

## Delta Green Scenario Guide

This is a list of modern-day campaigns, scenarios and story seeds, which may be suitable for Delta Green or similar conspiracy games. A few points should be borne in mind when perusing this list:

\* Whilst I have tried to avoid needlessly giving any information away, it is inevitable some hints about DG adventures will surface in this list. Consider this document to contain SPOILERS. In other words, if you are a player GO AWAY NOW.

\* I have not included URL's to any of the internet adventures. Whilst providing a link to a public site, such as a news-story or map might be OK, I don't want to provide links to creative works without personal permission first. Instead I have provided general details which, with a reasonable Search Engine, should allow you to locate these adventures. If any of the writers of these scenarios are on this list and are happy to share their URL's then please feel free to do so.

\* By the same token I have left case files (ie. write-ups of any of player/Keeper experiences of these scenarios) out. However if you have any URL's for case-files, feel free to share them so that other Keepers can learn from your groups experiences.

\* This list is split into three further sub-lists for story seeds, scenarios and campaigns. These are defined as possible:

STORY SEEDS - The beginning of a scenario and/or an idea (or selection of ideas), that inspires other Keepers to develop into a scenario.

SCENARIO - A full plotline, including a beginning, a middle and an end. If a scenario does not appear to have a middle or an end or seems too sketchy I have filed it as a Story Seed instead.

CAMPAIGN - A collection of linked scenarios. Depending on the nature of the campaign some of the scenarios may be playable independently of the rest of the campaign with little or no Keeper modification, whereas other adventures are deeply entrenched in the plot and may require extensive modification for the Keeper to utilise them.

\* This list includes scenarios from a variety of systems. Notes on the main differences between systems and how Keepers might adapt them can be found in the Ice Cave/DG Digests.

\* This list is by no means complete. Any additional information on other DG-worthy scenarios, new hooks or anything else you feel appropriate would be appreciated.

### Scenarios

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#### CITY IN THE SEA, THE

Source: Call of Cthulhu Now (Chaosium)

Author: G.W. Thomas, Lynn Willis

System: CoC

Hook: The statue is found during an ATF raid. When both the original owner, small-time Mafiosi embezzler, Jose Perandez, and the operative who "inherited" the statue, Melvin Quimby, die a few days later from drowning on dry land DG requisition the statue in the name of , who receives it in the post one morning, a la the original hook.

Notes: The expanded hook allows you to throw in a few mafiosi who'll talk to the PC's about Jose's last movements before death (Buying maps, preparing for some damn-fool undersea exploration) in return for "favours". These criminals may also give a link to Alzis.

#### CLOSED CASKET

Source: Secrets (Chaosium)

Author: Brian M. Sammons

System: CoC

Hook: Tabloid journalism is normally regarded as sensationalist by Delta Green but when a DG Friendly testing new FBI recruits in detecting falsified photographs using imaging software, enhances a "sasquatch" from a daily tabloid and finds it to be a Ghoul, A-Cell is contacted and the PC's are duly notified. The funeral can be used as cover for the cell's identities.

Notes: These ghouls are probably traditionalists who have lost contact with their counterparts in the big city. A violent resolution is likely to have repercussions in the long term.

### CONTAGION

Source: Internet (Tenebrous Technologies Pages)

Author: Matt Cowgar

System: CoC

Hook: Specifically written for Delta Green.

Notes: Tournament scenario. Some pages still to be written.

### CONVERGENCE

Source: Delta Green (Pagan Publishing)

Author: John Tynes

System: CoC

Hook: No hook is necessary. This adventure was specifically designed with DG in mind.

### CULT OF ONE, A

Source: Secrets (Chaosium)

Author: Brian M. Sammons

System: CoC

Hook: A PC is recuperating in hospital after a bloody mission/an operation on their ingrowing toe-nail when the kidnapping occurs.

### CURSE OF THE BONE

Source: White Dwarf Issue 86 (Games Workshop)

Author: Marcus L. Rowland

System: CoC

Hook: The incident is picked up by a Delta Green agent working in the NHS or Department of Health.

Notes: Probably best run as if these ghouls were new wave rather than traditionalists. Up to the usual high standards you expect from a Rowland scenario.

