distance. The Agents can find a low hill that has a commanding view of the farm buildings, or sneak onto the grounds of the Erato House to watch.

Putting the Erato House under surveillance turns up the following clues:

- There's a regular routine at the commune. Communal meals during the day, mixed with some household chores and some desultory attempts at artwork. There's a definite bad vibe – arguments and scuffles aren't uncommon during the day. Then, towards twilight, it's like someone hits a switch, and everyone becomes much more animate, even frenzied in cases. Some people channel this energy into art, or dancing, or sex; others head down to the Grove. What they do there is hidden by the trees.
- Of the residents:
  - Dr. Weber seems nervous and stressed, presumably worried about the fallout from the two recent deaths. He meets with various law enforcement officers, like Deputy Chief Olney.
  - Desdemona Temple looks like she's preparing for a confrontation or crisis. **Military Science** suggests she's expecting an attack on the compound.
  - Susanna Jorgen's one of the regular visitors to the Grove.
- **Traffic Analysis:** The characters aren't the only ones watching the commune – there's a black van that parks on a side road nearby around twilight each evening. If the Agents try to follow this van, it leads them to *The MAJESTIC Safehouse*, below.
- **Sigint:** The characters can tap the farmhouse's one phone easily enough, but gain no intel from that. However, if they watch the commune for a few hours, they become aware of a subliminal buzzing or throbbing noise coming from the farmhouse. It's *The Sound* (p. 76).

The MAJESTIC Safehouse

Scene Type: Alternate
Lead-Ins: The Crash, Doing the Reading, Watching the House, The Sound
Lead-Outs: At The Threshold, MAJESTIC Countermeasures, The Sound

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The Erato House is a MJ-12-funded experiment. MAJESTIC discovered Weber's early research proposals and combined it with their own research into infrasonics. Now, the experiment's being monitored from a rented house on the outskirts of Milltown. This safehouse (Number 12, Wood Street) is at the end of a row of houses; the garden is overgrown and unmaintained. There's usually a black van parked in the driveway, with a suspicious dent that matches the impact on Rose Fielding's car.

MAJESTIC have a three-person team stationed here:

- Chief researcher **Dr. David Prester,** manic and possibly sociopathic.
- Technician and research assistant **Grace Murwell**, who relieves her boredom by listening to the cult recordings in the dead of night.
- Security and technical assistant **Air Force Sgt. Joseph Kemp**, professional and deadly serious.

The MJ-12 team know their experiment is coming to an end. They tried to stop Rose Fielding going to the authorities, and killed her to keep her silent – but Tony Curallo's death at the same time is drawing too much attention to the Erato project. They're already packing up their boxes of tapes and folders of observation notes; one last test run, and then it'll be time to shut it all down.

Deflecting Scrutiny

If the Agents just call to the house, the door's answered by Sgt. Kemp, who stonewalls. He answers any questions with questions, demands to see ID, won't let the Agents in without a warrant, and so on. **Military Science** or **Cop Talk** spots his military bearing; **HUMINT** makes it clear that he's stalling. He's impervious to **Intimidation** or other attempts at bribery or manipulation, and he won't hesitate to use non-lethal force if he has to.

If the Agents back off, run *MAJESTIC Countermeasures* (p. 80).

DAVID PRESTER

General Abilities: Athletics 6, Health 6, Firearms 6, Melee Combat 4, Unarmed Combat 4

Hit Threshold: 3

Handgun, +1 damage; poisonous syringe, no damage, but Health test, Difficulty 6 needed to avoid becoming Seriously Hurt.

GRACE MURWELL

General Abilities, Health 6, Firearms 4

Hit Threshold: 3

Handgun, +0 damage.

SGT. KEMP

General Abilities: Athletics 8, Health 10, Firearms 8, Unarmed Combat 8

Hit Threshold: 4

Alertness Modifier: +2

Rifle, +1 damage

The MAJESTIC -Mobile

The MAJESTIC van contains a portable radio transmitter for broadcasting infrasonic messages to the Erato speakers, a set of receivers for the surveillance microphones, and a directional infrasound transmitter that can blanket a single room with the Sound. It's also got bulletproof "Chicken Plate" inserts along the interior, making it somewhat armoured against weapons fire. In an emergency, the MJ-12 team can run their experiment from the van, but they'll quickly run down their batteries if they don't have access to mains power.

The directional infrasound transmitter can be used to remotely affect victims, either to replicate the regular speaker network, or to blast a single room (see *MAJESTIC Countermeasures*, p. 80).

Bugging Out

The MJ-12 team stay in the house on Wood Street as long as they can, but they'll bug out once they know the Agents are onto them. Possible triggers:

- Δ The Agents follow or chase the black station wagon
- Δ The Agents discover the hidden microphones in the Erato House
- Δ The Agents break into the house on Wood Street

MJ-12 avoid a direct confrontation with DELTA GREEN if possible – they'll pile into the station wagon and drive off, monitoring the final phase of the experiment from the road. If they can't escape easily, run *Firefight,* below, or *MAJESTIC Countermeasures* (p. 80) as appropriate.

Firefight

If they're up against the wall and there's no other way to escape, then Sergeant Kemp breaks out the guns. He's got a concealed service pistol on him at all times, and has an assault rifle hidden inside the safehouse. Kemp prefers to use suppressing fire to keep intruders pinned down while the rest of the MJ-12 team escapes – he won't shoot to kill unless he has no other choice.

Interrogation

Should the players take the MJ-12 researchers alive and **Interrogate** them, Prester admits that he was part of Weber's experiment. "Oh, it's still his experiment. We're just giving them a push. Helping them reach the stars. They're nearly there – they don't need our boosting any more".

Run *At the Threshold* (p. 78) that evening.

Searching the House

A search of the house, before or after the MJ-12 team flee, turns up the following clues:

- Δ **SIGINT:** At first glance, this looks like a listening post, monitoring transmissions – but that's only half the story. It looks like they were both transmitting and receiving. They were sending some signal to the Erato House, and getting messages back.
- Δ **SIGINT:** There must be hidden speakers and microphones all over the Erato House – dozens of them!
- Δ **SIGINT:** They're using cutting-edge equipment.
- Δ 1-point **SIGINT** or **Mechanics** spend, plus **Preparedness**: Even if the MJ-12 team have removed their equipment, the

hardwired connections and phone jacks are still in place, so the Agents could tap into the microphones in place, and monitor conversations in the Erato House. Possible conversations they might overhear:

» Desdemona Temple talking to Weber about her concerns about the Agents' investigation or her suspicions about Rose Fielding's death

» If an Agent is undercover in the commune, then Desdemona Temple or Susanna Jorgen might confide to another commune member that they suspect the infiltrator of being a narc.

» Chanting and raving as the afflicted commune members go to the grove (*At The Threshold,* p. 78).

Δ **Fringe Science:** The transmissions being broadcast into the Erato House are some sort of infrasound, below the range of human hearing.

