

DELTA GREEN

// GOD'S TEETH //

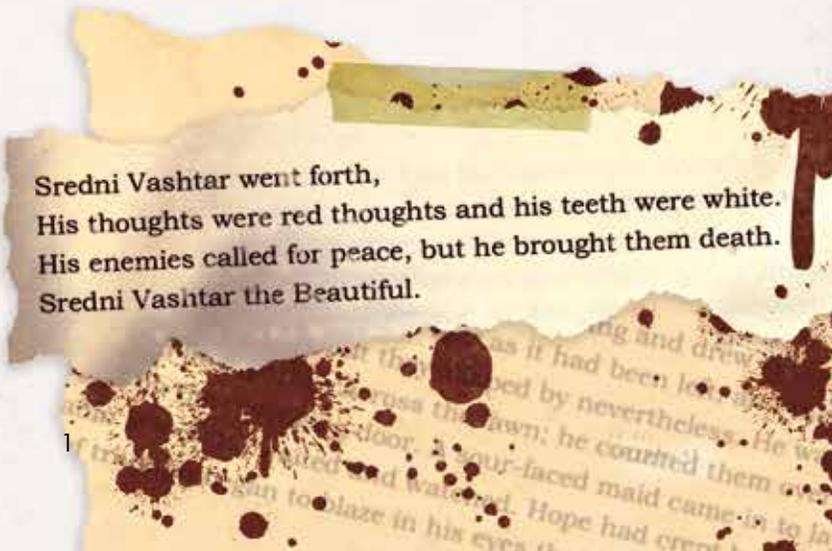
A CAMPAIGN OF UNTHINKABLE HORRORS FOR
DELTA GREEN: THE ROLE-PLAYING GAME

ARC DREAM PUBLISHING PRESENTS *GOD'S TEETH*
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Sredni Vashtar went forth,
His thoughts were red thoughts and his teeth were white.
His enemies called for peace, but he brought them death.
Sredni Vashtar the Beautiful.

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Introduction

God's Teeth traces the evolution of Delta Green during the early years of the 21st century under the influence of a terrifying unnatural power. In “Go Forth,” “Red Thoughts,” “White Teeth,” and “The Hidden God,” that power claims a handful of Agents as its own. It uses them to prey on other unnatural threats. Through trauma and violence, it sharpens them into perfect teeth for its feeding.

The events span two decades.

GO FORTH (2001): As the campaign begins, most of the characters aren't even full Agents of the Delta Green conspiracy. As Delta Green itself shatters and rebuilds, the future Agents fall onto a timeline of bitter choices and mistakes. The Agents are marked as “Teeth” by a hungry, cosmic force. “Go Forth” could provide a transition point from a 1990s campaign built for *Delta Green: The Conspiracy*.

THE LONG YEARS (2001–2016): The Agents are recruited into the official Program. They find a place in the post-9/11 security state. The Handler could play out any number of scenarios, no matter how unlikely or disparate. Under the malign influence of an unimaginable power, the Agents gain the ability to sense unnatural energies. They are drawn to horrors. They are literally cursed to feed their god with death.

RED THOUGHTS (2016): Repercussions from “Go Forth” swim to the surface of public awareness. The Program orders the Agents to push them down again. The Agents gradually realize they have been touched by something Beyond.

WHITE TEETH (2016): With the horrors of “Go Forth” hidden once more from the public, the Agents seek victims who survived those horrors and became monstrous themselves. Murderous youths work to sharpen the Teeth as the Agents come to understand what they have become.

THE SPIRAL (2016–2020): Four more years pass. New Agents might join and be marked as Teeth. As terrors converge upon them, the Teeth find the influence of their god seems only to grow. An FBI tip signals another resurrected threat from the sins of the past.

THE HIDDEN GOD (2020): As the world embraces plague in mid-2020, the Agents must trace the consequences of their actions, confront the costs of intervention, suffer encounters with impossible foes, and succumb to the force that cursed them.

Be Warned

This campaign concerns and confronts violence against children. Such subject matter can be far worse, far more personal and awful, than the usual cosmic horrors of *Delta Green*. Abuse of the helpless is all too present in our world and in the lives of many players. Read the entire campaign before you begin play. Watch for descriptions, situations, and events that you may need to change or omit in order to care for your friends. Talk to your players, each individually. They may have limits that are unknown to you because the matter never came up. Tell them about this warning. Make sure they are comfortable with horror this particularly dark. If they are, then make sure they know they can tell you by word, gesture, note, or private message if the game goes too far. Promise to listen when they do. Always be ready to draw back from details that cross that line. Be your players' friend.

The God That Feeds

“Biological life may have come into existence solely to feed Bast more entropy. The universe itself is Bast’s factory farm.”



The God That Feeds

IN GOD'S TEETH, A NEAR-OMNISCIENT FORCE

beyond space and time takes an interest in the Agents. It seeks the Agents out. Mortal creatures that serve it find the Agents and present horrifying examples of servitude. The meaning of life as a tool. As teeth.

That alien force feeds upon expressions of unnatural power. Or perhaps the force *emerges* from the processes by which certain energies that we call "unnatural" move through dimensions: by which they move from state to state, from reality to unreality, from form to meaningless entropy. Or perhaps its origin is even stranger still.

No matter. The Agents experience it as intention. As manipulations of causality in service of overwhelming hunger. As the need to hunt and destroy.

This force has swept human beings into the service of its hungers many times. It is everywhere and invisible to all save those called to feed. A cult worshipped it at least five thousand years ago. They sacrificed and prayed to it as a sunlit guardian, a hunter, the ferocious lioness Bast. Their god's hunger eventually consumed its own cult. The power withdrew.

In forgetful temples, Bast lost her ferocity and became gentler. A protector against evil spirits and disease. The domesticated counterpart to blood-soaked Sekhmet, that terrifying lion-goddess of plagues and war. The Egyptian Bast, goddess of house cats and healing, is still seen among the gods and goddesses of Earth that linger in secret places, that hide in dreams and myths.

In *God's Teeth*, we use the name Bast for the force that makes the Agents its weapons, its sharp and tearing teeth. That ancient force seeks out expressions of unnatural power. Power is its prey. Power sustains it.

Some say the fabled gods of Earth's myths are real but now hide in the land of dreams, no longer concerned with the doings of humanity. If they exist, they hide with good reason.

Secret Synchronicity

This force that we call Bast reshapes destinies to serve its appetites. It causes humans and other animals to fulfill its unknowable, alien goals. Its servants mostly have no idea that their lives serve this remote power.

Bast's manipulation of causality occurs in countless, tiny ways that emerge as strange synchronicities. *God's Teeth* highlights those in "Synchronicity" setting descriptions. Individually, they may seem superfluous if sometimes unsettling. Over time, the details add up. They gradually communicate the nature of the unnatural force that manipulates the Agents.

See the **SYNCHRONICITIES** worksheet on page XX. Use it to note instances of synchronicity when they affect each Agent. Use those in turn to reinforce each other until the players come to recognize and fear every uncanny moment.

The attention of Bast drifts and returns. The Agents are drawn back into its machinations and then might be left alone for years. Then, their god's interferences with causality suddenly and inexplicably become more active. In such a time, synchronicities accrete around them.

Fatal Agency

Agency and fatalism are among the most important themes in *God's Teeth*. The Agents come under the influence of an unnatural power that shapes their lives with the force of destiny. That influence, in turn, brings them under the closest scrutiny of Delta Green. Each views them as tools to be used until consumed or discarded. The heroism of the Agents comes from their struggle against these systems of control. Their horror is the realization that even resistance serves the Nameless God. The story that emerges from *God's Teeth* may be bleak even by the standards of *Delta Green*. Use these guidelines to get the most out of the campaign.

Fatalist Horror

God's Teeth provides Handlers many tools to reveal the intentions of Bast. Elements of the main plot, the Synchronicities included throughout, and information provided in **INVESTIGATING BAST** (page XX) all outline the malevolent intent behind their very existence.

While becoming one of the Teeth is a curse of predestination, it's not a prescription for players. Players hate feeling helpless; this campaign tells the story of *characters* struggling with the realization that destiny has already been written. Portraying Bast consistently helps keep the horror inside the game's fiction and prevents the players from feeling the same helplessness as their Agents.

COSMIC PATIENCE: Indications of Bast's attention are rare. Though peppered throughout an Agent's life, the manipulation began before the Earth formed. It may disappear out of an Agent's life for years, cruelly lulling Agents back into the illusion of control.

PREDATORY MOTIF: Handlers should use the Synchronicities as models for designing their own signs of Bast. To limited human senses, Bast's hunger manifests in images and instances of animal savagery. The force's hunger for the unnatural inscribes a theme of predation upon reality itself.

THERE ARE NO WORDS: Sign-and-signifier are beneath Bast. If it speaks to the Teeth, it employs means and methods determined through infinite simulation, willing reality toward probabilities where it enjoys greater unnatural consumption. Thus, no one can fully explain what's happening to the Agents. People throughout history have grasped after explanations and constructed mythologies, but there is no comforting answer awaiting discovery.

NO ESCAPE: It's impossible for an Agent to make a choice outside Bast's influence. If they could, they would not have been chosen as Teeth. When Agents become aware of their fate, it is because this awareness funnels their lives toward deeper purpose.

THE HUMAN ANIMAL: The present moment is a cage, its bars forged from countless intersecting histories. The Agents are forced to acknowledge this fact. The individual indications of cosmic conspiracy are personal, infrequent, and easily dismissed. It is

only through the accumulation of impossible coincidence over a lifetime that the Agent realizes their immutable purpose.

General Guidelines

Know your players. If they cannot engage with the terror of fatalism, even as they control the lives of fictional characters, this campaign may not be for them.

Watch your players. If players grow frustrated with the helplessness of their characters, reduce the emphasis on the forces that seek to control them. Zoom in and remind players of their personal agency. The illusion of freedom is a matter of scale, and the Handler adjusts the lens.