### DEATH OF SIMON MICHAELS, THE

Source: Internet (Author's pages)

Author: Rik Kershaw-Moore

System: CoC

Hook: Specifically written as an introductory adventure to G19, a British version of DG. If part of an ongoing campaign Pendleton, Harcourt and G19 can be a friendly organisation to DG, who request a little independent assistance. The initial contact point can be the British Psychic Research Association.

Notes: Quite how (if) PISCES and G19/SG4 interact will need to be established by the Keeper in advance. Low key in tone, Gun nuts may have difficulty in this adventure.

### DE PROFUNDIS

Source: Internet (??? Pages)

Author: Jonas Hedkvist

System: CoC

Hook: 1) The PC's could arrive after the murder, in which case (XXX), the next-door neighbour, could have described something to the police which sounds a little too Mythos for DG's liking. Otherwise, the PC's could be ????

Notes: This adventure has a clever option where the PC's play themselves. Unfortunately this is likely to be dropped if run as a DG scenario.

#### DRAW THE BLINDS ON YESTERDAY

Source: White Dwarf Issue 63 (Games Workshop)

Author: Marcus L. Rowland

System: CoC

Hook: 1) The PC's are travelling to Britain, as the original scenario suggests.

2) The PC's are drafted in as Civil Aviation Experts by DG or their British counterpart following the event.

Notes: Arguably the first published Call of Cthulhu Now scenario and still amongst the best for my money.

Ariadne would make an interesting pseudo-friendly or patron.

#### DREAMS DARK AND DEADLY

Source: Cthulhu Now (Chaosium)

Author: Michael Szymanski

System: CoC

Hook: A DG op recently captured Majestic documents pertaining to subconscious dream manipulation at the Windthrope Estate. The cell is sent to investigate a potential case of Majestic brainwashing.

#### EVIL STARS, THE

Source: Cthulhu Now (Chaosium)

Author: Keith Herber

System: CoC

Hook: A ritual killing by two teenagers claiming "the music made them do it" sparks Delta Green's initial interest.

Notes: Alzis and/or The Fate might be introduced to the PC's as a source of information if the Keeper decides that GLC have played Club Apocalypse in the past. The Reverend could be dropped in favour of some DG analysis from the boys in the backroom but to my mind he's too fun an NPC to drop.

#### FRACTAL GODS

Source: The Stars are Right (Chaosium)

Author: Steve Hatherley

System: CoC

Hook: 1) Fred JK, a Delta Green Friendly charged with looking out for odd behaviour on the internet, detects several large spikes coming from a specific web-site. The Web site is owned by...

#### GATES OF DELIRIUM, THE

Source: The Stars are Right

Author: Gary Sumpter

System: CoC

Hook: The police arrest Ralph Brown, a small-time criminal with a drug habit who mugged XXXXX XXXXX to feed his habit. He pleads guilty to a number of charges including XXXX's mugging - but things take a more sinister turn when a DG agent Thomas finds the Laio drug in Ralph's possession. Thomas investigates and tracks it back to Rachel. Before he can proceed any further Rachel commits suicide. Fearing that Rachel might have been murdered due to his investigations, Thomas backs off and requests DG send some new, unknown faces to investigate in his stead.

#### GUNTHER DOCUMENTS, THE

Source: Internet (DG Digest 229, Delta Green Home Page)

Author: Cry.Sis (Real name unknown)

System: CoC

Hook: Specifically written for Delta Green.

### HILL OF WOE, THE

Source: Internet (Author's pages)

Author: Rik Kershaw-Moore

System: CoC

Hook: Specifically written for G19, a British counterpart to DG. References to G19 could be changed to DG fairly easily.

Notes: Well-written, thought-out and researched. Definitely worth a look.

### HIVE

Source: Internet (HOARDE indices)

Author: AetherKnight (Real name unknown)

System: Conspiracy X

Hook: Specifically written for Conspiracy X but easily portable to Delta Green.

Notes: For Black Book read Majestic. This could be a Grey experiment conducted by Majestic.

### KILLER OUT OF SPACE, THE

Source: Cthulhu Now (Chaosium)

Author: William A. Burton

System: CoC

Hook: 1) Hargrave is a DG friendly who acts as a drop point for agents who suspect their security may have been breached. The PC's are sent to collect the mail.

