

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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Sold for Arc Dream Publishing by Studio2 Publishing:

2663 Byington Solway Road

Knoxville, TN 37931, USA

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Delta Green: God's Teeth product stock code APU8123

ISBN 978-1-940410-60-9

Printed in China

9 8 7 6 5 4 3 2 1

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 threat resurrected 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.”