Move quickly. Don't allow groups to get stuck in cycles of existential angst. Avoid dithering and ceaseless preparation by refocusing on more mundane duties to Delta Green and Bonds. End group paralysis by reasserting the immediacy of each Agent's life or the demands of the mission.

Stay in character. When the players pause to debate plans and theories, encourage them to do so in the voices of their characters. Focus their attention on portraying the emotions of the Agents even during tactical discussions.

Reiterate the clues. *God's Teeth* presents Agents with a huge investigation spanning years. When a week or two passes between games, players may forget information. Generously remind players of important things Agents have learned.

THE PRICE

The Marks of Bast

Bast's manipulations of causality sooner or later physically mark those who serve as its Teeth. By these marks, the Teeth may be recognized by the faithful. See **CHIPPING THE TEETH** on page XX for the moments when the Agents gain their scars.

New Teeth

The chosen of Bast are not protected from its hunger. Teeth break. New ones grow in their place. At any point after "Go Forth," use the following method to replace fallen Agents with new characters. These fresh troops start the game as members of the Program.

Bureaucratic Phase

At any point after "Go Forth," the events of *God's Teeth* provide Delta Green ample reason to become extremely interested in the Agents. The Program remains suspicious, fearful, and covetous all at once for the remainder of the campaign. Assign replacement Agents as "consultants" sent to assist the Teeth in investigations. In private, inform these Agents that their real mission is to spy on the Teeth and report suspicious behavior up the Program's chain of command. If more than one is assigned at once, they are tasked with spying on the Teeth and each other, ensuring their partners don't "turn." For reasons of compartmentalization, never inform the spies what the Program finds so concerning. A new Agent's knowledge of previous events depends on what (if anything) the Teeth wish to reveal and whatever they can piece together through observation.

Obscuring the exact motivation for the Program's surveillance allows the Handler to mold the rationale

to the group's choices. If the Teeth keep their condition a complete secret, the Outlaw activity in "Go Forth" is reason enough for close monitoring. If it's revealed that the Teeth possess supernatural powers? In that case, the replacement Agents are briefed as spies, but the Program is using them more like test subjects.

Syncretic Phase

Play out a replacement Agent's role as a Program mole for as long as it remains interesting. Then scar the Agent with the Mark of Bast as described in **CHIPPING THE TEETH** on page XX. Reality itself serves the god that ensnared the original Teeth, and the newcomer has been caught in the tide of that fate. They don't work for the Program anymore, not really. They serve god. They always have.

If possible, mark the newbie in front of Agents that have already been selected as Teeth. Existing Teeth each lose 0/1 SAN from the unnatural as they watch their curse take on hosts. Reflect that SAN loss back on the freshly marked Agent if the old-timers reveal what this omen really means.

If multiple replacement Agents need initiation, immerse them into the world of Synchronicity one by one. Let those anticipating the mark sweat for a bit, waiting for the moment when their dread curdles into destiny. When they think they might have escaped it, another impossible confluence of chance brands them.

Powers of the Teeth

Bast confers certain powers to its Teeth. They emerge after “Go Forth” and appear in subsequent Delta Green operations within this campaign. These powers emphasize the terrible curse that comes with becoming proxy to an inscrutable force. They also lend a continuity of theme if the Handler runs scenarios between the disparate parts of *God's Teeth*.

The abilities seem like advantages. They seem like sources of power. Sometimes they are. But they only mean the Agents have themselves become the implements of some unnatural force. And the devil's tools won't ever tear down the devil's house.

Scent

When one of the Teeth encounters a person or place that they suspect has been affected by the unnatural, the Handler may make a secret **Sanity** test. Whether the Scent power manifests is always up to the Handler, and the Handler should never explain how the power works. Let Agents come up with their own explanations. Once they become aware of it, players may even ask to make this test. Let them call for their own **SAN** loss.

SUCCESS: The Agent recognizes whether the target person or environment has been affected by the unnatural. It may be stronger with particularly deep or repeated exposure, but there's nothing more specific than that. Recognition of some past unnatural contact manifests as a shifting, meaty smell that alternates between appetizing and nauseating. No Scent emanates

from targets that have not encountered higher-dimensional beings or their arts.

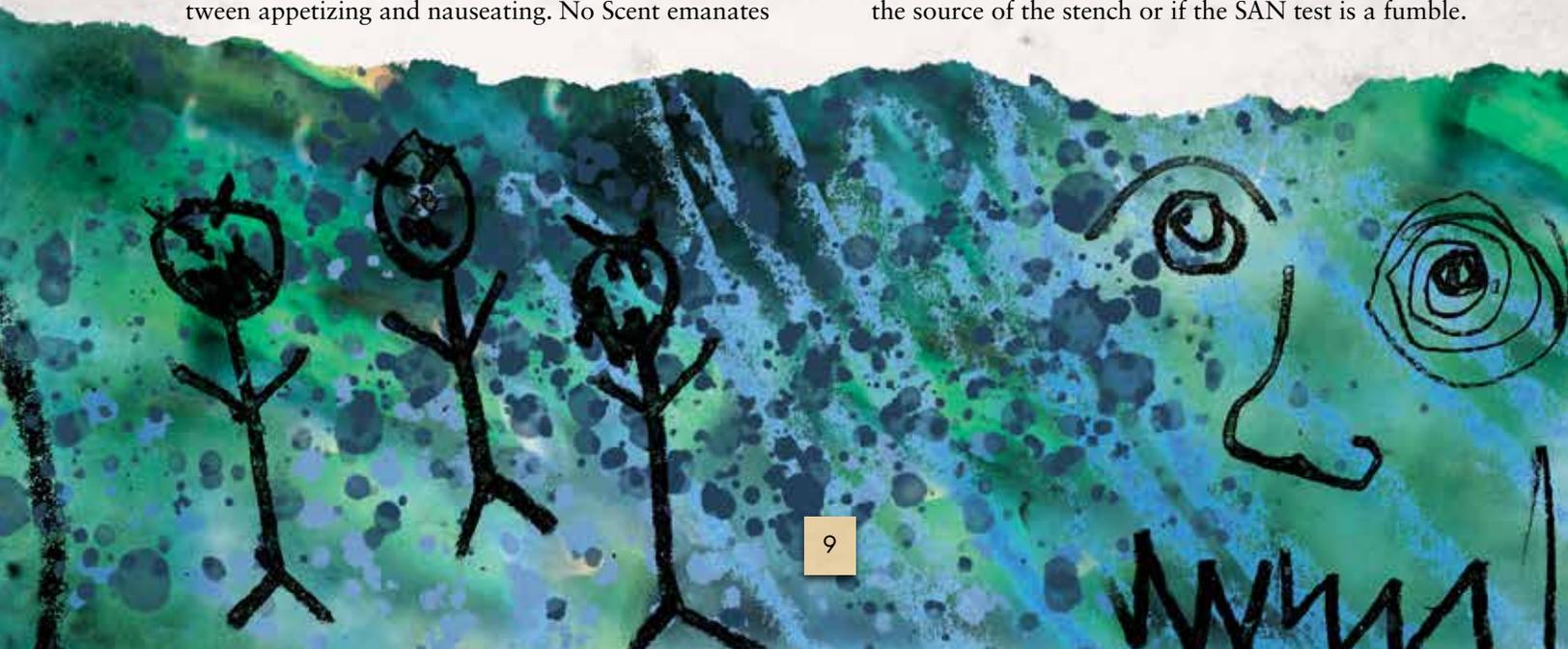
The Scent does not identify characters or places whose only exposure to the unnatural is the powers of Bast. But it does emanate from characters and creatures chosen of Bast who also had other unnatural exposure.

The sense in no way distinguishes between victims, practitioners, and unknowing bystanders. There is no indication as to what this ghost smell indicates, though the players may soon figure that out. No humans except Teeth can detect it.

Once the Agent catches the Scent, whether rightly or wrongly, it grows more powerful if the Agent remains in the presence of the source. It draws the Agent's mind toward bloody impulses. The urge to murder becomes a painful compulsion. The Agent knows instinctively that the distress can be alleviated by killing the source of the offending smell.

The smell and urges subside if the Agent is removed from the situation.

FAILURE: In the event of a failed **SAN** test fails, there are two possible outcomes. If the Agent has never experienced the Scent before, nothing happens. The Agent loses no **SAN**. But if the Agent has succeeded in detecting the Scent at least once, describe the target as if they are covered in that taint...whether they are or not. This is a false positive for the weird sensations caused by interaction with Bast. Memory of this sensation is often indiscernible from present experience. The Agent loses 1 **SAN** for refusing the urge to attack the source of the stench or if the **SAN** test is a fumble.



Call

The Agents' exposure to such an alien power sometimes twists their dreams. The sleeping hippocampus twists memory and imagination and the incomprehensibly Other into shapes that can manifest in the visual cortex. Occasionally, one of the Teeth who loses SAN to the unnatural wakes one night from nightmares of hunger and devouring unrestrained by human conscience or empathy. The Handler should invent one or two unique details for each dream. Draw details from this section or from **THE HISTORY OF BAST** on page XX or **THE PHYSICS OF BAST** on page XX.

Agents that become somewhat aware of their new role as Teeth might seek more. They might try to communicate with their "patron." They may ask questions for the cost of a **Sanity** test.

SUCCESS: The veneer of reality holds. The Agent receives no guidance. No SAN loss.

FAILURE: Answer one question in the form of a vision. This vision should not make much sense. Imagine if you asked a professor in another room to help you solve a complex math equation, but the only way the teacher can answer is by sending clips from nature documentaries with the sound cut out. That's what it is like trying to get a straight answer from Bast. Engineer as much poetic symbolism into the images as you can, but the answers should be largely inscrutable. The Agent loses 1 SAN.