2) The shuttle goes down and the PC's are sent as NASA scientists to investigate.

Notes: In the light of DG this adventure can (and should) incorporate Majestic. Saucerwatch can be used as the group which provides the media handouts.

### LIBERATION

Source: Internet (Authors pages, Scenario written for LepreCon, Trinity College Dublin's annual gaming convention)

Author: Andrew Behan

System: CoC (Hybrid)

Hook: None required, written specifically with DG in mind.

Notes: Originally a tournament scenario, X-files in tone.

### LOVE IN NEED, A

Source: Secrets (Chaosium)

Author: Brian M. Sammons

System: CoC

Hook:

### LOVE'S LONELY CHILDREN

Source: The Stars are Right (Chaosium)

Author: Richard Watts

System: CoC

Hook: ? Doesn't this one start with a murder ? (bought a new diary images in diary strike big time correlation w/ Mythos imagery).

Notes: The nightclub in this scenario could be replaced with Club Apocalypse.

### MOTORPSYCHO

Source: The Last Province, Issue 3

Author: Unknown

System: Chill

Hook: The psycho is a shan-infested assassin sent to eliminate PC's who know too much. The shan wait for a time when the PC's are off-guard.

Notes: More of a Blood Brothers adventure than DG. Good fun, nevertheless. Might work as the opening scenario to a PISCES or G19 campaign, especially if the PC's discover the Psycho's body has been requisitioned by HM Government.

#### MUSIC OF THE SPHERES, THE

Source: The Stars are Right (Chaosium)

Author: Kevin A. Ross

System: CoC

Hook:

Notes: Ideally the independent race in this adventure should be the Greys, rather than the one suggested. This might be where the Greys and their cohorts learn of the-threat-that-shall-be in the New Age campaign (below), and as such should take place some time before. Vindictive Keepers might want to involve Majestic and/or Saucerwatch, though the PC's have quite enough on their plate as it is.

#### NEMO SOLUS SAPIT (NONE IS WISE ALONE)

Source: The Stars are Right (Chaosium)

Author: John Tynes

System: CoC

Hook: Use original hook suggested, or turn Uncle Mal into a DG agent.

#### OPERATION FIRESALE

Source: Dungeon Magazine 26 (TSR)

Author: John Terra

System: Top Secret S/I

Hook: Rather than selling secrets/arms to East Germany the leak should be selling them to the Karotechia/Majestic. The outcome of the "Rescue" scenario (below) ought to provide a good link to this scenario.

Notes: No direct Mythos involvement, although if the leak is selling secrets/arms to the Karotechia, they might summon various minor Mythos beasts as the GM sees fit.

#### PAST IS DOOMED, THE

Source: Internet (Chaosium Digests)

Author: Geoff Gillan

System: CoC

Hook: Zabrich is a DG friendly who has gone missing. The PC's cell is called in to locate him and find out what he knows.

Notes: This is an exceptionally good, if dangerous and SAN-blasting, scenario. Thoroughly recommended.

#### PRIVATEERS DIARY, THE

Source: The Bermuda Triangle (Chaosium)

Author: Justin Schmid (Janice Sellers)

System: CoC

Hook: 1) The PC's find the diary amongst a cultists personal effects.

2) The Jameson Historical Research Foundation, ostensibly a cover organisation for DG, funds the expedition. This can either be to locate the Mythos tome suggested in the adventure, or to find buried treasure which can be sold a profit to assist DG funds.

Notes: Next to no mythos content makes this a good training mission or an assignment for agents who are "losing it" and need to be re-assigned to less traumatic missions.

#### PROFESSIONALS, THE

Source: The Stars are Right (Chaosium)

Author: Fred Behrendt

System: CoC

Hook: 1) DG/The PC's owe Alzis a favour. Alzis decides he needs a little political influence and sends them to meet XXXXX

2) The ODIN device has been developed by a Majestic sub-project as a technological advance. When it goes missing DG smells an opportunity.

Notes: This is a very linear adventure and may not be suited to some campaign styles. If using the second hook some work will be required.