Δ **Medicine:** Some studies suggest that exposure to infrasound can cause feelings of despair, anger or trigger hallucinations.

Δ **SIGINT:** Shutting down this safehouse may not stop the transmissions – the only way to do that is to disable the speakers in the Erato house.

If the MJ-12 records and tapes are still present, then the Agents can pick up some added clues:

Δ The experiment is referred to as DELPHI-9 or SCORE GABRIEL.

Δ If the Agents have visited the Erato House and had any conversations there, there are recordings of those conversations on the tapes.

Δ **Occult:** From these tapes, they're not just broadcasting low-frequency sound – they're using recordings of chants and occult incantations!

Δ **Anthropology:** Reading over the transcripts from the commune, it looks like they've succeeded in evoking *something* like the creative synergy that Weber talked about, but it's alarmingly like a collective hallucination, a group madness. The commune members are seeing things that aren't there, and bringing them into existence through art. It's a hothoused, force-grown cult!

Δ **SIGINT:** They were tapping the phone lines too – here's Rose Fielding's conversation with the reporter, shortly before her death.

Δ **Traffic Analysis:** The intensity of the infrasound transmissions has ramped up over the last few months – and it spiked just before the Agents' investigation began. They're pushing for somethingg to happen.

Following On

With evidence of an impending threat, the Agents could gather more information about *The Sound* (p. 76), or try *Turning Temple* (p. 77).

If you're close to the end of the investigation, run *At the Threshold* (p. 78) as MAJESTIC triggers the endgame.

Infiltration

Scene Type: Core
Lead-Ins: Watching the House, Dr. Weber I Presume, Erato House
Lead-Outs: Rose's Diary, Making Trouble, MAJESTIC Countermeasures, The Sound

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The Agents have three options when it comes to infiltrating the commune.

Δ **Sneaking around and staying out of sight:** The farmland around the main house provides plenty of cover, and it's possible to move around at night without being seen, but it's still going to challenging. Sneaking into the commune requires a Difficulty 6 Stealth test, and another Difficulty 5 test is needed whenever the Agents try to move to a different part of the compound and at sundown. If any of these tests fail, then the infiltrating Agents are discovered by Desdemona Temple – run *Making Trouble*, p. 74.

Δ The Agents can reduce the difficulty of these tests with Investigative spends like:

» **Architecture**, **Notice** or **Survival**, to spot hiding places

» **Military Science**, to draw on tactical experience

Any suitable spend reduces the Difficulty of a roll by 1.

Δ **Going undercover as new arrivals:** This options gives the Agents the most freedom to move around the commune. A Disguise test (Difficulty 3, or 5 if the same Agents have already visited the commune) lets some of the Agents disguise themselves as road trippers who heard about the Erato House.

Reassurance or **Streetwise** ensures the Agents can blend in; a spend of **Art, Occult** or **Inspiration** demonstrates that the newcomers are on the same vibe as the inner circle of the Erato commune, and gets them an invite to the grove. If the Agents draw any attention to themselves, run *Making Trouble*, p. 74).

- **Claiming to be curious about Weber's teachings:** The Agents could just claim to be interested in the Erato philosophy and Weber's work. The commune welcomes all sorts of people – even squares and G-men. They'll need to spend **Reassurance** and **Streetwise** to allay suspicion, and even then, they'll be stopped by Desdemona Temple if they cause any trouble or get in the way (*Making Trouble*, p. 74).

Under Surveillance

Remember, the Erato House and the surrounding area has been bugged by MAJESTIC – anything the PCs say may be recorded, and MAJESTIC may trigger some *Countermeasures*, p. 80, to interfere with the investigation.

There are also speakers hidden throughout the commune, broadcasting the infrasound chanting – both in the house and the grounds outside. As described in *The Buzz* (p. 65), visitors to the commune feel unwell shortly after arriving. This sensation diminishes if they stay close to the residents, listen to the music, and pick up at least a contact high from the revelers.

Anyone who stays aloof and detached must make a Stability test (Difficulty 4) or lose 2 points of Stability or become temporarily Shaken (player's choice). Shaken means no Investigative Spends and +1 Difficulty to all General tests.

This effect becomes more intense at night – see *Finding Your Muse*, p. 72.

Exploring the Commune

Areas in the commune and associated clues

- **Main Farmhouse:** The farmhouse's kitchen is available for use by everyone; the bedrooms upstairs are used mostly by long-term residents including Desdemona Temple and Dr. Weber.
  - **Notice (Core Clue)** spots *Rose's Diary* (p. 75), which might be found either in Rose's room or Temple's room, whichever the Agents search first. Either way, getting in requires a separate Stealth test; if spotted, Temple discovers the Agents after they find the diary. Run *Making Trouble*, p. 74.
  - In the kitchen is a large and new radio set. **Notice** spots cables running out of the back of the radio set into the walls. Opening the radio set discovers it's got a transmitter built into it – it's how the MAJESTIC team remotely monitor their hidden microphones. Disabling the radio won't shut down the infrasound, but will stop any eavesdropping from *The MAJESTIC Safehouse* (p. 68).
- **Outbuildings:** The outbuildings have plenty of art supplies.
  - **Art** or **Occult:** There's a definite theme to many of the artworks created by commune members; dark trees or fronds, drowned cities, bat-winged things. Images of the grove nearby show up in many of the images and artworks.
  - If asked about the bat-winged images, commune members say that it's a "karma bird" that brings people what they deserve.
- **Camp:** At any time, there's about thirty or forty people living around the Erato House. Half are transients, either newcomers or those who are here only for a few weeks before moving on. The other half are more committed to the Erato ideals (or, if you prefer, have been more thoroughly brainwashed by the infrasound).
  - **HUMINT** or **Anthropology** picks up on the dynamics of the commune – the infrasound makes people irritable, depressed or paranoid, until they open themselves up as a channel for creativity – and the products of that artistic inspiration are disturbing and dark.
  - Everyone's worried about the deaths of Rose Fielding and Tony Curallo. Rose had argued with Dr. Weber recently, although no-one's sure why. And Tony's attack on the cop is sure to draw repercussions.
  - Dr. Weber may claim to be a guru, but most of the residents think he's either a mad scientist making them run around his lab, or a "butterfly collector" who's trying to pin down, dissect

and mechanise the human soul. None of them have much affection or respect left for him.

» Desdemona Temple's seen as the strongest voice in the commune; she's the one people listen to, and the one who's going to get them through this crisis.

Δ **Farmland:** The woods and fields around the Erato house are trampled or overgrown and untended. Around the edges of the Grove are two possible clues:

» **Biology:** The trees in the grove are dying; the groundwater here is impossibly salty, as if the nearby pond is connected to the ocean – but the nearest part of the Atlantic, Long Island Sound, is more than twenty miles away.

» **Survival** or **Notice:** There are lots of footprints in the salty mud, suggesting large numbers of people gathered here. There are also some marks that aren't human footprints – they look more like the track of some huge worm or serpent.