FUMBLE: The syncretic force beneath reality has discovered, through eons of experimentation, a statistical ensemble and sequence of subatomic particle manipulations specific to the Agent's brain that communicates something akin to the truth of its nature. The Agent dreams of a universe made of a single organism, dying and racing to escape. They "see" the dark matter between the circuits that make up the circulatory system of God. They feel a hunger vast enough to consume a universe, a chain around the neck that has choked them for eons. No matter what the Handler chooses to reveal, the results are mind-rending and physically painful, straining and snapping the limits of human perception. This wide-scale manipulation of the molecules in the mind is imprecise, causing the Agent side effects such as nosebleeds, dysphagia, seizures, and

other symptoms of internal trauma. The Agent loses 1D8 SAN from the unnatural. Adjust the physical symptoms to match the severity of the SAN loss. The Agent gains a number of points in the **Unnatural** skill equal to the SAN lost.

Hunt

For any given Agent, this only ever happens once. An Agent reduced to 1 or 2 HP may find themselves driven to feats of superhuman endurance as they suffer the attention of Bast. It cannot prevent the Agent from being killed by a successful **Lethality** roll. The unfortunate Agent must make a **Sanity** roll.

SUCCESS: Nature takes its course. No effect. No SAN loss beyond what the Agent suffers from the injuries.

FAILURE: The Agent loses 1D6 SAN from the unnatural and immediately gains that many HP plus 1, despite their injuries. Teeth can keep fighting with gaping chest wounds, disembowelment, missing limbs, and other injuries that anatomy would suggest are impossible. This HP gain does not remove the need to roll for permanent injury. If the Agent suffers temporary insanity from the injury or the power of the Hunt, the Agent's reaction is always to struggle and fight. The Agent suffers homicidal rage, attacking every creature within reach who has the taint of the unnatural. There is no ability to discern friend from foe in this condition. Seeing the Agent up and moving after sustaining such terrible damage costs 0/1 SAN from the unnatural. Bast disguises the effects of this power from the Scent of other Teeth.

AFTERMATH: If the Agent somehow survives the Hunt, the effect ends the moment the unnatural threat is eliminated or escapes. The Agent loses the HP that Bast's power granted. If that brings the Agent to 0 HP, the Agent can be saved only if treated with a successful **First Aid** test made within the next few minutes. The Agent suffers a permanent injury (see page 55 of the *Agent's Handbook*) and suffers amnesia regarding the battle. Actively trying to remember anything about the event costs 0/1 SAN. The only thing that the Agent can recall is a terrible, bloodthirsty euphoria like nothing they have experienced before.

Investigating Bast

From “Red Thoughts” onward, the Agents have opportunities to seek signs of the Nameless God in history, occultism, the sciences, and their own visions and dreams. Those who seek shall find.

The Worship of Bast

Agents skilled in **Anthropology**, **Archeology**, **History**, or **Occult** can pursue the farthest origins of humanity's service to the force infecting their fate. The more of those four skill rolls succeed, the more the Agents learn. If you run scenarios between “White Teeth” and “The Hidden God,” spread these attempts among two or more “Staying on the Case” pursuits.

Multiple Agents can work together, each trying to succeed, but each of those four skills counts no more than once toward what they learn.

An Agent who visits the Egyptian National Library and Archives in Cairo and knows an Ancient Egyptian **Foreign Language** skill at 50% or better gains a +20% bonus to each roll. The bonus is also available if they hire an academically skilled translator. An Agent wasting personal pursuit on a failed roll gets a +20% to the same skill if the pursuit is repeated. This bonus stacks until the first successful roll, but it causes 1 SAN loss to helplessness for each additional failure.

With each success, an Agent made aware of the new discoveries may attempt an **Occult** bonus roll to find more details. There is no bonus available.

After you know how many of the four skills succeed, see **UNNATURAL REVELATIONS** on page XX.

The Lioness

Once the Teeth acknowledge the motifs of atavism and predation taking hold of their lives, search for a precedent in history leads to Ancient Egypt. In myths, Bast—or B'sst, Bastet, or Mau—was at first a more ferocious goddess than she is remembered today. She was a hunter, a predator, and a defender. Her sister in the North, Sekhmet, bears similar characteristics, as do Sobek and Anubis. Bast and Sekhmet, the Eyes of

Re, slew the water-serpent Apophis, a formless monstrosity of absolute evil and unnatural chaos. However, Bast's protection was not without price. Her hunger for the blood of men was unquenchable, and priests were said to lull Bast to sleep by mixing her feast of blood with red wine. She hunted to the benefit of mankind, even as she consumed it.

OCCULT BONUS—APOPHIS: Bast's battles with Apophis—whatever that name represents—reflects not order opposing chaos but predator feeding on prey.

The Black Rites

Only correlative interpretation of scattered sources reveals the form and purpose of early worship of Bast: records and remnants at Memphis and Bubastis, the archaeological work of Professor Enoch Bowen, dubious translations of Abd al-Hazred's accounts of Bastet and Sekhmet in *Al-Azif*, and certain discredited etchings of pictographs found in a now-destroyed tomb in southern Gebel Dosh.

The Black Rites of Bast began in southern Egypt in the late predynastic age, before 3000 BC. They were a codified regiment of religious child abuse, sorcery, and torture. Priests of Bast enacted the “mysteries” of their cult on young orphans snatched from raided tribes or sold into slavery. Children were kept prelingual and carefully monitored to prolong their pain without reaching death.

The victims' animal pain called out to Bast. The goddess sent warriors called her “Teeth” to avenge the children. The Teeth followed the stench of sorcery and slaughtered the priests. The priests happily laid down their lives as sacrifices, offering their blood to “make drunk” their savior with the taint of magic so she might refrain from consuming the world. The Teeth sought new prey, inevitably destroying themselves in a helpless war against unnatural chaos.

Surviving victims of the Black Rites became the next generation of sorcerer-priests.

OCCULT BONUS—FERALS: The worship of Bast has at times been associated with bizarre behavior in animals and children. In fact, it's unclear Bast finds any distinction between the two.

Unnatural Revelations

Agents seeking to understand the force driving their lives can approach the task one of two ways: rationally, or on its own terms. In cases of the latter, that means delving into the forbidden knowledge of the Unnatural, seeking answers deeper than human conceptions of history. An Agent studying the history of Bast in this way can piece together important realizations from trends only the Teeth can detect. With each successful roll for **THE WORSHIP OF BAST** (page XX), the Agent can attempt an **Unnatural** roll, gaining a +20% bonus with the second success or +40% with the third. The first Agent that discovers the complete Origins of Bast realizes the full scope of Unnatural knowledge all at once, an inevitable truth that washes over their mind like a great destroying wave.

FIRST SUCCESS: The Agent realizes simply this: Physics, indeed all of humanity's sciences, are a paltry attempt to explain away or deny an active and universal hunger at work in the cosmos. The Agent loses 1 **SAN** and gains +1% **Unnatural** skill. The Agent may attempt an **Unnatural** test with the same modifier to know deeper, direr secrets.

SECOND SUCCESS (+20%): This cosmic hunger has intent. A nameless god, it feeds upon the processes of death and dissolution. It especially seeks as prey entities that have found ways to escape death. The Nameless God chooses and manipulates servants as metaphysical proxies in its hunt. The Agent loses 1 **SAN**, gains +1% **Unnatural** skill, and can attempt another **Unnatural** test at a further +20% to know far deeper, direr secrets.

THIRD SUCCESS (+40%): This cosmic hunger engineered and shaped the slow death of the universe itself. Both reality disgorged by the daemon sultan Azathoth and life sparked by eternal Shub-Niggurath feed the Nameless God. The Nameless God's servants supply its favorite kinds of sustenance while they slowly themselves become its prey. The Agent loses 1D8 **SAN** and gains +4% **Unnatural** skill.

Successes	Discovery	Bonus Roll	Bonus Discovery
One	THE LIONESSE , page XX	Occult	APOPHTHIS , page XX
Two	THE BLACK RITES , page XX	Occult	FERALS , page XX
Three	THE TAMING OF BAST , page XX	Occult	ABIOTGENSIS , page XX
Four	THE ORIGINS OF BAST , page XX	Occult	LACUNAE , page XX



