

HORROR NEVER DIES

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor but without glory. Delta Green agents fight to save humanity from unnatural horrors—often at a shattering personal cost.

A NIGHT AT THE OPERA collects six Delta Green operations, or “nights at the opera” as agents sometimes call them. Each scenario stands on its own as a moment of terror. Combined, they expose agents to the edges of the horrors of the world of Delta Green, then suck them into abysses of fear and desperation from which the world itself may never emerge.

- » **REVERBERATIONS:** An introductory scenario in which the agents confront foes that were old before Delta Green was born.
- » **VISCID:** Investigating a geneticist's gruesome death, the agents confront lethal conspiracies and horrors that never should have been made.
- » **MUSIC FROM A DARKENED ROOM:** The agents must investigate a house that may be haunted by things more terrifying than ghosts.
- » **EXTREMOPHILIA:** Can the agents stop the spread of an unnatural threat? Or will they become just another vector for the disease?
- » **THE STAR CHAMBER:** The agents must hear and adjudicate the horrific after-action report from another team—by way of playing out scenes from the earlier mission in between scenes of the present day.
- » **OBSERVER EFFECT:** The agents investigate a cutting-edge physics laboratory that may have looked a little too deeply into the nature of reality.
- » An index helps the Handler build broader connections between horrors in the campaign.

A NIGHT AT THE OPERA is playable with **DELTA GREEN: THE ROLE-PLAYING GAME**, an award-winning update to one of the most acclaimed RPG series of all time.



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This is a work of fiction.

DELTA GREEN

// A Night at the Opera //

Six Scenarios of Lovecraftian Horror and Conspiracy

ARC DREAM PUBLISHING PRESENTS *DELTA GREEN: A NIGHT AT THE OPERA*
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Introduction

Delta Green is a game about death. It is about agents who risk their lives to protect their families and the world from unnatural forces beyond human comprehension.

It is very, very easy for agents to go insane or die.

How do you build an ongoing campaign in those circumstances? One scenario at a time.

That is how these scenarios were built. Each stands alone as a self-contained excursion into terror and death. And yet they can see a team develop and grow, as the survivors bond with each other but alienate their careers and families. Discrete moments of terror may reveal a single, larger story. A story of agents who fight and die to protect the things they are most likely to lose. Of the bonds that form between strangers who can rely only on each other for survival. Of the influences of unnatural powers that flow into the world of humanity and out again like an unseen tide, or like a pulse in the heart of the cosmos. A story of *Delta Green*.

A Handler running these scenarios as a series should space them out. The *Delta Green* organization—whether your Agents serve the Program or the Outlaws—tries to restrict a team's operational tempo to two or three missions a year. More than that and the tolls on stress and health, and the high risk of death, make a team's cohesion and stability unlikely. That in turn makes future operations' success less likely. Of course, there's no predicting when an unnatural crisis will demand an operation. *Delta Green*'s goals and methods often seem to involve as much wishing as planning. That can be a dispiriting lesson for veteran Agents to learn, and it can mean a devastating operation is barely over when the next one begins.

Here's a sample timeline. "Reverberations" works well as an introductory scenario, so it is a good place to start. And "Observer Effect" can be particularly cataclysmic, so it may give you little choice but to mark the end. Adjust the dates to suit your campaign and other scenarios that you might play along the way.

- » "Reverberations" in May 2016.
- » Home scenes covering June to September, and then "Viscid" in October 2016.
- » Home scenes covering November 2016 to May 2017, and then "Music From a Darkened Room" in June 2017.
- » Home scenes covering July 2017 to February 2018, and then "Extremophilia" in March 2018.
- » Home scenes covering April to August 2018, and then "The Star Chamber" in September 2018.
- » Then barely a month of "real life" passes, with no time for home scenes, before "Observer Effect" in November 2018.