#### PUPPET SHOWS AND SHADOW PLAYS

Source: Delta Green (Pagan Publishing)

Author: Adam Scott Glancy

System: CoC

Hook: No hook is necessary. This adventure was specifically designed with DG in mind.

#### RESCUE

Source: Internet (HOARDE Indices)

Author: AetherKnight (Real name unknown)

System: Conspiracy X

Hook: Byakhee have been sighted flying around XXXXXX. The PC's are charged with covering up the story and handling the propaganda side of things whilst another cell deals with the Byakhee.

Notes: This scenario starts with the PC's having to cover up a UFO Crash and will need to be replaced with another paranormal phenomenon (see above) The true enemies in this episode could either be Majestic or survivalist fascists manipulated by the Karotechia. The resolution of this adventure can act as a feed into Operation Firesale (above).

#### RETURN TO THE MONOLITH

Source: Internet (Chaosium Digests)

Author: Michael C. LaBossiere

System: CoC

Hook: The Investigators could pose as researchers for the Monolith documentary for two reasons: This is a good opportunity to gather information for DG and this is a good chance to build up contacts in the media for disinformation services. Of course the latter case might be a little flimsy once some of the documentary team come face to face with the Mythos.

Notes: Designed as a sequel to "People of the Monolith" from the "Shadows of Yog-Sothoth" sourcebook. Some fun can be had by playing the prequel before this scenario and letting DG agents run into references about their former counterparts.

#### THIS FIRE SHALL KILL

Source: The Stars are Right (Chaosium)

Author: Andre Bishop

System: CoC

Hook: 1) Use the original hook from this adventure. This works best when the PC's have made a few enemies.

2) The PC's are called in to investigate the remnants of a fire after firemen/victims claim "the fire was alive"

Notes: Some discussion of how suspicious fires are handled by police and the fire brigade has been made on the list. Keepers may wish to consult these notes to improve the realism of the scenario.

#### TRAIN WRECK

Source: Internet (Conspiracy X/Eden Publications)

Author: B. C. Trombley

System: Conspiracy X

Hook: Whilst written for Conspiracy X, the hook for this adventure should be perfectly servicable for DG.

Notes: For Aegis read Delta Green, for Black Book read Majestic (or similar organisation in your campaign) The equipment made available to the PC's could be a good example of a "Green Box" in action.

#### UNSEALED ROOM, THE

Source: Secrets (Chaosium)

Author: Brian M. Sammons  
System: CoC  
Hook:

## Campaigns

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Where a campaign is described no hook is given for the campaign. Individual keepers must read the campaign for themselves and decide how best to utilise it. Notes are given, offering advice on how certain aspects of the campaign might be handled. Hooks are given offering ways to implement adventures in the campaign as one-off DG scenarios.

### AMONG THE DEAD

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Source: Among the Dead (GDW)

System: Dark Conspiracy

Notes: These adventures can be played as one campaign or as three separate scenarios. Some work will be required. Some plot elements may need to be dropped.

### NEW YORK

Chapter: 1

Author:

Hook: public health - strange smell, germs. (bloke report found in police database)

### MOSCOW

Chapter: 2

Author:

Hook: A Moscovite ghoul contacts DG via "Nancy"? claiming something dark and definitely Mythos is happening to the Moscow underground. The message is somewhat twisted as it comes via a dream. Given Nancy's "heritage" and GRU-SD8's distrust of ghouls sending her is impossible so the PC's cell is sent instead.

Notes: The ???Saviours??? can be replaced by a GRU-SD8 unit instead. The initial warehouse gunfight can be a "prove thy worth" joint GRU-SD8/Delta Green mission.

### SIBERIA

Chapter: 3

Author:

Hook: A man turns up at the American embassy in Moscow claiming to have escaped from a Siberian death-camp... but the name he gives is that of a Delta Green agent who disappeared during World War II, somewhere in Russia. Given the political nature of his claims, GRU-SD8 cannot be trusted with this mission so the PC's are called in to investigate a potential case of Yithian brainwashing.

Notes: Considering what is happening here this could be a Karotechia backed project (funded via the Russian Mafia) which, if successful could be mirrored in other parts of the world in preparation for the fourth Reich. Of course, if this is the case, given the way history stood, the Karotechia will tolerate this installation only as long than is absolutely necessary.