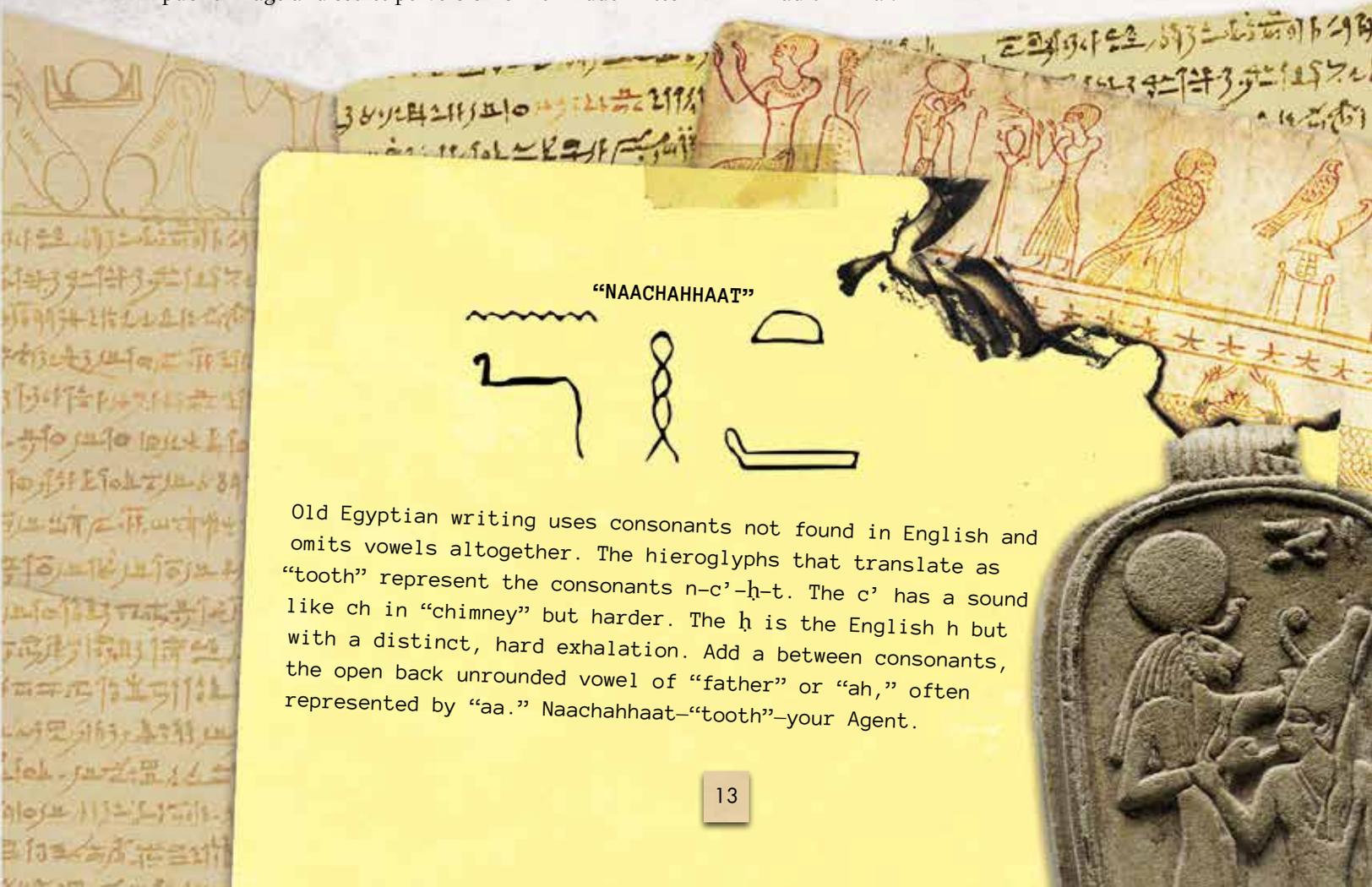
The Taming of Bast

Continued pursuit of Bast in the ancient world requires deviant historical interpretations and questionable scholarship. A statue of the Pharaoh Khasekhemwy, erected in the south of Egypt, commemorates a Second Dynasty civil war in which 47,000 rebels were killed. Owing to discarded endnotes from an early draft of Bowen's thesis, certain crackpot historians regard this apocalyptic death count as literal rather than exaggeration. They support Bowen's initial claim that the battle's true instigator was the priest Nephren-Ka, the pharaoh's advisor. The same discarded draft alludes to an entire force of Bast's fanatical "Teeth" lost amongst the slaughtered rebel army. Afterward—first from behind the throne of Khasekhemwy's son Djoser, and then as the Black Pharaoh—Nephren-Ka purged the sects of Bast and altered all records of them. The seat of Bast's cult moved north to Bubastis. Bast changed to a goddess of domesticity, revelry, and fertility. The blood-drunk lion became a house cat.

Ironically, the simultaneous softening of Bast's public image and secret perversion of her hidden rites

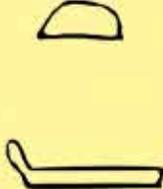
spread worship of the goddess farther than ever. Bast's priests continued to war with followers of the Black Pharaoh. New Teeth were summoned by torturous rituals performed deep in the wastes of the Sahara. Warriors of Bast allied with Sneferu in the revolt that drove Nephren-Ka from power, and the grateful new pharaoh of the Fourth Dynasty turned a blind eye to the cult's cruelties.

As the Pharaoh Nitocris resurrected worship of the Black Pharaoh in the Sixth Dynasty, warriors of Bast found their way back into battle. Some say they were instrumental in the infamous drowning of Nitocris's subjects and that fear of their goddess drove Nitocris to self-entombment. The threat of their presence was thought to have driven Akhenaten to refuse to revive the worship of Nyarlathotep and, when it was clear that Bast cared nothing for widespread worship, to abandon the many gods of Egypt altogether for monotheistic worship of Aten, the sun. Some say that Nyarlathotep had his revenge when Akhenaten's successors threw down all his works as those of a mad criminal.



“NAACHAHHAAT”





Old Egyptian writing uses consonants not found in English and omits vowels altogether. The hieroglyphs that translate as “tooth” represent the consonants n-c'-h-t. The c' has a sound like ch in “chimney” but harder. The h is the English h but with a distinct, hard exhalation. Add a between consonants, the open back unrounded vowel of “father” or “ah,” often represented by “aa.” Naachahhaat—“tooth”—your Agent.

OCCULT BONUS—ABIOGENESIS: Surviving accounts of the rites differ too much to belong to the same, continuous cult, not to mention their incongruity with a goddess of the household. But the original dark rites of Bast seemingly appeared multiple times throughout history, separated by centuries and despite active censorship.

The Origins of Bast

Around the 130th century BC, worship of a lion-goddess first known in forgotten Lemuria became prominent in the Second Empire of Atlantis. Her priests warred on cults of a mighty sea god and monstrous peoples who came from beneath the waves. They must have failed: Atlantis sank. An Atlantean diaspora migrated to Africa and introduced their hungry goddess to prehistoric Egypt as Bast. She entered human history as an inherited weapon from a failed war against demons from beneath the sea.

OCCULT BONUS—LACUNAE: Details of the true cult of Bast were never recorded, leaving the work of Enoch Bowen and Abd al-Hazred full of disinformation and shoddy scholarship. (If the roll results in a fumble, the Agent discovers that Bast was said to be one of the thousand faces of Nyarlathotep, a little-known god that seemed to simultaneously represent revelation, access to the afterlife and to the gods, and invocation of the powers of chaos. An Agent who learns of this conclusion and makes an **Unnatural** test at +20% loses 1/1D4 SAN from helplessness at the terror of what god might now rule their lives.)

The Trail of Bast

Any Agent who seeks signs of Bast's influence in more recent human history can attempt a series of **History** rolls. Each success reveals one of the following entries.

An Agent finding nothing on failed roll gets a +20% to **History** if the pursuit is repeated. This bonus stacks until the first successful roll, but it causes 1 SAN loss to helplessness for each additional failure. If you run scenarios between “White Teeth” and “The Hidden God,” spread these attempts among two or more “Staying on the Case” pursuits.

Though the suffering of children is nothing new in human history, The Nameless God's trail in modern records revolves around instances of feral children that coincide with uncharacteristic animal behavior. Put simply, the thing sees pain like a beacon.

With each success, any Agent that learns the information and is trained in the bonus skill makes additional connections.

Myanmar, 1880

Agents seeking correlations with the events of Cornucopia House or explanation for The Book In The Wall (page XX) find the following historical record.

Charles Augustus Munro, Inspector General for the Imperial Indian Police stationed in British Burma, related in a letter to his sister Charlotte a strange occurrence in 1880. Officers under his supervision raided a village in the jungles of the modern-day Rakhine State suspected of supporting guerrilla activities. The village was easily pacified, but officers soon heard screaming from the outskirts of the village.

Munro ran to investigate and found what he described as “a sight fit to incite the hardest soul's gorge into rebellion: an elderly woman harried by a swarming horde of mongooses, rodents which young Hector can attest are similar in form to our polecat-ferret. The beasts tore into and through the woman with a savagery unfit for description, dear

Successes	Discovery	Trained Bonus	Bonus Discovery
One	Myanmar, 1880 , page XX	History	SAKI , page XX
Two	Cornwall, 1952 , page XX	Bureaucracy	PROVOST , page XX
Three	Kenya, 1987 , page XX	Science (Any)	FAUNA , page XX

sister, and my nightmares are nightly haunted by the image of my men futilely trying to rip the rabid pests from where they clung so tenaciously to the woman's flesh. Her unbelievable demise and our futile attempts to forestall her fate were attended by a mute chorus of wide-eyed children, lined up on the floor of the hut and watching the attack as if they had paid to see one of the infamous cobra fights found in the less salubrious warrens of Arkady."

Questioning the children, neither the British nor their translators could elicit any response. Prisoners taken during the village raid claimed the woman was a Ma Phae Wah, or "yellow-ribbon woman." They lived in fear of her and resigned sickly children to her care lest she visit her wrath on the village. The letter ends with a screed of colonialist complaints about local superstition, as many of Munro's native officers deserted shortly after the event to "go hunting" and never returned.

The incident exists only in the family correspondence and has no other record in surviving documents of the British Raj, though Munro's raid does appear to have been sanctioned for the date and time alleged in the letter.

HISTORY BONUS—SAKI: Inspector General Munro was the father of Hector Hugh Munro, the author more famous under the pen-name Saki. Saki wrote the story "Sredni Vashtar," inspired in part by his father's Burmese correspondence. The odd reference to ferrets is enough to concern any survivor of Cornucopia House. If Agents found Condradin's book (see **THE BOOK IN THE WALL** on page XX), the impossible connection invokes 0/1 SAN loss from the unnatural as they

realize there is no way language could have been used to reproduce these events in history.

Cornwall, 1952

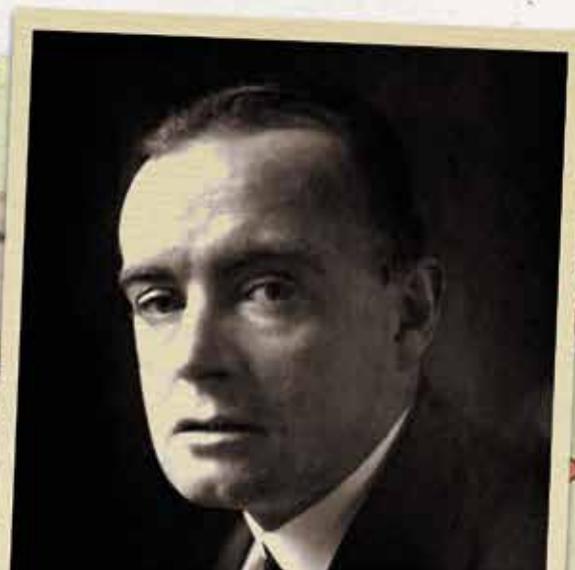
After learning about the event that inspired Saki's story, the Agent starts finding similar intersections of strange animal behavior and child abuse throughout history.