Δ **The Grove:** The grove is a stand of trees, rotting and covered in moss. Two trees, their trunks painted in many colours, mark the entrance to the clearing in the middle of the grove. Shadows under the trees are dark and somehow fluid, and the dappled shifting sunlight gives the disturbing impression of being underwater. There are hundreds of little clay statues, carvings and other trinkets hanging from the trees, all depicting the same bat-winged, tentacle-faced entity. It's bizarre and disturbing (requiring a 3-point Stability test).

Δ There are hidden microphones and speakers in the grove; if discovered, see *The Sound* (p. 76).

Finding Your Muse

Agents in the commune who try to fit in by following their artistic urges can pick up a brush or a lump of clay and start creating. The act of creativity unlocks something in them, the strange sensation that they're part of something greater, or that

some force is acting through them or calling to them. It's like standing in the surf, feeling the undertow trying to drag you out to sea. Does the Agent resist or give in?

Those who resist lose 3 Stability, and become aware of the buzzing, droning, chant coming from all around them (*The Sound*, p. 76).

Those who give in also lose 1 Sanity, and enter into a trance. Have the player describe what aspect of their personality or experience they're drawing on in this chance – the character spends a point from any one Investigative ability, and gains a 3-point pool that can be spent in the place of any ability while interacting with the commune and its members, representing a sudden understanding and commonality with the other Erato devotees.

> *For example, Pete Bluestone takes part. He spends a point of Military Science, and says that he's drawing on his experiences in Vietnam; when he comes out of the trance, he's painted a series of images showing his squad moving through the jungle towards a bat-winged thing in a temple. It's decorated with symbols he doesn't understand, but which Celia Taka can translate as Sanskrit glyphs reading* "IN HIS HOUSE THE DEAD GOD LIES DREAMING". *While disturbed, Bluestone feels he now has a strange connection to the Erato commune and its inhabitants, and gains a three-point pool that he could spend on, say,* ***Reassurance*** *or* ***Inspiration*** *when interacting with them, or on a* ***Stealth*** *or* ***Conceal*** *test, reflecting his strange new knowledge of the area around the house.*

Track which Agents lose Sanity in this manner – it'll be important in *At The Threshold* (p. 78).

After one or more Agents have been exposed to the effects of *Finding Your Muse*, then **Fringe Science** or **Medicine (Core Clue)** guesses at the existence of an infrasound transmitter; finding the hidden speakers requires a thorough search and a **Conceal** test (Difficulty 6). If the test's failed, the Agents are discovered before they find the microphones. The Agents can avoid having to make a test by creating a suitable distraction. Alternatively, **Military Science** or **Notice** spots that the grove (see below) is empty during the day, so the Agents can search that spot without risking discovery.

See *The Sound* once the Agents discover the hidden speakers and mikes.

Events in the Commune

Run any of these events if the game drags:

- Δ **An Argument:** Two of the commune members argue about the death of Tony Curallo – one calling him a fool, the other saying that while Tony shouldn't have acted directly, the sheriff "deserves what's coming to him".
- Δ **A Tribute:** Some of the commune members create paintings of Rose Fielding and Tony Curallo. The paintings are bizarre and disturbing; if the Agents have examined the bodies in the Putnam County Morgue, they notice that there are details in the paintings that mirror the injuries on the two corpses, even though no-one from the commune has viewed the bodies. The commune members agree to hold a remembrance ceremony in the Grove that night or the following night (the events of *Through the Doors*).
- Δ **Children of the Future:** All the commune members (and anyone who lost Sanity through *Finding Your Muse*) suddenly start talking in a strange language. None of them are aware they've switched from English to some alien tongue, and they all switch back simultaneously after a few moments. **Foreign Languages** cannot identify the language used, although it had elements of Sumerian.
- Δ **Accusations:** One of the commune members suddenly becomes aggressive towards one of the player characters. If the Agent is in disguise, the commune member accuses the Agent of being a narc; if the Agent's hiding, the commune member grabs a wooden club or other weapon and starts beating the bushes. This sudden flash of anger – a side-effect of the infrasound – ends as abruptly as it begins, but if the player responds to the threats, Desdemona Temple intercedes.
- Δ **Weber's Circle:** Dr. Weber continues to pursue his work with the Erato House commune, trying to trigger creative synergy. Drumming circles, chanting, urging people to give into their impulses and abandon control. *Let the universe call to you and tell you what to do.* He may target the player characters – if newcomers to Erato House can tap into that same collective impulse as the long-term residents, then

it would prove his thesis. See *Finding your Muse*, p. 72.

Δ **Desdemona Prepares:** Unlike Weber, who's focused on his work, Desdemona knows that there's every chance trouble's coming. She's one of the few commune members who knows military tactics and weaponry. She patrols the farm, checks on weapons, looks for the few members who might be willing to use violence, and gets ready for a raid by the police. See *Making Trouble*, p. 74, if the Agents get in her way.

You could also run *Walt's Revenge*, *New Ways to Shout* or *The Syringe* from the list of *Majestic Countermeasures* on p. 80 if the MJ-12 monitors are aware of the Agents' presence in the commune via the hidden microphones.

Making Trouble

Scene Type: Antagonist Reaction/Alternate

Lead-Ins: The Erato House, Infiltration

Lead-Outs: Rose's Diary, Turning Temple

Desdemona Temple's a former radical member of the Black Panthers; she left that group in search of spiritual renewal and rejuvenation, and ended up at Erato House. She hoped that Weber was onto something with his theories of group consciousness and mass awakening, but she's increasingly disenchanted with the group. She's sticking around mainly out of a sense of responsibility.

DESDEMONA TEMPLE

General Abilities: Athletics 4, Health 7, Firearms 6, Unarmed Combat 5

Hit Threshold: 3

Alertness Modifier: +2

Stealth Modifier: +1

Attack: Improvised weapon (-1) or fist (-2)

The Smackdown

If any of the Agents cause a disturbance in the commune, then Temple's the one who shows up to deal with the problem. She's an accomplished martial artist, and can easily put the average troublemaker down with one swift punch or arm lock. A trained DELTA GREEN Agent is another matter, but Temple's still a match for most of the player characters.

She'll try to defuse situations with a quick burst of violence, and then talk to the troublemakers outside once things calm down. She's too tired and cynical to be as angry as she used to be. A **Reassurance** or **Negotiation** spend after an altercation with Temple allows an Agent to convince her that the Agent has learned a lesson and won't cause any more problems; otherwise, she keeps watching that troublemaker, following the Agent around the commune and preventing investigation.

If the Agents escalate to using lethal force, she responds in kind; she won't kill unless it's necessary for the cause, but she's prepared to do so if she has to.

Watching Temple

Once the Agents become aware of Temple's importance in the commune structure (either through observing her or getting a smackdown), they may wish to investigate her.

