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DELTA GREEN

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A VICTIM OF THE ART



EYES ONLY

A Scenario for *Delta Green: The Role-Playing Game*

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DEPARTMENT OF COMMERCE
BUREAU OF STANDARDS
WASHINGTON

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Grisly Deaths in a Seaside Town

A serial killer is at work in quiet Glenridge, Long Island. Bizarre mutilations mark the victims of the "Glenridge Chiropractor," as national news and the conspiracy theorists at *Phenomen-X* call the killer. Privately, the medical examiner is more troubled by residue found on the corpses: a pulpy, gray, organic substance that defies analysis.

When the police ask the FBI for help, Delta Green agents answer the call.

This is hardly the first serial-killer case where Delta Green has suspected unnatural forces. But it might be the most dangerous to body and soul. "A Victim of the Art" first appeared in the award-winning sourcebook *Delta Green: Countdown*. This new version has been revised for the rules and updated setting of *Delta Green: The Role-Playing Game*, with new color illustrations by the author.

"A Victim of the Art" is playable with *Delta Green: Need to Know* or *Delta Green: Agent's Handbook*, available from Arc Dream Publishing.



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This is a work of fiction.

DELTA GREEN ACCESS

A Victim of the Art

A Scenario for *Delta Green: The Role-Playing Game*

Written by Dennis Detwiler

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Background

The first murder in five years in the quiet Long Island town of Glenridge was grisly. The victim, identified through dental analysis and fingerprints as local dentist Carl Maretti, was found in a culvert near the edge of the Great Peconic Bay, just inside a small park. His body had been extensively mutilated, and the exact cause of death could not be pinned down by the medical examiner. Maretti's spine had been forcibly removed from his torso and was never recovered. The head was found a small distance from the scene, missing its lower jaw.

Maretti was a family man with no enemies. Despite an extensive investigation, the Glenridge Police Department came up empty-handed.

The second murder occurred 22 days later. This time the victim was a local librarian at Glenridge High School, Vanessa Hatvan. Her body was discovered by groundskeepers early one morning hanging from the branches of an oak tree at the school. The mutilation resembled that of Dr. Maretti. Hatvan's spine had been removed, as had her head; this time, however, the head was not recovered. The Glenridge P.D. did what they could to keep this murder's details from the press but soon it was public knowledge that the killer had struck again, and the identical nature of the killings suggested a serial offender.

The physical evidence was strange, to say the least. No typical samples of the perpetrator's hair, skin, blood, saliva, or bite indentations could be found on the victims. Samples of tissue taken from underneath the fingernails proved to be a pulpy grey organic substance which defied analysis. The medical examiner could only



say that the substance was an unidentifiable complex organic polymer. The huge wounds in the victims showed serrated marks reminiscent of heavy tree-cutting equipment. These wounds were ragged, however, leading the medical examiner to believe that whatever the instrument was, it was quite dull.

The fact that Hatvan's body was recovered 12 meters up a tree was another strange consideration. It was clear that the body had not been dragged up the tree; there was no evidence of blood or hair on the trunk beneath, and no evidence of rigging in the trees. Further examination revealed that the Maretti body had suffered blunt trauma consistent with a fall from a great height, like the Hatvan body. The medical examiner hypothesized that the bodies were being dumped at night from some sort of aircraft.