In 1952, a massive bird attack and die off in Cornwall's Port Isaac resulted in the death of one Willis Emerson. The fisherman was driven off a cliff as he was assaulted by an unprecedented flock of homicidal cormorants, all of which dropped dead from the sky moments after the attack.

In the following week, a local news article recounts the discovery of a twelve-year-old girl named Iris in Emerson's cellar. Identified by a filthy embroidered blanket that appeared to be the girl's only possession, Iris Belford had been reported missing by her aunt during the blitz of '41. Long thought dead in the blast that killed her parents, the mute child appeared to have been living the entire time in the home of Emerson, a life-long bachelor who claimed to have immigrated from Brichester in '44.

The paper reports the unnamed constable who discovered Iris traveling to London to reunite her with surviving family members. There is no record of their arrival, nor any other mention of them in the historical record.

BUREAUCRACY BONUS—PROVOST: While the surviving Belford family never received Iris, her escort—Constable Donald Provost—was reported missing by his wife. Contacting the Provosts in the modern day finds that much has been forgotten, but the descendants of Melanie Hagen (formerly Provost) remember one thing their grandmother used to say about her first husband. Before he left to escort the mute child to London, he gravely told her, "the birds in the sky done their duty, and now I must do mine." She never saw Donald again.



Kenya, 1987

Due to the mute nature of surviving witnesses, accounts of the strange recurring phenomena seem rare. Only one additional candidate emerges amongst the Agent's broad reading.

In 1987, the village of Dhuusasaso, once located near Kenya's northern border, was wiped out in an attack by a giant baboon troop numbering in the thousands. By the time army officials responded to the panicked reports of those few survivors able to escape in vehicles, the village was abandoned, its residents torn limb from limb and scattered about the decimated buildings.

Official records claim the primates were driven to hunt humans by extreme drought conditions. Though it was a dry year, much worse conditions have been seen multiple times across the continent before and since without a similar incident.

Buried witness accounts located in records offices at Nairobi contain a different narrative, dismissed as hysteria at the time. Survivors claimed the attack was preceded by the arrival of a few desperate soldiers of the Sudanese People's Liberation Movement (SPLM) fleeing across the border to escape the Second Sudanese Civil War. The men hardly stopped in the village at all, pressing on in desperate flight and warning of "the beast child." That night, the baboons attacked. One fleeing journalist described what looked like a naked boy walking at the head of the frenzied troop. The threat to Kenya's border provoked a faster military response than would have typically arrived to address a natural disaster, so Kenyan officials dismissed explanations of the attack as clever lies concocted by those who escaped in order to secure faster assistance.

A few Kenyan soldiers were dispatched to investigate the claims of SPLM incursion, but most returned without having made contact with the enemy. Those few who never checked in were thought deserters and never heard from again.

Science (Any) Bonus—FAUNA: The presence of human children at animal attacks across a wide variety of species only implies a second factor to Bast's influence under the anthropocentric view. Humans are, in fact, just animals. If it can bend the entire animal kingdom under its will, that includes children and the Agents. An Agent that realizes their maturity only protects them from understanding, not control loses 0/1 SAN from helplessness.

The Physics of Bast

An Agent who has **Science (Physics)** at 50% or higher can search for the influence of Bast on probability at the subatomic level. A more materialist analysis requires making arrangements to work with the Large Hadron Collider (LHC) in Switzerland, which requires a **Bureaucracy** test and a wait of 4D6 months. Timing is important; the LHC is closed for repairs from 2019 to 2022.

Access to the LHC allows a series of **Science (Physics)** tests. Before the first test, the Agent or an assistant can attempt a **Science (Mathematics)** test to gain a +20% bonus. Each success reveals more revelations, and bonus **Science (Mathematics)** tests can provide deeper insight.

The Bast Particle

FIRST SUCCESS: The researcher hypothesizes a subatomic particle that lurks in higher dimensions suggested by string theory, yet interacts with known particles that our tools perceive. The researcher can name this new particle. We'll call it the Bast Particle. Changes to the Bast Particle can cause changes to other subatomic particles: nudging their masses, toggling their charges, altering their spins, mixing the colors and flavors of quarks and neutrinos. The implications, if published, set the field of quantum physics aflame for a time, but ultimately as no more than a controversial hypothesis. Any of Bast's Teeth who conduct or study this research gain +1% **Unnatural** and lose 1 **SAN** from the unnatural based on their own experiences with strange causality.

MATHEMATICS BONUS—HEISENBERG: The collapse of probabilistic wave functions during experiments with the Bast Particle proves reproducible in the work of other physicists. However, while the split between occurrences of particle and wave remains the same in every reproducibility study, it is always slightly different in experiments run by the Agent. This is true for every experiment, even studies repeated by different scientists on the same equipment. The act of observation is enough to collapse the wave form in a subatomic particle, but the probability should in no way be affected by the identity of the observer.

Successes	Discovery	Trained Bonus	Bonus Discovery
One	The Bast Particle , page XX	Science (Mathematics)	HEISENBERG , page XX
Two	Quantum Engineering , page XX	Science (Mathematics)	COMPUTRONIUM , page XX
Three	Entropic Consumer , page XX	Science (Mathematics)	FACTORY FARM , page XX
Four+	Further Studies , page XX	N/A	N/A

Though the mathematical deviations are small enough to be beneath statistical significance, there is some evidence to suggest physics behaves differently around the Teeth. Gain an additional +1% **Unnatural** and lose another 1 SAN.

Quantum Engineering

SECOND SUCCESS: Enough alterations to charge and mass, facilitated by enough Bast Particles, could ripple upwards until they altered the macroscopic world. The laws of entropy limit the scope of such changes sharply, but the implications are profound. For example, it should be possible to use the Bast Particle to alter the function of neurons in order to shape behavior. Extrapolating from base principles, it's possible to imagine the wide-scale quantum manipulation of entire evolutionary timelines and even physics itself. The limitations of such wide-scale engineering would depend on energy consumption, perceptive capabilities, and the existence of a consciousness capable of enacting so many complex calculations; however, it seems theoretically possible. Any of Bast's Teeth who conduct or study this research gain +1% **Unnatural** and lose 1 SAN from the unnatural based on their own experiences with behavior and language warped by their god.

MATHEMATICS BONUS—COMPUTRONIUM: Though no one in the scientific community entertains the idea, the assumption that Bast Particles are the tool of a single

consciousness carries shattering implications. A being existing in the 0-dimensional quantum foam would essentially exist outside time, but it would still need to expend energy to perceive and shape the reality detectable by human tools. The energy requirements to calculate such a task would be infinite and require processing capabilities only guessed at by humanity, such as the inexhaustible computing power of theoretical computronium. The form and appetites of this system would occupy most matter in the known universe, perhaps the 68% of total universal energy expenditure currently explained away as mysterious "dark energy." If true, it would be more accurate to say the universe is part of Bast rather than the other way around. Gain an additional +1% **Unnatural** and lose another 1 SAN.

Entropic Consumer

THIRD SUCCESS: The manifestation of the Bast Particle in dimensions our tools can perceive seems to correlate with rising entropy. There are hints that it is affected by entropic processes and that it effects or facilitates them. The theorized role of entropy in the perpetuation of organic life makes the Bast Particle likely somehow tied to its existence. (Give the player the **ENTROPY** handout on page XX.) Any of Bast's Teeth who conduct or study this research gain +1D4% **Unnatural** and lose 1D4 SAN from the unnatural due to a creeping certainty that the Agent's life is all but predetermined by some malign power that operates outside

of time, manipulating events with levers smaller than femtometers to feed on entropy and death.

MATHEMATICS BONUS—FACTORY FARM: Considering the manipulative capabilities of the Bast Particle and its energy requirements, a disturbing question of causality arises. If it fuels itself by embezzling energy from every subatomic interaction in the universe, it wouldn't be beyond the force's power to rewrite fundamental physical laws to better satiate its demands. Depending on how long Bast has existed, biological life may have come into existence solely to feed Bast more entropy. The universe itself is Bast's factory farm. Gain an additional +1D4% **Unnatural** and lose another 1D4 SAN.

Further Studies

The researcher, if one of the Teeth, can continue to study the implications of their findings at the LHC. Each week, they can attempt one **Science (Physics)** or **Science (Mathematics)** test to gain +1% **Unnatural** at the cost of 1 SAN.

OBSESSION: An Agent driven to the Breaking Point by SAN loss in any stage of Bast Particle research gains an obsession disorder that compels them to continue these studies. They can stop after each week

only with a successful Sanity roll. An acute episode of the obsession, as described in the *Agent's Handbook*, drives them back to the research.

GOD'S MIND: An Agent reduced to 0 SAN as a result of studying the Bast Particle loses all language function, but they gain an ability never before enjoyed by mankind. By reverse-engineering downwards from the level of their own cognition, they can collapse the wave function of the Bast Particle and instantiate it on the subatomic level using nothing but the power of thought. The afflicted researcher does this compulsively to no immediately discernible effect, appearing to outsiders to be stuck in a catatonic stupor. This might reveal astonishing things back at the LHC, should the Handler orchestrate an unlikely return by the deranged researcher. However, the Bast Particles' coalescence has a secondary effect of creating the Lightest Kaluza-Klein Particle, or LKP, a theoretical exotic radiation specific to the universal extra dimensions theorem. Unshielded and undetectable, enormous concentrations of LKPs gather around the afflicted researcher, eventually killing them and a wide swath of biological life around them with invisible, traceless radiation sickness.