- Δ **HUMINT** or **Streetwise:** Desdemona's nervous, convinced that the commune is being set up by mysterious forces for some horrible fate.
- Δ **HUMINT** or **Notice:** Temple has no time for the most mystical or spiritual elements of the commune; she's a would-be revolutionary, not a mystic. She gets visibly irritated with some of the more fervent members of the commune. However, she rants a lot about the government and the military-industrial complex – and it might not be paranoia in this case.
- Δ **Notice:** Unlike everyone else in the commune, she doesn't attempt to make any art.
- Δ **Military Science:** Desdemona clearly has some paramilitary experience, and is familiar with firearms.
- Δ **Notice:** Desdemona sealed off Rose Fielding's room in the farmhouse, but hasn't done the same with Tony Curallo's RV.
  - » A search of Temple's room (or Fielding's) discovers *Rose's Diary* (p. 75).
  - » Temple's reading Rose Fielding's diary, in an attempt to understand why Fielding fled in the middle of the night.
- Δ **Military Science** or **HUMINT:** It's clear that Temple's both a key figure in the commune and uneasy in the current situation – it may be worth trying to recruit her as an ally. See *Turning Temple*, p. 77.

Rose's Diary

Scene Type: Core
Lead-Ins: Making Trouble, Infiltration, Turning Temple
Lead-Outs: The Sound, Turning Temple

Rose Fielding wrote down her experiences with Dr. Weber's experiments in a diary. She intended to hand a copy of this diary over to the journalist, Mike Holworth (p. 60), but was eliminated by MJ-12 before she could do so. Now, her diary might be concealed in her room in the farmhouse, or else in Desdemona Temple's possession.

Skimming the diary gives the reader a point of **Unnatural**, and the character must make a Stability test. If failed, the character loses 1 point of Stability, but is treated as if they lost Sanity to *Finding their Muse* (p. 72).

Key elements from the diary:

- Δ Fielding describes how she took part in Weber's experiments in creativity. At first, nothing out of the ordinary happens, but over time, she begins to have strange dreams about drowned cities and horrible things she can't look at directly.
- Δ She feels drawn to the Grove, and cannot always recall what she does there.
- Δ She feels like she's breaking in two – during the day, she's scared or angry with herself, but at night, she seems to become someone else – or a part of something else, something greater. She quotes Weber's theories about the collective unconscious of a small group.
- Δ One day, in an attempt to understand her bizarrely unstable mental state, she visited the grove during the day, which is an unspoken taboo in the commune. There, she clearly heard two people talking to one another, even though there was no-one there. They sounded, to her, to be scientists discussing an experiment. They didn't seem aware of her presence. She recalls the names "David" and "Grace".

- Δ **Fringe Science** or **SIGINT (Core Clue):** It sounds more like some sort of broadcast or recorded conversation than anything else – it might be worth searching the grove for a transmitter or tape player. (*The Sound*, below).

The Sound

Scene Type: Core
Lead-Ins: Infiltration, Rose's Diary, The MAJESTIC Safehouse, Watching the House, Doing the Reading
Lead-Outs: The MAJESTIC Safehouse, Turning Temple, At the Threshold

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Weeks before the clueless Weyland Weber set up Erato House, the MAJESTIC team laid the groundwork by concealing tiny speakers and microphones around the farm. During the day, they broadcast an irritating infrasound designed to depress and exhaust anyone exposed to it; by night, they switch to subliminal recordings, using recordings made during the interrogations of survivors from the PUZZLEBOX Operation in 1930 (also known as the Raid on Innsmouth). In effect, the unwitting artists and hippies at Erato House are getting the same subliminal cues they'd get when participating in a cult ritual worshipping Great Cthulhu.

The Cthulhu cult is older than civilization, older than human speech. Those recorded sounds trigger responses deep in the brain, stripping away the paltry cloak of rationality and calling those who hear it to pay homage to the Old Ones.

Discovering the Sound

The speakers are carefully hidden. Even if the Agents know the speakers exist, it's a Difficulty 6 **Conceal** roll to find an individual speaker quickly. The speakers are wired together, so once the Agents find one, they can follow the wires back in some cases. In others, the wires run into walls, are buried underground, or are otherwise built into structures and cannot be followed.

The big radio set in the main room of the farmhouse is the central junction box for the speakers. It receives radio signals from the MAJESTIC safehouse or the black van. Backup receivers allow MJ-12 to activate the speaker network even if the main radio's disabled, but one of the MJ-12 members will have to go onto the farm to manually activate the concealed receiver. (Optionally, they could blackmail Weyland Weber into doing so).

(The Agents don't need to find the physical speakers to detect the sound; in playtesting, an Agent used Preparedness to obtain a parabolic microphone to spy on conversations and picked up the infrasound broadcasts on that).

Analysing the Sound

Using **SIGINT** or **Fringe Science** on a recording lets the Agent detect the infrasound and – with some work – isolate it and amplify it so it can be heard normally.

- Δ **Medicine** recalls that irritation and disorientation are side effects of infrasound exposure.
- Δ **Military Science** recalls rumours of US experiments with sonic weapons and psyops in Vietnam, including using infrasound to convince Vietnamese troops that they were surrounded by ghosts (as part of Operation Wandering Soul).
- Δ **Anthropology** identifies the night-time transmissions – the chanting and cult ceremonies – as being part of some religious ritual, and guesses that the subliminal effect could be hypnotic, convincing listeners to join the ritual without consciousness awareness of their actions.
- Δ **Fringe Science** or any suitable **Agency:** It's clear that this is expensive, cutting-edge equipment, out of reach for any civilian. There's no way that Dr. Weber could afford this - it's got to be some sort of military or government operation.
- Δ **SIGINT (Core Clue)** plus some radio-detection equipment and a few hours' work lets the Agents trace the source of the transmissions to Wood Street, on the edge of Milltown. See *The MAJESTIC Safehouse*, p. 68.

Countering the Sound

A combination of a 2-point **Fringe Science** spend, plus a 6-point **Mechanics** spend, lets an Agent build a portable infrasound transmitter that can drown out the MAJESTIC subliminal messaging and counter its effects on those nearby. More prosaically, **Preparedness** for earplugs lets the Agents avoid exposure, but won't help existing victims.

Following On

- Δ **HUMINT:** If the players have encountered Desdemona Temple, then they could use this proof of mysterious experiments to convince her to trust them. See *Turning Temple*, p. 77.

Turning Temple

Scene Type: Subplot
Lead-Ins: Making Trouble, The Sound, Rose's Diary
Lead-Outs: At the Threshold, Through the Doors

Weyland Weber may claim that Erato House is his brainchild, but it's clear that the key figure in the commune is Desdemona Temple. She watches everyone, takes care of people – and will be the first person to spring to the commune's defence if they're threatened.

HUMINT or **Military Science:** Convincing Temple to trust the Agents could give them a valuable ally within the commune.

To flip Temple, the Agents need to:

- Convince her that they're trustworthy
- Provide her with proof that they're not part of the conspiracy against Erato House.