### AT YOUR DOOR

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Source: At Your Door (Chaosium)

System: CoC

Notes: If you do not intend to play the entire campaign several of these scenarios will require severe modification. Most of this campaign takes place in the fictitious city of Sampson, which should be read as San Francisco.

## FULL WILDERNESS

Chapter: 1

Author: L.N.Isinwyll, Mark Morrison, Herbert Hike

Hook: Delta Green has managed to capture the "thing" but now needs to transport it to a friendly university department for further research. The PC's are required to transport it to a deserted garage on the outskirts of town where another cell will arrive to pick it up.

Notes: Much of this scenario is scene-setting and establishing key characters. However, the delivery and the search for Tait can form the nucleus of a DG scenario.

## LANDSCRAPES

Chapter: 2

Author: Mark Morrison (L.N.Isinwyll)

Hook: The farm could be a Majestic experiment gone awry. Majestic leaks stories of "something funny in the woodshed" to DG so that they can do the dirty work of tidying things up.

Notes: Some parts of this scenario work by suggestion (ie. Action happens "off-scene" or at the periphery of the field of vision). These can form scenario seeds for future DG operations.

## DAWN BIOZYME

Chapter: 3

Author: L.N.Isinwyll (Herbert Hike)

Hook: Mutated fish turn up downstream from the Dawn Biozyme plant. This could be a case for the Public Health Board but DG, who is aware of the DB/NWI heritage, decides not to take any risks.

Notes: Dawn Biozyme is very wealthy and players trying to bring public health charges against it will get the players stuck in a mire of meaningless legal wranglings. Emphasis should be placed firmly on investigation and threat elimination, legal action can be taken by the Public Health Board (or more DG friendlies) at a later date.

## NO PAIN, NO GAIN

Chapter: 4

Author: Barbara Manui, Chris Adams (L.N.Isinwyll)

Hook: Eschon Shipping Industries, a small organisation that serves as a cover group for Shub-Niggurath cultists, was recently prevented from poisoning the North Virginia water reservoir with an unknown substance (Milk) by E-Cell. Corporate data recovered from the raid indicates that much of the preliminary research into the milk was performed on J. Armbuster. E-Cell sustained heavy losses during their mission, however, and are currently recuperating in hospital. The PC's are sent to track down Armbuster and finish the job off.

Notes: This is either an adventure you'll love or hate. Personally I'd replace the main villain of the piece with a werewolf and lose about half the scenario.

## WHERE A GOD SHALL TREAD

Chapter: 5

Author: Scott D. Aniolowski (L.N.Isinwyll, Herbert Hike)

Hook: The PC's are investigating some phony cult which has nothing to do with the Mythos when they witness the murder. PC's with police-type backgrounds (eg. FBI, NYPD) can be seconded onto the case. The phony cult can be a new-age religion/pacifist movement/burnt-out-hippies/radical feudalists or whatever the Keeper sees fit.

## AFTER THE BIG ONE

Chapter: 6

Author: L.N.Isinwyll (Herbert Hike)



Hook: Following "the big one" lots of strange reports start circulating about disappearing people and a strange cult called The Brotherhood of Forks. The PC's are sent in in the guise of relief workers to locate The Brotherhood of Forks.

## BRIEF RESECTION OF TIME, A

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Source: A Brief Resection of Time (Chaosium)

System: CoC

Notes: This was a tournament scenario which uses a really cute trick about two-thirds of the way through. This trick is likely to be incompatible with most campaigns. The rest of the campaign could be played as is, though the possibility of using the Karotechia or the Greys, instead of the original enemy in this scenario, might make worthwhile exploring. The PC's will almost certainly want some experience in Mayan archaeology and this scenario may be a good point to introduce a new PC with the appropriate skills to the cell.

## ????, THE DARK ROAD

Chapter: 1

Author: Sam Johnson

Hook: The case of Kyle Woodson gets the attention of Delta Green. If the original script is being used then Kyle is an innocent caught in the wrong place at the wrong time. The Keeper may prefer to raise the stakes and make Kyle a DG Friendly who was sent to Belize with DG's backing under the guise of a JHRF researcher.