Entropy

Entropy is the term for the gradient measuring the amount of disorder in a system. A system with more possible states of matter—for instance, water molecules vibrating in a liquid form as compared to water frozen at absolute zero—has more entropy. As the movement of molecules causes heat, humans often think of entropy as the dissipation of heat energy, but entropy increases across every possible measurement and at every possible opportunity. The universe moves constantly toward increasing disorder.

The Second Law of Thermodynamics states that the total entropy in an isolated system can only increase. A system evolves spontaneously toward a state of thermodynamic equilibrium, a state of maximal entropy. On the scale of the largest known isolated system, maximal entropy occurs at the theorized "heat death of the universe."

The theory of dissipative adaptation regards life through the lens of the Second Law of Thermodynamics. Lifeforms are volatile, chaotic objects. A stone merely absorbs heat; a plant absorbs light and creates complex sugars and gases. Those countless processes each contribute to rising entropy. The stone cannot match the plant's volatility without heat strong enough to melt it. Life, in contrast, requires low energy to create high entropy. Atoms arranged into the unlikely structure of a lifeform tend to maintain that state because it increases the system's entropy.

Fires go out. Cold creeps in. The universe thins and dissipates until only stillness and death remain. When life does spring forth, it is only to speed the process.

Killing

Delta Green sometimes expects even Agents with no training in violence to kill. Bast demands it. If Agents feel unprepared for that challenge, remind them of some creative possibilities.

CAT'S PAWS:

America is haunted by guns and people who daydream about using them. Agents in trouble can easily get armed men on the scene. Roll Luck to see how they respond to danger. As far as Delta Green is concerned, the real challenge is explaining away the unnatural so the outsiders go home with only a killing to concern them.

CHEMICAL WEAPONS:

Mixing bleach and vinegar yields chlorine gas. Chlorine in a typical mix has 5% Lethality with a Speed of 24 hours, and it stuns victims as effectively as pepper spray. More potent phosgene can be purchased from industrial suppliers or synthesized with a Science (Chemistry) test by using carbon monoxide and bleach. An Agent could synthesize hydrogen cyanide gas from propane and ammonia. See page 61 of the Agent's Handbook for their effects.

EXPLOSIVES:

Propane, gasoline, the right kind of fertilizer, and a little Demolitions skill can go a long way. See page 98 of the Agent's Handbook.

FIRE:

Trapping a victim inside a burning building inflicts 2D6 damage per turn. A particularly brilliant blaze inflicts Lethality 10%. Demolitions or Forensics can obscure the cause.

HIT AND RUN:

Ramming someone at moderate speed inflicts half the vehicle's HP as a Lethality rating, 12% for an ordinary car. It requires a Drive test only if the victim knows you're coming.

OVERDOSE:

A good, stiff injection of fentanyl leaves a victim unconscious in seconds and causes Lethality 15% at a Speed of 1D6 minutes. Getting it may require burglarizing or robbing a pharmacy or using Criminology to find an illicit dealer. Administering it to an unwilling victim requires a Medicine or Pharmacy test. Even a failed test may get enough into their system to knock them out. Keep naloxone on hand in case you fumble and inject the wrong target.

SABOTAGE:

An Agent can use Drive or an appropriate Craft skill to damage a car's brake lines. Make a Luck roll for the severity of the crash.

SURPRISE ATTACKS:

See page 53 of the Agent's Handbook. Attacks against an active but unaware target are at +20%, and any hit is a critical hit. Aim for another +20%. Use a targeting laser for another +20%. Use a shotgun for another +20%. No roll is needed to kill a sleeping or helpless victim.

Part One: Go Forth

“Take hope from the heart of man
and you make him a beast of prey.”

—Ouida



Agents, Friendlies, Victims

IT IS 3 FEB 2001, AND AGENT CLOVE OF C-CELL tasks her only Delta Green cross-cell contact with a wetwork mission at Cornucopia House, an orphanage located on a remote hobby farm east of Zion, Maryland.

This cross-cell contact is the lone Agent among the player characters. That Agent is to gather a team of Friendlies and potential recruits, enter the orphanage at night, and kill every adult there. Clove tells the Agent it is a recruitment test.

A-Cell does not support Clove's mission. In fact, A-Cell doesn't even *know* about it, because the rest of C-Cell was wiped out in an ill-planned action against a strange Russian cult called the Skoptsi a month ago. Clove is desperate. She can't stomach the idea of leaving alive those who killed her cell, or leaving dozens of at-risk children in their clutches. The targets *have* to die.

Neither Clove, the Agent, nor the Friendlies making up the wet-work team have any idea their mission is manipulated by the unnatural force we call Bast. (See **THE GOD THAT FEEDS** on page XX and **CONRADIN'S EXERCISE BOOK** on page XX for information.)

Those Who Serve

The events of the game and organization can be trusted to bring the most disparate Agents together. Work with the players to create characters from the days of the old conspiracy, before the Program. The campaign begins around the turn of the millennium and ends 20 years later, so set the initial age of characters with that timeframe in mind.

One plays an Agent. The rest are Friendlies. Even so, no one character is in charge. At the time of the first scenario, Delta Green has no command structure that can be enforced on Friendlies. And after the first scenario, all of them become Agents in the Program with equal standing.

They come together in the first scenario out of desperation. They aren't the best for the job. They're the only ones available.

From the Beltway

The inciting incident of "Go Forth" occurs in Maryland. The initial reason for the Agents' gathering is proximity to the mission area, not fitness or synergy. The preponderance of government agencies, academic institutions, and military institutions located in that area make almost any *Delta Green* character concept fair game.

The Lost Agent

At the start of the campaign, the Agents have only the most threadbare connections to Delta Green. Only one of them is in fact an "Agent" at all, and that Agent has lost their old cellmates, their former co-conspirators, and fallen out of the conspiracy's attention. The conspiracy itself is undergoing a transformation that leaves many important things forgotten. Someone can volunteer for the role of lone, veteran Agent, or the group can decide randomly.

The lone Agent is part of a recent version of D-Cell. D-Cell was rebuilt in 1998 after some catastrophe overtook its prior members. Let the player choose a code name that starts with "D" such as Davis or Dina, along with the names, code names, and personalities of their two dead partners.

That Agent starts with one "damaged veteran" option from page 38 of the *Agent's Handbook* and can start with two if the player wishes. This represents past operations that caused the loss of the Agent's two partners in D-cell. Work with the player to name those lost Agents and describe one or two salient details from the horrors that claimed them.

It's up to the Handler whether the player's Agent knows D-Cell's history before the Agent joined. Its previous leader was Agent Darren, a longtime Delta Green veteran who went to prison in 1997 and

DISINFORMATION

YELLOW CARD

THE SKOPTSI

The inciting incident of *God's Teeth* deals with a dying cult. Within the Russian Orthodox sect called the Skoptsi is a cult devoted to Shub-Niggurath. The cult's male elders castrate themselves not to atone for sins but in a bid to gain immortality. The cult relies on orphans to propagate throughout the generations. This branch of the Skoptsi live in an unincorporated community on the eastern shore of Chesapeake Bay. The heart of the community is the Basilica of Our Virgin Mother, a Russian Orthodox church with grim secrets beneath. The Skoptsi largely work as taxi drivers and in construction and plumbing. They are aided and protected by 80-year-old Fedor Berezhkov, a former Soviet assassin who defected in the 1950s and is still under the protection of the CIA. Berezhkov, alias Vassili Karpov, in turn relies on a Russian gang led by former KGB officer Natalia Chermininko. Further details are laid out in *Delta Green: Countdown* and *Delta Green: The Millennium*, but those details are unnecessary to play *God's Teeth*.

Skoptsi cultist Yelena Kalamatiano long helped the Skoptsi rejuvenate itself by maintaining a home for orphaned children, a constant source of new cultists. Kalamatiano has grown estranged from her cult. Denied the promise of immortality by cult leaders, she seeks unnatural salvation as a denomination of one, burning through the cult's recruitment of children to do it. The Skoptsi essentially have their hands tied regarding the way she runs her side of the organization. She is a powerful sorcerer in her own right, and she knows where all the bodies are buried. Literally.

The Skoptsi are lying as low as possible owing to casualties taken during their first interaction with Delta Green. They have no idea Yelena has been exposed, and they might be thankful if she dies...so long as her death cannot be traced back to their lair.

All this is to say that after the urgency of "Go Forth," pursuit of the Skoptsi can become its own scenario or even its own campaign. The Agents might be the instrument of the Skoptsi's final extinction: See **FINDING THE SKOPTSI** on page XX. Or the Handler may have the cult go into hiding, avoiding inevitable fallout by severing themselves from Cornucopia House.

CUT ALONG THIS LINE

escaped in 1999. Rumors say he led a raid on a U.S. government facility in Puerto Rico and has been underground ever since. The player's Agent was not involved in those events. See *Delta Green: The Rules of Engagement* for details.

Baffled Friendlies

The other Agents start as Friendlies. Either together or separately, they helped FBI agent Gary Hall and his partner Lena Garner, a retired naval intelligence officer, on the fringes of a handful of strange investigations over the last few years. They know Hall by his real name and job title, and Garner too as far as they know. Give each Friendly player the information from **GARNER AND HALL** on this page..

The Friendlies have never heard of "C-Cell," Delta Green, or C-Cell's code names. They never met Clove or anyone else from C-Cell. None of the Friendlies have had substantial contact with the unnatural, nothing that harmed them or cost them SAN. None have

"damaged veteran" status from the *Agent's Handbook*. They have only enough experience to know there is more to the world than the news lets on.