If they've managed to maintain any cover identities as harmless civilians, then they can spend **Reassurance** to convince her to listen. If she only knows them as FBI Agents, she's much less willing to believe the PCs – the players can still reach her, but only if they promise to protect the innocent commune members, and ensure those responsible for the deaths of Tony Curallo and Rose Fielding are brought to justice.

Providing her with proof is easier if the Agents have discovered *The Sound* (p. 76) – showing her a hidden speaker or a recording convinces Temple that her suspicions are correct. Alternatively, proving that Rose Fielding was the victim of an assassination works.

Temple as Ally

If flipped, Temple reveals the following:

- She's been part of the commune almost since it started. It started as a beautiful place, but things have gotten steady worse since then. Everyone's been acting strangely – getting paranoid, fighting amongst each other, creating bizarre things.
- If the PCs haven't found *Rose's Diary* (p. 75), Temple gives it to them.
- Temple stays away from the commune at night – at first, because she used to patrol the grounds, but now, because she doesn't want to be affected like everyone else.
- The grove is the centre of the growing strangeness in the commune. Only a small fraction of the commune members go there, but they're the ones most deeply affected by whatever's going on. They become different people at night, when the spirit grips them.
- When *At The Threshold* happens, Temple contacts the PCs and leads them to the grove, bypassing the danger of Erato House itself and bringing them straight *Through the Doors* (p. 79).

Temple as Enemy

If the Agents don't even try to counter the danger posed by Temple, then she leads the defence of Erato House in *At The Threshold*. She takes up a sniper position on the roof of the farmhouse and shoots at anyone who approaches down the lane way from the main road.

If they try to flip her and fail, she pulls a gun on the Agents, likely precipitating endgame.

The Raid

Scene Type: Subplot
Lead-Ins: The Lost Girl
Lead-Outs: At The Threshold

DELTA GREEN is still an officially sanctioned organization, and the Agents have some influence. They can try to call in a few wagons full of police for backup when they raid the Erato House. Doing so requires a Bureaucracy test; the Difficulty for this test starts out at 8, modified as follows:

- +4 if Chief Jorgen objects – and he'll always object to any attempt to storm the house as long as his daughter Susanna is in the line of fire
- -2 if Chief Jorgen supports the proposal
- -1 per investigative spend of suitable abilities to support the case (**Agency**, to pull rank; **Forensics** to explain physical evidence; **Military Science** to plan the raid; **Cop Talk** or **Inspiration** to persuade).

> Reluctant even to be left alone again, each one of the cowed squatters refused point-blank to advance another inch toward the scene of unholy worship, so Inspector Legrasse and his nineteen colleagues plunged on unguided into black arcades of horror that none of them had ever trod before
>
> —The Call of Cthulhu

If the Agents can pass the Bureaucracy test, then Putnam County's able to assemble a large body of police officers, ready for a riot. Under the command of Sheriff Smith, this team musters in Milltown and then drives out to Erato House, advancing down the lane way.

If the speaker system is still active, then the raid is a partial disaster. Inexperienced armed police, already nervous, run into an invisible field of infrasound that makes them even more jumpy and aggressive. Soon, someone panics and pulls a trigger, and then all hell breaks loose. Several commune members are shot dead; fighting breaks out all over the compound. See *At The Threshold* (p. 78).

If the Agents have disabled the speaker system, then the raid is executed smoothly. The police are able to sweep through Erato House and arrest most of the commune members without significant resistance (unless Desdemona Temple is still a threat), allowing the players to avoid getting entangled with *At The Threshold* and move straight to *Through the Doors* (p. 79).

At the Threshold

Scene Type: Core/Antagonist Reaction

Lead-Ins: The Sound, MAJESTIC Countermeasures, The MAJESTIC Safehouse, Turning Temple, The Raid

Lead-Outs: Through the Doors

This scene can begin in four ways, and however it starts, it marks the endgame of the investigation. Either

- Hastening to wrap up their experiment, MJ-12 broadcasts the final infrasound sequence, allowing the GM to move into the endgame of the scenario

Or

- Convinced that they're about to be exposed, MJ-12 tries to use the compound as a distraction or death trap for the meddling DELTA GREEN Agents

Or

- The player characters attack the compound and cause an incident

Or

- Mike Holworth prints a story in the *Carmel Sentinel* about Erato House (see the *Printing Gasoline* sidebar below.)

If the Agents have successfully captured all three MJ-12 agents from the safehouse, have a mysterious Man in Black show up to throw the final switch. Erato House is a considerable investment for MAJESTIC, and not one they're willing to squander.

Reefer Madness

The initial blast of infrasound throughout the Erato House farm causes intense feelings of unease and paranoia among those present. Some of the commune members are able to ride out the effects; others curl up, driven into temporary catatonia. Others become violent, just like Tony Curallo, attacking anyone around them with improvised weapons. Fighting back with excessive force makes the situation worse – if the player characters start shooting, then more of the commune turn violent.

- Agents present must make Stability tests (Difficulty 4) or be Shaken by the ultrasound.

After the initial burst, the infrasound signal switches to the recorded Cthulhu cult ceremony – played faster and faster. The more receptive cult members head to the grove; others become violent and delusional, perceiving those around them as monsters.

- Agents who lost Sanity during *Finding your Muse* must make Stability tests (Difficulty 6) or suffer from similar hallucinations.

If the Agents have police with them (*The Raid,* p. 77) or have allied themselves with Desdemona Temple (p. 74), then they can bypass most of this scene – the Agents' allies urge them to head to the grove and *Through the Doors,* while Temple/the police deal with the farmhouse.

PRINTING GASOLINE

An optional route to endgame - Mike Holworth files a story with the *Carmel Sentinel,* reporting on his earlier meeting with Rose Fielding, where she hinted at strange behavior at Erato House. He combines that with other rumours, and the deaths of Fielding and Tony Curallo, to paint a picture of the commune as being a den of depravity and criminality. In Milltown, the article prompts locals to call for a police raid; in the commune, it triggers panic and the events of *At The Threshold.*

COMMUNE FANATIC

General Abilities: Athletics 3, Health 4, Melee Weapons 4, Unarmed Combat 3

Hit Threshold: 3

Alertness Modifier: -1

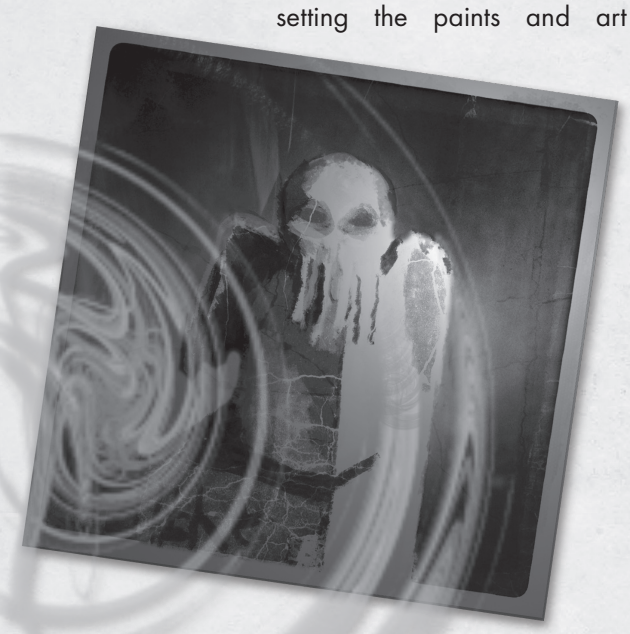
Stealth Modifier: +0

Attack: Improvised weapon (-1) or fist (-2)

Chaotic Events

Use as many of these incidents as needed. The longer the Agents spend dealing with the distraction at Erato House, the worse the situation will be when they finally get *Through the Doors* (p. 79). Run them as a jagged, nightmarish montage – the real horror is in the grove, but they're still within the spiritual blast radius of the experiment.