## ????, THE DARK PORTAL

Chapter: 2

Author: Sam Johnson

Hook:

## NEW AGE, THE

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Source: Delta Green (Pagan Publishing)

System: CoC

Notes: This campaign was specifically written for Delta Green.

## THE PRINCE IS DEAD, LONG LIVE THE PRINCE

Chapter: 1

Author: Adam Scott Glancy, John Tynes

Hook: None is necessary. This scenario was written specifically for DG

## DAWN OF THE NEW AGE

Chapter: 2

Author: Adam Scott Glancy, John Tynes

Hook: None is necessary. This scenario was written specifically for DG

## NIGHTSIDERS

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Source: Nightsiders (Games Designer Workshop)

System: Dark Conspiracy

Notes:

Dead Island

Chapter: 1

Author:  
Hook:

Nightsiders  
Chapter: 2  
Author:  
Hook:

OFF-RAMP  
Chapter: 3  
Author:  
Hook:

## NOCTURNUM - LONG SHADES

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Source: Nocturnum - Long shades (Flight Fantasy Games)  
System: CoC

Notes: Each of these adventures can be played as solo scenarios with little modification. If the campaign is not being used the earth-shattering revelation at the end of Stillness can be ignored or act as a portent of things to come in The New Age campaign.

## SNOWFLAKE VALLEY

Chapter: 1  
Author: Christian T. Petersen (Darrell Hardy)  
Hook:

## THE MADNESS OF THE TWILIGHT QUEEN

Chapter: 2  
Author: Darrell Hardy (Christian T. Petersen)  
Hook: The DEA report a new hallucinogen appearing on the market. Users claim to "travel to another dimension". Time for DG to send in their own DEA agents to deal with things.  
Notes: The Drug could be a derivative of the Laio Drug, in which case this scenario would benefit from playing The Gates of Delerium (above).

## STILLNESS

Chapter: 3  
Author: Andrew Warren, Darrel Hardy, Christian T. Petersen (Peter Mark)  
Hook: This scenario starts with a letter to one of the PC's. Given the way the letter is written, Alzis (or patron of your choice) could have enlightened Hito about the cell.  
Notes: There is very little reason why XXXX ?? Still Mountain ?? should not be shifted to Japan rather than being staged in America.

## NOCTURNUM - HOLLOW WINDS

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Source: Nocturnum - Hollow Winds (Flight Fantasy Games)  
System: CoC

Notes: These adventures are a lot more integrated than in the first part of this campaign and are slightly more difficult to detach. Several of the sub-plots and characters may need to be changed. As the PC's are government agents the FBI subplot is probably the first to go (or mutated into NRO DELTA) Also The Temple of The New Moon, could be replaced by The Fate. Project Pandora should be made a Majestic project (perhaps a hangover from The New Age campaign). Individual Keepers should decide on the precise reaction of the Greys ahead of time but my suggestion is that "some of our equipment was critically damaged by independent agents" (during the New Age Campaign) and that they will be working with the

US government to try and stop the crisis in the interim. Behind the scenes they may actually aid or hinder the PC's as they try to work out what the hell is going on. Finally - this campaign is not yet finished and events at the end of the campaign may alter this conjecture significantly.

## FLIGHT 714

Chapter: 4

Author: Darrell Hardy, Christian T. Petersen

Hook: The PC's are on Flight 714, plain and simple.

Notes: Reasonably adaptable, just change the enemies to suit your campaign.

## VISITTING HOURS

Chapter: 5

Author: Darrell Hardy, Christian T. Petersen

Hook: 1) Timothy could be a DG agent with valuable information who has gone AWOL.

2) If the agents are ever on the run the lead-in could be much the same as "The Benefactor" section of this book, though Alzis could act as the patron.

## A FAMILY AFFAIR

Chapter: 6

Author: Darrell Hardy, Christian T. Petersen

Hook: 1) As above, either as a follow-up to the previous scenario or on its own.

2) Reports of kidnappings, "something strange stirring in the swamps" and odd locals who can communicate without speaking prompt DG to investigate a potential case of Shan infestation.