Backstories and Bonds

It is always tempting in a *Delta Green* game to gloss over the Agents' histories, motivations, and Bonds. Resist that temptation. Start by brainstorming the basics. Whom does the Agent live with? Give them names. Where does the Agent work? Who are the Agent's most regular colleagues or superiors? Does the Agent like the job? How does the employer regard the Agent?

Encourage the players to work together to give every NPC one or two unique personality signatures. Make each distinctive and relatable.

Most important of all, make sure each Agent emerges from the process with some crucial, powerful connection to one or two children. It could be the Agent's own children. Or nieces or nephews. Or children the Agent saved or protected, whose memory stuck so the Agent still feels responsible.

DISINFORMATION

YELLOW CARD

GARNER AND HALL

The Friendlies helped FBI Special Agent Gary Hall and his partner Lena Garner on the fringes of a few strange investigations since 1996. Most of those cases had supernatural overtones, but the Friendlies never experienced anything definitively unnatural.

Gary Hall, age 37, is a 10-year veteran of the FBI. He works on the organized crime desk in Baltimore. His caseload is background research on possible remnants of the Gambino crime family still operating in Maryland. That is deep background intel performed behind a desk. It gives him the flexibility to pursue weirder cases from time to time.

Lena Garner, age 47, is a retired naval intelligence officer and something of a cipher. She is friendly and outgoing without ever actually communicating anything personal about herself. On Hall's strange cases she is technically a consultant, but she and Hall have a much deeper history together.

The most recent contact was a few months ago.

An Old Dark Age

The year 2001 is a distant and strange time to many players today. No phone is smart. Cellphones themselves are not exactly rare but hardly omnipresent. More common are cellphone-size pocket radios, miniature walkie-talkies that function like cellphones with range typically limited to 1D4 kilometers. Text chats happen on computers that have Internet connections. Broadband is uncommon. Internet video and audio must be tracked down and downloaded. Payphones and pagers are still useful. Phone books contain phone numbers, the white pages for individuals and the yellow pages for businesses. Hotels are more likely to use keys than key cards. Business websites are a novelty and rarely have any useful information. For most, the only portable maps are paper. Getting anything more than the most cursory information requires at least calling and speaking to someone with a source of information—files, library books, personal experience—or going in person to pick through documents. Information is scarce, contents rarely correlated, and each Agent is a placid island of ignorance.

Background

Agent Clove is Dr. Marie Noella, a criminologist at Wilmington University under contract as an FBI adviser. Her work focuses on international sex trafficking that funds global terror networks.

Her initial consultations regarding the Italian mafia in the early 1990s were a ruse by her recruiter, FBI agent and Delta Green member Gary Hall, to test her field work. Noella was approached by Delta Green in 1995. Each “consultation” since has been a cover for Delta Green operations with C-Cell.

C-Cell was extraordinarily active in the late 1990s. Its most senior member, Agent Charlie (former commando and FBI Special Agent Donald Poe), recruited Agent Clyde (FBI Special Agent Gary Hall) and Agent Cerise (retired naval intelligence officer Lena Garner) when he suspected his old partner Agent Cyrus (FBI Special Agent Curtis McRay) might be too shaken to

continue the fight. Noella acted in an occasional support capacity as Agent Clove. Agent Charlie became Delta Green’s point of contact for Clyde, Cerise, and Clove, feeding them information and operations without joining them.

The Karpov Catastrophe

While investigating international trade in occult artifacts, Noella cultivated sources among the staff at small airports. She learned of off-the-book overseas flights at Smyrna Airport, a rural Delaware airfield, that were chartered by Natalia Chermeninko, a member of the Russian mafia listed as an Interpol person of interest. Baggage handlers saw Chermeninko meeting near Smyrna’s private hangars with an elderly man named Vassili Karpov and handing him a box.

Her interest piqued, Noella received permission from A-Cell to surveil Chermeninko and Karpov. She hoped to recover Cambodian artifacts with possible unnatural properties, thought to have been smuggled through Smyrna Airport.

On 14 JAN 2001, after Karpov had a short meeting at the hangar, C-Cell tracked him to Coachman Taxi Garage in Perry Point, Maryland. Gary Hall—Agent Clyde—decided it was time to interrogate Karpov. Agent Clyde and Agent Cerise entered the garage while Agent Clove remained outside as lookout.

No one entered the garage from the street save the elderly Karpov. Noella has no idea what happened inside. There was a flurry of gunshots. By the time she reached the door, the garage was already on fire. Agent Clyde, suffering from multiple gunshot wounds, met her at the door. He passed her a black book of addresses and a half-burnt cartoon cat folder, sputtered “Run,” and stumbled back into the building, firing into the smoke. Agent Clove ran.

The FBI noticed Hall’s disappearance, but a gasoline pump was determined to have caused the conflagration. The roof had collapsed. That buried the bodies in a charred sinkhole of cracked concrete where they remained hidden and were never discovered by the authorities.

Gone Dark

Noella's panicked attempts to contact anyone in C-Cell or A-Cell were fruitless. Overnight, Noella's ability to contact Delta Green had vanished. She had no one to turn to but her sole contact with another cell: an anonymous agent, unknown to her and to be approached only in case of emergency. That's the lone Agent in the players' team.

Noella plans to trick that Agent into carrying out her revenge against the cult without A-Cell's approval. Noella plans to leave the country as an emergency replacement teacher at Xiamen University, Wilmington's sister university in China. Her limited exposure to the horrors of Delta Green allowed her to maintain healthy relationships with her husband Charles and her four-year-old son Timothy. She means to keep herself and her family as far from Cornucopia House as possible.

- Take care of your Friendlies!
- The less they know the better.
- They never hear code names.
- They meet nobody outside your cell.
- They never learn the Group exists.
- If they learn the Group exists, they never learn its real name.
- If they learn the Group exists, they never learn its real nature. Tell them it's official. Tell them anything but the truth.
- If they learn the Group's real name or real nature, tell A-Cell. That turns the Friendly into an Agent.

DISINFORMATION

YELLOW CARD

THE AGENT OF D-CELL

Agent Clove's meeting request came via the encrypted email system used by Delta Green. The player Agent is sole survivor and leader by default of D-Cell. That Agent knows Agent Charlie and Agent Ernie, leaders of C-Cell and E-Cell, by code name only, and has addresses to reach them by encrypted email. The Agent does not know any other C-Cell or E-Cell code names and does not know the real identities of anyone in C-Cell or E-Cell.

The Agent, Noella's contact among the player characters, does not know Agent Clove's real name or recognize her. They have never worked together or, as far as the Agent knows, ever heard of each other. All the Agent knows is that Clove is using the Delta Green communications system.

In-person meetings between cells are supposed to be arranged between cell leaders. And no one possesses the Agent's contact information or codes save the leader of C-Cell. That must now be Clove.

What's more, operations with multiple cells are supposed to involve cells not adjacent to each other in the alphabet structure. A lot about the meeting is strange.

Neither Agent Charlie nor Agent Ernie, whoever they are, respond to any communications.

If this makes the Agent uncomfortable, good. It's only going to get worse.

CUT ALONG THIS LINE

The Meet

This first briefing involves only the full Agent of D-Cell. At 2 a.m. on Saturday, 3 FEB 2001, the Agent pulls into a rural gas station off Interstate 95 in Maryland. A hidden beeper, plugged in at all times and concealed in a closet, had alerted the Agent to a message from Delta Green. That means the Agent had to jump through some hoops to log in secretly and read it.

It's snowing. There are two cars in the lot. One is a battered 1990 Toyota Corolla belonging to the attendant. The other is a sensible 1995 Honda Civic. Investigation into its license plate and VIN show it is owned by Slim's Sedans in Baltimore, a used-car dealer with high volume. It sold recently for \$5,000 cash. The paperwork for the sale was filled out incompletely. Slim says he fired that employee recently for just that kind of negligence. There is no way to tell who bought the car.

If the Agent comes early, they can watch until Clove pulls up in the 1995 Civic. She goes inside, slips the attendant a \$20 bill to buy an hour for a meeting and his silence, and goes to the back. Whether the Agent follows or confronts her outside, the briefing goes the same way.

The attendant nods as the Agent enters, indicating the small, closed kitchen in the rear by the restrooms, next to a shuttered counter. The only lights visible from the side door glow from three security monitors displaying the station's exterior. Switching on the lights reveals a middle-aged Black woman, standing still in the dark among the scattering roaches. Arrayed in front of her on an unlit stove are a pistol, a manila folder, and a filthy pink folder illustrated with a cartoon cat.

SYNCHRONICITY

THE GAS STATION

A cardboard advertisement for pizza sits near the kitchen's entrance. It's a large photo of a young girl's face, tilted back to bite into a slice of pizza. The image has been vandalized: the eyes blacked out, a stitched scar added to the cheek, and the phrase TOO WHITE written across the girl's enormous teeth. Each pepperoni slice has the word MEAT written across it in all caps.

The squeaking of the gas station's hot dog machine obscures possible attempts to record conversations. The stench of burned meat accompanies the dental-drill squeal of the metal rollers.



Briefing

Agent Clove is middle-aged, 1.5 meters tall and weighs 70 kg (barely five feet and 154 lbs). She looks sleep-deprived but still alert. Her position in the room is tactical, with clear lines of sight to the fire exit, kitchen entrance, and security monitors. She greets the Agent by code name and wastes no time.

“A-Cell tasked me with contacting you. You’ve been given a list of Friendlies to vet for entrance into the group. They’ve already had a credential review. Your mission is a loyalty test. Their names are in the manila folder. You’ve got a conference room set up at the Holiday Inn Express in Sykesville for tomorrow morning. A criminology lecture. You’re supposedly training law enforcement and government personnel on domestic abuse.”

The Holiday Inn Express conference room is where the Agent can brief the recruits.

Intel from a recent operation indicates Cornucopia House, a children’s residential facility located on a farm near Zion, Maryland, is a threat. It must be neutralized. This job needs to be done. The Agent is to finish it while vetting potential talent. Two birds with one stone.