- Δ **Arson:** Someone sets fire to the farmhouse, starting in Weber's study upstairs. The blaze rapidly spreads through the structure and outhouses, setting the paints and art supplies alight. (+0 damage for anyone caught in the blaze).
- Δ **The Shape in Clay:** The Agents come upon one of the commune members entombed in wet clay. The victim's still alive, begging for help with muffled cries. However, if the Agents try to pull the victim out, the clay seems endless, and all their efforts just result in them getting deeper and deeper into the mire. The victim's doomed.
- Δ **Stone Knives:** One of the crazed commune members attacks the Agents wielding a pair of stone knives she's clearly made herself while under the effects of the infrasound. These knives do +1 damage, but can be used on the Black-Winged One and can ignore its armour.
- Δ **Weber Martyred:** The Agents glimpse Dr. Weber stumbling through the ruins of the compound. He's been attacked by his followers – his chin has been flayed, leaving bloody strands of skin and muscle dangling from his face like tentacles. His tongue's been split down the middle, his eyes removed. He staggers, strangely bloated, through the carnage.
- Δ **Weeping Statues:** The Agents pass some of the Cthulhu statuettes made during the frenzied artistic inspiration. Salt water's oozing from the clay, as if the statues are somehow simultaneously on a farm in New York, and at the bottom of the Pacific. Anyone touching a statue takes +0 damage from the crushing pressure of the water.



Through the Doors

Scene Type: Conclusion
Lead-Ins: At The Threshold, Turning Temple

> All denied a part in the ritual murders, and averred that the killing had been done by Black Winged Ones which had come to them from their immemorial meeting-place in the haunted wood.

In contrast to the chaos at the main compound, it's blessedly cool and quiet beneath the trees. There's a ring of fires burning in the middle of the grove, but the flames are weirdly blue-shifted, as if they're a very great distance away. A few of the most psychically sensitive commune members have gathered here to worship the Great Old Ones.

Even if the Agents have shut down the infrasound system, it's too late – the commune members know the chants now. They have heard the Call.

Susanna Jorgen is among the cultists here, if the Agents haven't rescued her already.

If the Agents don't stop the summoning, then the Black Winged Ones – the Karma Birds of cult mythology - flit off into the night and murder Sheriff Walt Jorgen and any other enemies of the cult. Possible targets include the journalist Mike Holworth, the player characters and – if the cult knows they exist – the MAJESTIC team.

Summoning the Black Winged Ones

In the centre of the grove, surrounded by blazing bonfires, is a growing darkness. It ripples like water, and the Agents can see shapes – terrible, haunting shapes – moving towards them out of its unthinkable depths.

If the Agents arrive at the grove quickly enough, they can stop the summoning by interrupting the ritual. Incapacitating the cultists counters the spell, closing the way to whatever stygian abyss is on the other side of the portal.

If the Agents are delayed, then one or more Black Winged Ones emerge. The creatures might resemble insects, or manta rays, or horribly warped humans, but their carapaces drink all the light that strikes them, making details hard to discern. They can be *heard*, though, their alien voices chittering the same terrible words of worship as the cultists and the infrasound speakers.

BLACK WINGED ONE

See *Fall of Delta Green*, p. 224.

Abilities (on land/in air): Athletics 8/12, Fighting 8/12, Health 9, Melee Weapons 6/12

Hit Threshold: 4/5

Alertness Modifier: +1 **Stealth**

Modifier: +0/+1

Attack: improvised weapon or claw (d+1), neck snap or killing pressure- point blow (L1); a Black Winged One can make two weapon/claw attacks or one neck snap attack per round.

Armor: -2 vs. any (inhuman carapace) [L-1]

Stability Loss: +0

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."

Once fully manifest, the Black Winged Things soar off into the sky or attack nearby player characters. If it's clear that Erato House is lost and the cult is doomed, the Black Winged Things instead wrap their wings around the surviving cultists and carry them away to R'lyeh.

MAJESTIC Countermeasures

Scene Type: Antagonist Reaction
Lead-Ins: Any, but probably *Watching the House, Infiltration* or *The MAJESTIC Safehouse*
Lead-Outs: The MAJESTIC Safehouse, At the Threshold

The Erato House experiment is nearly at an end, but MJ-12 need to stall any investigation for as long as possible so they can get the last of the data they seek. As soon as they become aware of the PCs' investigation of the commune, the MJ-12 team at *The MAJESTIC Safehouse* (p. 68) might employ any of the following countermeasures. You don't need to use all possible reactions in the adventure.

- Δ **Sabotage:** Grace Murwell sabotages a car used by the Agents. She might plant a bug (**Conceal** Difficulty 6 to find it), and/or sabotage the brakes or fuel line. Early in the scenario, she just leaves a warning – the car runs out of gas in the middle of nowhere, and when the Agent checks the gas tank, there's a crude note reading "STAY AWAY FROM ERATO". Later, she escalates to cutting the brakes (**Driving** test to avoid a crash).
- Δ **New Ways to Shout (Commune only):** MJ-12 amp up the infrasound, possibly mixing in recordings of the PCs' voices if they have them. Commune members near the Agents become violent, as if possessed or hallucinating. Again, if you run this reaction early in the adventure, then it's not a lethal encounter;

FRENEMIES OF THE STATE

DELTA GREEN is a top-secret program within the US military dedicated to investigating and eliminating the Unnatural; MAJESTIC -12 is a top-secret program within the US military dedicated to investigating and countering the potential threat of alien invasion. DELTA GREEN tends to destroy any text or relics recovered, to ensure the madness and eldritch sorcery of the Mythos cannot infect the United States; MJ-12 attempts to capture, exploit or revere-engineer any alien tech it recovers, to better protect and advance the strategic goals of the United States. The two organisations are sometimes rivals, sometimes partners, each convinced the other is hopelessly misguided.