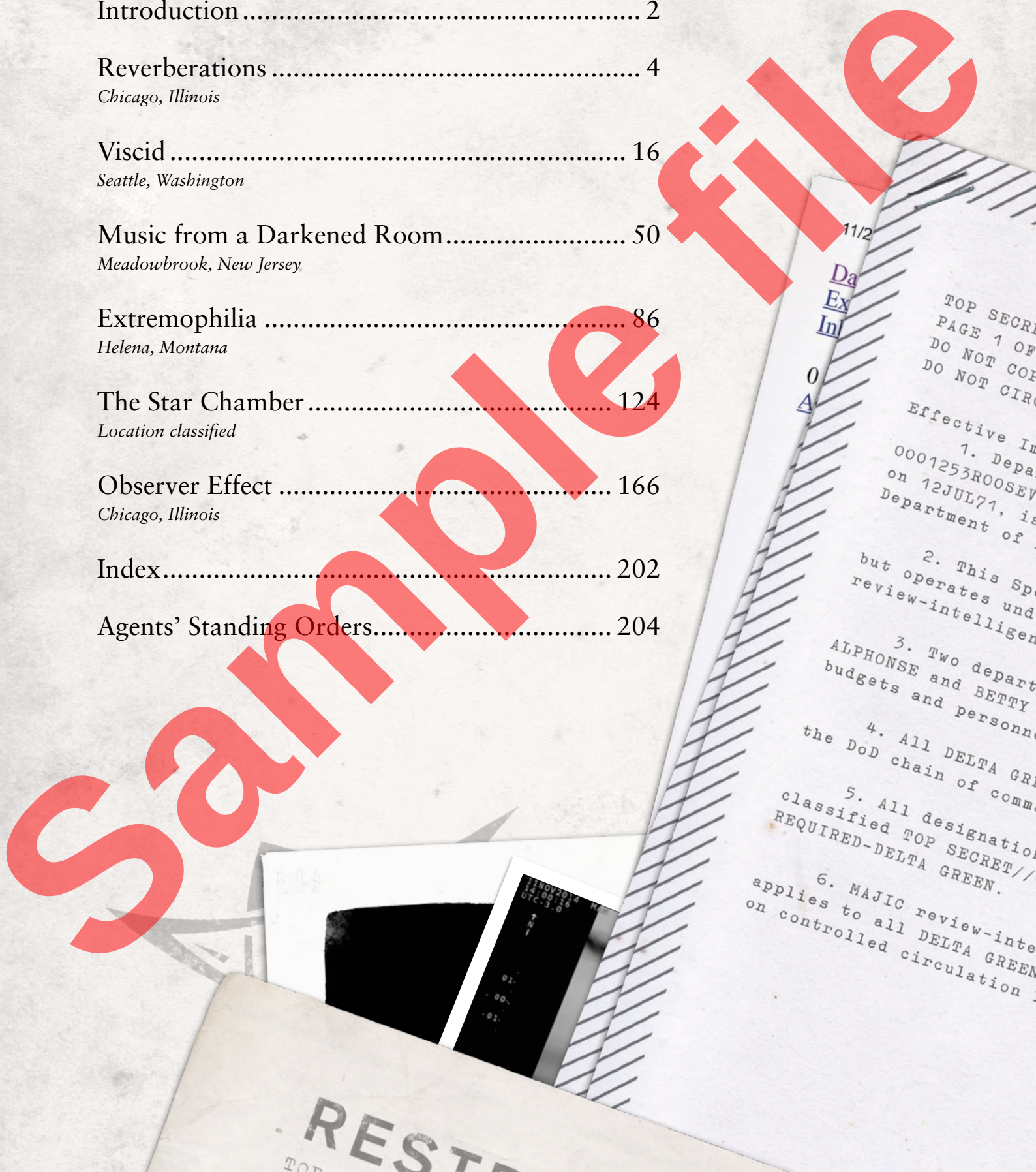
Beyond that, who knows? Agents die. Worlds end. Iterations of reality fold in on themselves at a god's mindless whim. A Handler's goals, too, often mean as much wishing as planning.

Be seeing you.

Shane Ivey
March 2018
Scientia mors est

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// Reverberations //

“Oh God, it’s in my brain!”

Sample file