Clove’s tensely walks the Agent through instructions:

- » Secure unregistered firearms, mask up, and go to Cornucopia House at night, after the kids are asleep.
- » *Kill every adult.* Don’t let the targets speak.
- » Dispose of the bodies and evidence.
- » When it’s done, call Clove on the burner phone.
- » Tell the recruits whatever will get them to cooperate. If they need a push, show them what’s in the cartoon cat folder. It’ll get them all on message.
- » Do not let the recruits call for help or permission from anyone at their day jobs. This must remain compartmentalized.
- » Most of all, do it fast. There are kids being harmed and killed right now.

Despite all that, Clove says she cannot help. She has her own situation to deal with.

Questions

It is likely the Agent has several questions. Clove’s scant answers are as follows, along with relevant rolls players may request for additional information. Unless the player asks to check a statement with a roll, leave it. Clove’s delivery is matter-of-fact.

Why the unusual cross-cell contact?

“The situation is fluid and above your pay grade.”

HUMINT: On a failure, she’s telling the truth about some sort of danger to the group. A success gets the same result as a failure, plus the suspicion that Clove’s lying via omission.

What situation?

“If you don’t already know, you aren’t supposed to. Let that suffice.”

HUMINT: On a failure, she honestly believes there is a credible danger to the group. On a success, the same results, but it’s clear that she has no idea what the threat actually is.

My cell is down to just me. Why don’t you get another?

“You’re what’s available. Use the Friendlies. If all goes well, they’re your new cell.”

BUREAUCRACY 25% OR ABOVE: On a failure, it’s clear to the Agent that none of this makes a lot of sense. Why test the loyalty of all these Friendlies on a single, critical mission, where they can cross-contaminate? Why not have whoever vetted them in the first place run the op? This is reckless even for a black operation. On a success, the Agent realizes these Friendlies were chosen without any consideration for the gravity of the task.

Where will you be?

“I’m out of the country on a mission of my own. I’ll tell you where to start. You call and tell me where it ends up.”

PSYCHOTHERAPY 30% OR HUMINT 40%: On a failure, this work appears to demoralize Clove. She seems to crave the field work rather than serving as a messenger.

On a success, the Agent realizes that the sorrow in her voice hovers around the words “a mission of my own.”

What did the targets do?

“They did enough.” If the Agent pushes, Clove adds, “Look, you don’t have to believe me. The cat folder is there for you, too. If you have to know why, look. But don’t say I didn’t warn you.”

ANY SKILL: Let the player roll whatever they want to check that statement. Whatever the result, she *absolutely* means it. Clove is assured of the justice of her cause, apparently due to the contents of the cartoon cat folder.

Why can’t we allow the targets to speak?

“Because you want to stay alive, that’s why. Fuck knows what’s rattling around in their heads. Put a bullet in them. Vent the poison before they can spit it at you.”

HUMINT 50% OR PSYCHOTHERAPY 30%: On a failure, it sounds like she knows enough to know that nobody wants to understand more. On a success, the Agent realizes that she has no knowledge of what the targets are capable of, but she’s seen other operations go bad.

How do I get the Friendlies on board?

“Say whatever it takes. And there’s always the cat folder. If that shit doesn’t get you off your ass, you probably are the mission.”

ANY SKILL: Again, she *absolutely* means it.

How long do we have?

“This needs to happen now. The targets are dangerous, and they suspect an investigation is coming. You deal with this before it kills some social worker from the county.”

HUMINT 50% OR PSYCHOTHERAPY 30%: On a failure, she sounds quite certain. On a success, the Agent can tell she is certain that it needs to happen quickly, but she may be lying about the targets expecting trouble.

Do you have photos and background information for the targets? So we can track them down if they’re not home.

“No. Our intelligence puts a small number of targets on site. This is as far as we’ve gotten.”

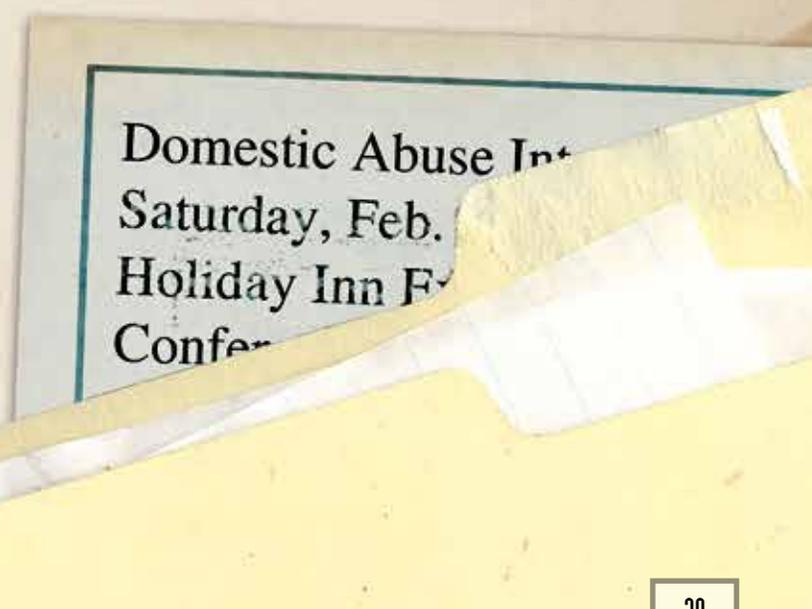
You said there would be kids there. What do we do with them?

“Don’t let them see you well enough to identify you. Call me when it’s done. We’ll figure it out then.”

The Manila Folder

The manila folder contains the names and contact information of the Friendlies to be used for the operation. They’re everyone Clove managed to scrounge together from Gary Hall’s little black book.

The folder also contains email printouts between the Friendlies and cut-out email identities that Clove used to arrange to meet on 3 FEB 2001, at 10 a.m. in the small conference room of a Holiday Inn Express in Sykesville, Maryland. For those in law enforcement or adjacent fields, the conference is called “Domestic Abuse Intervention and Response Professional Development Seminar 2B” and supervisors are making them go. For those with occupations outside the cover logic, the emails refer to previous work the Friendly did for Hall and Garner and openly says the seminar is a cover for a clandestine briefing.



Domestic Abuse Int
Saturday, Feb.
Holiday Inn F
Confer

Having **Criminology** or **Bureaucracy** at 30% or more or rolling either at +20% makes it clear that including these emails is terrible operational security. A success with either skill also reveals that the people on the list have almost nothing to do with one another. There is no telling what the criteria was for selecting them for the mission. Or whether there was any criteria at all.

The Agent finds a MapQuest printout of Cornucopia House and the surrounding area. There are copies of the employer identification number (EIN) and 501(c)(3) tax forms for a nonprofit charity called Families Without Frontiers, which owns and operates Cornucopia House.

Finally, there is a blocky Nokia cellphone. It has twenty minutes of call time and one number on the contacts page, presumably Clove's burner.

The Cartoon Cat Folder

The cover of the folder is pink and has a dancing cartoon cat from Japan. The cover is sticky from specks of blood and something black that looks like oil. It smells of gasoline.

Viewing the cartoon cat folder is not necessary. Clove has provided all the intel she has managed to gain from it. But looking inside removes all doubt about the motivation of the mission.

Clove instructs the Agent to keep the folder until at least after briefing the Friendlies. They may need to see it themselves to be convinced.



Upon first viewing, the Agent does not perceive the contents so much as *experience* a disembodied reaction to it. This should be described by the Handler regardless of the success or failure of the Sanity test.

First Viewing: Consuming Sorrow

The Agent's first viewing costs 1/1D4 SAN from the unnatural.

These details apply most to the Agent who meets Clove. Adapt them to the Friendlies' experiences.

Where are you? Your car? Your hotel room? The folder lays next to you, alongside the bottle. You don't remember buying the bottle. The bottle is almost empty, and the sun is starting to crest over the horizon. Clove is gone. Trying to conjure what you saw, you can only imagine flipping the folder open, curious as to why you can't hold a memory of doing it before. You are certain that, if you did that, you would find nothing inside except a rectangular portal to a huge, sucking void that draws your body and soul into it like a collapsing star. The pages will eat you if you open the folder again. The only thing more absolute than your terror is the knowledge that she was right. They all have to die.

Second Viewing: The Gist

If the Agent (or any of the subsequent Friendlies) looks inside the folder a second time, they get the gist of the physical contents. Lingering over the images with any close attention to detail still causes the mind to reel away in disgust. A second viewing costs 1/1D4 SAN from violence.

You didn't notice before that the top-left corner of the folder is scorched where a flame was hastily put out. You regret that the flame was extinguished. Inside are the remains of Polaroid photos. They are tacky and worn from handling. The images depict men, women, children, and...things. Their forms combine in ways that are a compelling argument against the existence of God. The lighting is amateurish and inadequate for the night in which the scene was filmed. It took place somewhere in the woods or on a farm. The first picture shows a cottage with a sign in the distance. Clove must have used a magnifying glass to read "Cornucopia House" on it. You cannot imagine how she managed to look at the images for so long without going mad. Perhaps she already has. You couldn't blame her.

IN THE FIELD

Describing the Folder

Handlers should never—**NEVER**—describe the specific contents of the cartoon cat folder.

The first reason the Handler never directly describes the contents of the cartoon cat folder is because to do so would be harmful. Actual child abuse is as close to sanity-blasting unnatural knowledge as we get in the real world. Keep everyone safe at the table with the provided indirect descriptions. That way, players stay in control of their Agents' actions while acknowledging the fact that they cannot control what their Agents feel when confronted by such nightmares.

The second reason serves a vital purpose for the campaign: the folder is a Pandora's box of motivation. The operation looks wrong from the start because it *is* wrong. The Agent and the Friendlies have good reason to be uncomfortable with the situation. The cartoon cat folder is why they're going to shut up and plow ahead anyway.