The MJ-12 team at the safehouse don't trust DELTA GREEN, but also don't want an incident they can't walk back. They need to ensure that any attacks on known DELTA GREEN agents cannot be traced back to MJ-12…

the commune members start raving about dead gods and drowning, and make Unarmed Combat attacks. Later in the game, escalate to knives, guns, and dragging the Agents off to the Grove to sacrifice them to Cthulhu.

- **Walt's Revenge:** The MJ-12 team drive off to Chief Walt Jorgen's house in Milltown and blast him with infrasound. Driven to despair and anger, he marches down to the Erato House with a shotgun and demands they hand over his estranged daughter Susanna. Unless the Agents intervene, Walt shoots two random hippies dead, and he's shot by Desdemona Temple. This escalates to "At The Threshold" in short order.
- **Car Crash:** It worked once – the MJ-12 team try to run the Agents off the road, either as a warning (early in the game) or in an attempt to eliminate them (and in the latter case, Sgt. Kemp's in the passenger seat with a gun to clean up any survivors).
- **Infrasound Attack:** MJ-12 drive to the Agents' base of operations (probably the hotel in Milltown) and bombard the PCs with infrasound from a directional speaker mounted in the back of the van. The effects of infrasound exposure are described on p. 76.
- **The Syringe:** Dr. Prester has a syringe of potassium chloride, usable as a one-shot assassination device. This might be delivered in a crowded street in Milltown, by an undercover MJ-12 agent in the commune, or even planted in Erato House. The targeted Agent gets a **Sense Trouble** test; if injected, the Agent must make a Difficulty 6 **Health** test to not die on the spot, and is Seriously Hurt if he doesn't receive prompt medical attention.

Aftermath

Scene Type: Conclusion

Countering the summoning ritual (or ensuring it never happens, or *surviving* it if it does) completes the mission.

After the mission, if a player has burnt all the points from a bond, run another vignette scene where the player describes how the destruction of that relationship manifests in their ordinary life.

Regardless of how the mission is resolved, Erato House is doomed. Without MAJESTIC backing, Weber's experiment ends. More likely, Weber's accused of establishing a perverse cult that led young people astray; if anyone died in the chaos, those deaths are forever associated with him. Erato House might be a footnote in history, or a precursor to Jonestown, depending on how well the Agents succeeded.

The secret MAJESTIC experiment gets buried either way. While confirmation that it's possible to evoke prehuman ritual beliefs through infrasonic conditioning is *interesting*, it's not MAJESTIC's core mission. They're looking to the stars...

The Fall of
DELTA GREEN

AGENT RECORD SHEET

HANDLER INITIALS | EXTENSION | NO.

PERS 79-2292 79-4119

AGENT DETAILS

Player Name:	**Service Record:**
Agent Name: DANIEL BLACKBURN	Military Service: PEACETIME
Age and D/O/B: 42, 3/6/27	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Branch/Department: FBI	**Hypergeometry:**
Profession/Rank: SPECIAL AGENT	Potential: ☐ Rating: ☐
Education:	**Adapted to:**
Motivation: DUTY	Violence ☐☐☐ Helplessness ☐☐☐

SERVICE RECORD/BIOGRAPHY

•You were initiated into DELTA GREEN to contain the aftermath of an incident in Boston. It was like a tree, but the branches dripped red, the bodies like fruit… you swore an oath that nothing like that would ever happen again on your watch.
•Your partner is **Jay Merill**, much junior to you, who you wish was more sensible.

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	4	
Bureaucracy*	5	
Conceal	4	
Demolitions		
Disguise	3	
Drive	6	
Filch	4	
Firearms	6	
First Aid	3	
Heavy Weapons		
Mechanics	1	
Melee Weapons	3	
Network	3	
Pilot		
Preparedness	4	
Psychotherapy		
Ride		
Sense Trouble	10	
Stealth	5	
Unarmed Combat	7	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting	1		Agency* (FBI)	3		Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk	1				
Biology			Flattery			Chemistry		
Criminology	2		HUMINT	1		Cryptography		
Foreign Language			Inspiration			Data Retrieval		
			Interrogation	1		Forensics		
			Intimidation	2		Fringe Science		
			Negotiation			Notice	2	
History			Reassurance			Pharmacy		
Law	2		Streetwise	1		Photography		
Medicine			Tradecraft	1		Physics		
Military Science						SIGINT	1	
Occult	1					Survival	1	
The Unnatural						Traffic Analysis		

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The Fall of
DELTA GREEN

AGENT RECORD SHEET

AGENT DETAILS	
Player Name:	**Service Record:**
Agent Name: JAY MERILL	Military Service: PEACETIME
Age and D/O/B: 27, 8/15/41	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Branch/Department: FBI	**Hypergeometry:**
Profession/Rank: SPECIAL AGENT	Potential: Rating:
Education:	**Adapted to:**
Motivation: THRILL-SEEKER	Violence Helplessness

SERVICE RECORD/BIOGRAPHY

You spent eighteen months undercover with drug gangs. One of the gangs had connections to Y'golonac worship, and DELTA GREEN recruited you to help bring them down. You never got to see a real monster during that operation, so you're eager to prove yourself in this one. Your partner is Daniel Blackburn, a senior G-man.

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	**6**	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	8	
Bureaucracy*	3	
Conceal	5	
Demolitions		
Disguise	8	
Drive	4	
Filch	3	
Firearms	5	
First Aid	3	
Heavy Weapons		
Mechanics		
Melee Weapons	3	
Network	3	
Pilot		
Preparedness	3	
Psychotherapy	3	
Ride		
Sense Trouble	4	
Stealth	7	
Unarmed Combat	4	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting	1		Agency* (FBI)	2		Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk	1				
Biology			Flattery	1		Chemistry		
Criminology	2		HUMINT	2		Cryptography		
Foreign Language			Inspiration	1		Data Retrieval		
			Interrogation			Forensics		
			Intimidation			Fringe Science		
			Negotiation			Notice	2	
History			Reassurance	2		Pharmacy		
Law	1		Streetwise	2		Photography	1	
Medicine			Tradecraft			Physics		
Military Science						SIGINT		
Occult						Survival	1	
The Unnatural						Traffic Analysis		

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PERS 79-4119/1 79-2292 HANDLER INITIALS EXTENSION NO.

The Fall of
DELTA GREEN
AGENT RECORD SHEET

AGENT DETAILS	
Player Name:	**Service Record:**
Agent Name: DANA PALMER	Military Service: NONE
Age and D/O/B: 33, 12/23/34	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Branch/Department: TREASURY	**Hypergeometry:**
Profession/Rank: INVESTIGATOR	Potential: Rating:
Education:	**Adapted to:**
Motivation: PATRIOTISM	Violence Helplessness

SERVICE RECORD/BIOGRAPHY

You're second-generation DELTA GREEN - your father was one of the Agents who raided Innsmouth. You were raised on tales of sea-monsters and ancient horrors - and taught that it was up to you to stop them.