## THORS HAMMER

Chapter: 7

Author: Darrell Hardy, Christian T. Petersen

Hook: 1) This scenario calls for the PC's to be captured (as set up in the previous chapter, Revelations) If this campaign is being modified significantly Keepers may need another method to capture the PC's.

2) SONAR reports from a secret US submarine in the North Sea should increase marine activity around the XXXX oil platform. Radio contact with this platform has been lost. The PC's are sent in to investigate.

Notes: Considering DG originally came about because of the raid on Innsmouth, Marsh's existence might be of great interest to DG, and could set the stage for a DG vs. Deep One campaign.

## UTATI ASFEET (The Eye of Wicked Sight)

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Source: Utati Asfeet (Chaosium)

System: CoC

Notes: This campaign is set at the height of the Gulf War, though can easily be moved forwards a few years. I've split the "scenarios" as divided in the book, though some locations contain several scenarios and some are just short scenes (which may or may not be usable in other campaigns, or as hooks). This campaign could also be a good way to introduce DG in a non-DG campaign. One of the dirty tricks played by one of the villains in this campaign could land the PC's in very hot legal water - if so, DG could bail them out, provided they continue to investigate on behalf of DG. Think "La Femme Nikita"

## TONGO

Chapter: 1

Author: Owen Guthrie, Toivo Luick

Hook: DG assigns the cell to attend the conference to earmark potential friendlies and/or enemies.

## AIRPORT 1991

Chapter: 2

Author: Owen Guthrie, Toivo Luick

Hook: This is a link, rather than a scenario. An investigation by DG sponsored Civil Aviation Experts could be a good hook for the next part of the adventure.

## NEW ORLEANS

Chapter: 3

Author: Owen Guthrie, Toivo Luick

Hook: This is an intricate affair and several of the scenes overlap although parts of the adventure could be salvaged and used. If you like running characters and themes the voodoo elements of this scenario will benefit from running the players through Liberation (above) sometime before this campaign begins. The chief villain could attract the attention of DG after an IRS investigation of his company reveals some odd purchases. Whilst the IRS suspect said villains involvement with terrorists or shady antiques dealers, DG suspect something more sinister.

## TURUA

Chapter: 4

Author: Owen Guthrie, Toivo Luick

Hook: A reference to "the darkness enshrouding Turua" is found in a Mythos tome of your choice. DG assigns the cell to investigate and troubleshoot.

Notes: The children in the scenario are reminiscent of "The Mydwich Cuckoos" by John Wyndham. (Filmed as "The Village of the Damned") Keepers may benefit from reading this novel.

## PATHS OF OUR FOREFATHERS

Chapter: 5

Author: Owen Guthrie, Toivo Luick

Hook: This is more of a seed for an adventure than a scenario in itself. The tiles/map could be found amongst the trappings of cultists or as a historical discovery for the Jameson Historical Research Foundation.

## SAMANTHA HEIDRICHS

Chapter: 6

Author: Owen Guthrie, Toivo Luick

Hook: Like "Airport 1991" above this is more of a link than anything and could be used to nudge the PC's towards the Sudan episode of this scenario. If so the hook can be a DG sponsored FBI/Interpol missing person search.

## SUDAN

Chapter: 7

Author: Owen Guthrie, Toivo Luick

Hook:

## FINALE: RETURN TO TONGA

Chapter: 8

Author: Owen Guthrie, Toivo Luick

Hook: As the finale of this adventure it is recommended the Investigators have played most of the campaign already. With some heavy tailoring this finale could be used as the end of another campaign.

## Story Seeds

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The MiB has a page of Shotgun Scenarios, one or two thought-provoking sentences for ambitious and inventive keepers to (ab)use. All of these have been sepcifically designed for DG. I found the following ones to add to that collection.

BOAT THAT TIME FORGOT, THE

Source: Internet (Bristol Consortium Pages)

#### BURNT OFFERINGS

Source: Internet (Conspiracy X/Eden Publications)

#### CTHULHU NOW

Source: White Dwarf Issue 43

#### DEATH ON THE MOTORWAY

Source: Internet (Bristol Consortium Pages)

#### DIAL H FOR HORROR

Source: White Dwarf Issue 43

#### DIG, THE

Source: Arcane Magazine Issue 12

#### DRILL SITE, THE

Source: Internet (Bristol Consortium Pages)

#### DRUG WAR, THE

Source: Internet (Bristol Consortium Pages)

#### EVIL UNDERGROUND

Source: Internet (????)

Notes: Mainly designed as another way into Among the Dead campaign.

#### FIRE BOMBS

Source: Internet (Bristol Consortium Pages)

#### IT'S LITTLE, IT'S YELLOW, IT COURSES THROUGH MY VEINS

Source: Internet (Chaosium Digests)

#### JOHN CALVIN AND THE SPIRIT OF CAPITALISM

Source: Internet (Conspiracy X/Eden Publications - James Radcliffe)

Notes: An interesting cult, more than a story seed but too sketchy to be a scenario without a bit of work on the GM's behalf.

#### MORPHEUS WATCHES

Source: Internet (Conspiracy X/Eden Publications)

#### ROGUE PSYCHIC, THE

Source: Internet (Bristol Consortium Pages)

#### STARKMOOR HALL

Source: Arcane Magazine Issue ??

#### STOLEN DISK, THE

Source: Internet (Bristol Consortium Pages)

#### TRAIL OF LOATHSOME SLIME

Source: White Dwarf Issue 43

#### UFO TAPE MURDER, THE

Source: Internet (Bristol Consortium Pages)

## Fringe information

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These notes detail scenarios which may or may not exist, half-finished scenarios and anything else I wasn't too sure where to put. I have not had a chance to track down/read some of these scenarios so much of the information here is very sketchy.

### The Emerald Hammer

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The Emerald Hammer is a campaign being written by a number of the members of the DG list. The Emerald Hammer is not finished yet (but is coming on brightly) hence I've included it here, other than elsewhere. You can link to the Emerald Hammer at:

<http://www.carnwyffa.u-net.com/eh.html>

### Modern-day scenarios

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These scenarios exist but I do not have a copy of them so cannot include much about them.

### ANGULAR DREAMS

Source: The Last Province, Issue 1

### DARK SIDE OF THE FORCE, THE

Source: Challenge, Issue 62

Source: Pink Elephant Fanzine (Issue number not known) - Passing reference in Adventurer Magazine, apparently the scenario takes place in London Docklands and Wiltshire Dales.

The Unspeakable Oath apparently contains many scenarios which are suitable for DG adaptation. I suspect Joseph and the guys at A-cell could ask the good folks at Pagan Publishing for the details.

### Other possibilities

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I've also included a couple of sub-genres which may or may not be worthy of examination and adaptation.

Traditional - Various traditional Cthulhu scenarios may be adaptable to the nineties, depending on their content. Other Twenties, Victoriana and Steampunk games such as The Masque of the Red Death or Space 1889, might be worth investigating for plots, if not for full scenarios. It is beyond the scope of this document to list these scenarios. Alternatively an "early days of DG and P2" campaign is a possibility, particularly if it kicks off with the Cthulhu classic Escape from Innsmouth.

Dreamlands - The Dreamlands has not changed much in sixty years. Adventures set in the Dreamlands can be run with little or no alteration, presuming they fit the tone of your campaign.

Cyberthulhu - Numerous references across the internet but couldn't find a solid scenario, just scraps. There are also a couple of magazine articles on Cyberthulhu in some British Gaming magazines (try RPI, Arcane, GamesMaster International and Valkyrie) There is also a Cyberthulhu supplement for GURPS. Some ideas may be adaptable, particularly for the ENDTIMES campaign. Depending on their content some cyberpunk scenarios may be adaptable.

Sci-fi-thulhu - No references AFAIK on the internet but two scenarios available. Both could be adapted by downgrading/ignoring technology and stranding the investigators in remote locations such as the Sahara Desert or Antarctica.

#### BLOOD MOON

Source: Strange Aeons (Chaosium)

Author:

#### LAST LOG, THE

Source: White Dwarf Issue xx (Games Workshop)

Author:

#### Foreign scenarios

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My languages skills being low and Babelfish translators not being wonderful when it comes to technical, game-oriented terminology, I didn't invest much time investigating scenarios in other tongues, although I came across plenty of evidence of net-based Cthulhu scenarios in languages other than English. Perhaps this is a job for a more cunning linguist than I?