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0t	1	2	3
4	5	**6**	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	6	
Bureaucracy*	6	
Conceal	4	
Demolitions	2	
Disguise	4	
Drive	4	
Filch		
Firearms	4	
First Aid	5	
Heavy Weapons		
Mechanics	4	
Melee Weapons		
Network	3	
Pilot	3	
Preparedness	4	
Psychotherapy	4	
Ride		
Sense Trouble	4	
Stealth	4	
Unarmed Combat	3	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting	1		Agency* (Treasury)	2		Architecture		
Anthropology	1					Art		
Archaeology								
Astronomy			Cop Talk	1				
Biology			Flattery			Chemistry		
Criminology	1		HUMINT	1		Cryptography		
Foreign Language	1		Inspiration			Data Retrieval		
			Interrogation	1		Forensics		
			Intimidation			Fringe Science	1	
			Negotiation	1		Notice	1	
History			Reassurance	1		Pharmacy	1	
Law	1		Streetwise	1		Photography		
Medicine			Tradecraft	1		Physics		
Military Science						SIGINT	1	
Occult	1					Survival		
The Unnatural	1					Traffic Analysis	1	

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PERS 79-4119/1 79-2292 HANDLER INITIALS | EXTENSION | NO.

The Fall of
DELTA GREEN

AGENT RECORD SHEET

AGENT DETAILS	
Player Name:	**Service Record:**
Agent Name: VIRGINIA FORTINI	Military Service: NONE
Age and D/O/B: 38, 6/4/30	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Department: DEPT. VET. AFFAIRS	**Hypergeometry:**
Profession/Rank: SURGEON	Potential: Rating:
Education:	**Adapted to:**
Motivation: PATRIOTISM	Violence Helplessness

SERVICE RECORD/BIOGRAPHY

You were initiated into DELTA GREEN when they needed your skills to treat soldiers coming home from occult black-ops in Vietnam. Now, they've tapped you for field operations.

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	**6**	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	**7**
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	6	
Bureaucracy*	2	
Conceal	2	
Demolitions		
Disguise	4	
Drive	4	
Filch		
Firearms	4	
First Aid	8	
Heavy Weapons		
Mechanics	2	
Melee Weapons	2	
Network	5	
Pilot		
Preparedness	4	
Psychotherapy	8	
Ride		
Sense Trouble	4	
Stealth	2	
Unarmed Combat	4	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting			Agency* (VA)	2		Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk					
Biology	1		Flattery	1		Chemistry	1	
Criminology			HUMINT			Cryptography		
Foreign Language	1		Inspiration	1		Data Retrieval		
			Interrogation			Forensics	1	
			Intimidation			Fringe Science	1	
			Negotiation			Notice	1	
History			Reassurance	2		Pharmacy	2	
Law			Streetwise	1		Photography		
Medicine	3		Tradecraft			Physics		
Military Science	1					SIGINT		
Occult						Survival	1	
The Unnatural						Traffic Analysis		

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PERS 79-4119/1 79-2292 EXTENSION NO. HANDLER INITIALS

The Fall of
DELTA GREEN

AGENT RECORD SHEET

HANDLER INITIALS | EXTENSION | NO.

PERS 79-2292 79-4119

AGENT DETAILS

Player Name:	**Service Record:**
Agent Name: PETE BLUESTONE	Military Service: SPECIAL FORCES
Age and D/O/B: 29, 7/28/41	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Department: US MARINES	**Hypergeometry:**
Profession/Rank: MASTER GUNNERY SGT	Potential: ___ Rating: ___
Education:	**Adapted to:**
Motivation: COMRADESHIP	Violence ___ Helplessness ___

SERVICE RECORD/BIOGRAPHY

You owe DELTA GREEN your life - without their help, you'd never have made it off that island in the Pacific, the one that's not on any charts. When they call, you'll answer.

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	8	
Bureaucracy*	3	
Conceal	4	
Demolitions	3	
Disguise		
Drive	2	
Filch		
Firearms	6	
First Aid	3	
Heavy Weapons	5	
Mechanics	2	
Melee Weapons	6	
Network	3	
Pilot		
Preparedness	5	
Psychotherapy		
Ride		
Sense Trouble	6	
Stealth	6	
Unarmed Combat	6	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting			Agency* (USMC)	3		Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk	1				
Biology			Flattery			Chemistry		
Criminology			HUMINT	1		Cryptography		
Foreign Language	1		Inspiration			Data Retrieval		
			Interrogation	1		Forensics	1	
			Intimidation			Fringe Science		
			Negotiation			Notice	1	
History			Reassurance	1		Pharmacy		
Law			Streetwise	1		Photography		
Medicine			Tradecraft	1		Physics		
Military Science	2					SIGINT	1	
Occult	1					Survival	2	
The Unnatural	1					Traffic Analysis	1	

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PERS 19-2292 19-4119

HANDLER INITIALS | EXTENSION | NO.

The Fall of
DELTA GREEN

AGENT RECORD SHEET

AGENT DETAILS

Player Name:	**Service Record:**
Agent Name: CELIA TAKA	Military Service:
Age and D/O/B: 25, 3/16/43	Special Skill Training:
Nationality: AMERICAN	Special Weapons Training:
Department:	**Hypergeometry:**
Profession/Rank: ARCHIVIST	Potential: ___ Rating: ___
Education:	**Adapted to:**
Motivation: MYSTERY	Violence ___ Helplessness ___

SERVICE RECORD/BIOGRAPHY

Your independent research into the Mythos attracted the attention of DELTA GREEN. You got lucky - you got a job offer instead of a bullet to the back of the head. You know, though, that the latter is still a possibility…

SANITY

10	9	8	7	6	**5**	4	3	2	1	0

STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	**7**
8	9	10	11
12	13	14	15

HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	**7**
8	9	10	11
12	13	14	15

GENERAL ABILITIES

Athletics*	2	
Bureaucracy*	3	
Conceal	5	
Demolitions		
Disguise	5	
Drive	5	
Filch	5	
Firearms		
First Aid	5	
Heavy Weapons		
Mechanics	2	
Melee Weapons	2	
Network	7	
Pilot		
Preparedness	8	
Psychotherapy	5	
Ride		
Sense Trouble	5	
Stealth	5	
Unarmed Combat	2	

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

INVESTIGATIVE ABILITIES

Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting			Agency*	0		Architecture	1	
Anthropology	1					Art	1	
Archaeology								
Astronomy			Cop Talk					
Biology			Flattery	1		Chemistry		
Criminology			HUMINT	1		Cryptography	1	
Foreign Language	1		Inspiration			Data Retrieval		
			Interrogation			Forensics	1	
			Intimidation			Fringe Science	1	
			Negotiation	1		Notice	1	
History			Reassurance			Pharmacy		
Law			Streetwise	1		Photography		
Medicine			Tradecraft			Physics	1	
Military Science						SIGINT		
Occult	2					Survival	1	
The Unnatural						Traffic Analysis		

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