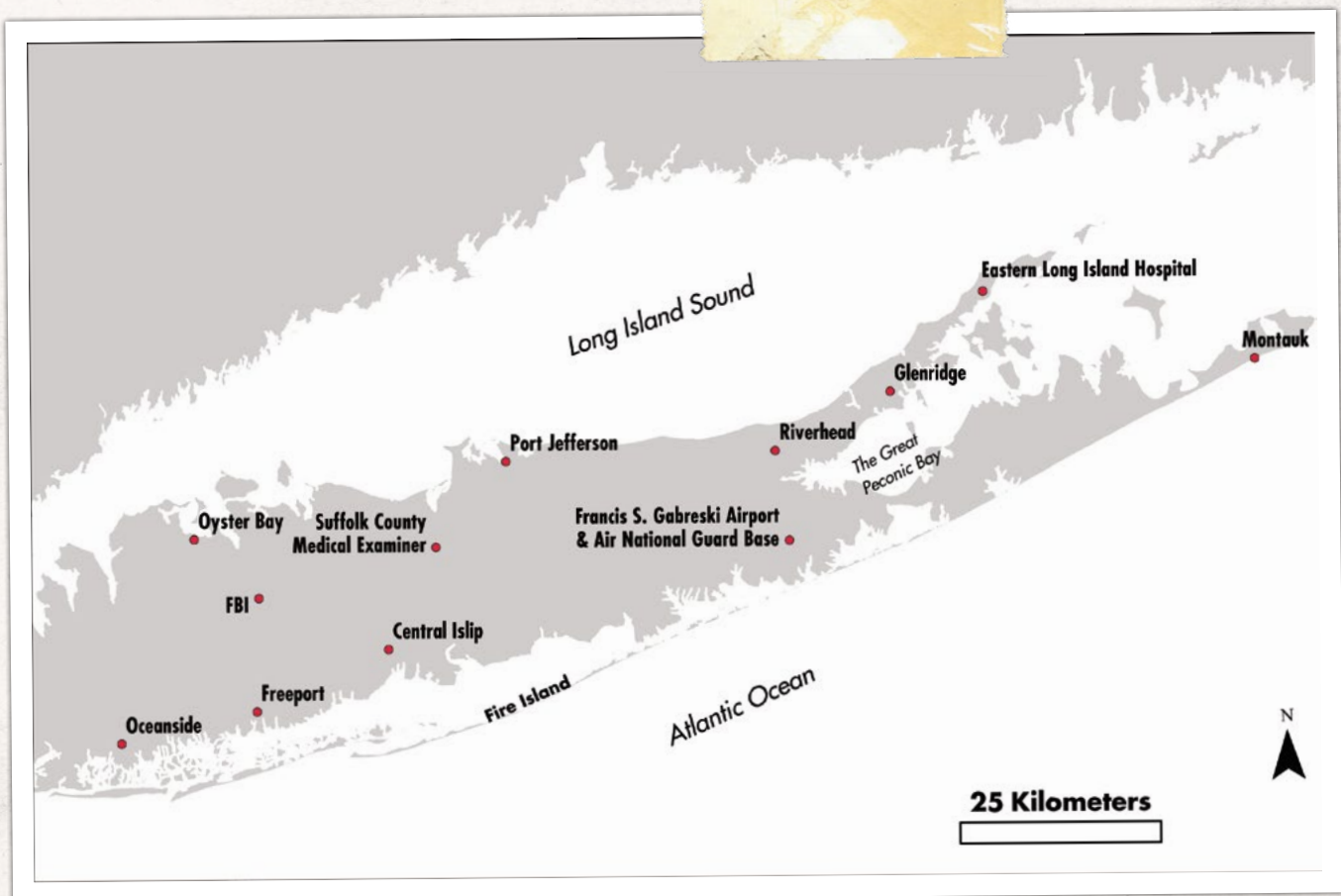
Glenridge became nationally famous due to the unusual nature of the crimes. Both the *New York Post* and *New York Daily News* sent two correspondents in town to keep tabs on the investigation. News agencies from around the U.S. reported on the "Glenridge Chiropractor," as the killer had become popularly known.

Amateur conspiracy theorists from Phenomen-X.com took an interest.

The next murder occurred 15 days after Hatvan's. Lauren Harrogate was a popular cheerleader at Glenridge High School. She was snatched from the second story of her house by an unknown assailant who burst through a French door from a balcony off her room, setting off an alarm and alerting the police. Her mother, the only witness to the incident, has been completely catatonic since the attack, incapable of communication. Mrs. Harrogate had suffered from depression before the incident and it is believed that the trauma of the event has pushed her over the edge. She is now under the care of the Swansea Psychiatric Institute near Montauk, Long Island.

Lauren Harrogate's body was located early the next morning by police helicopters, hanging nearly 20 meters up on a large electrical tower near State Highway 31 on the north end of town. The mutilations matched the other victims, and again, the strange gray polymer was found beneath the fingernails.

The Glenridge police asked the FBI for help.



>> Travel Times From Glenridge

A travel time of an hour or more can be halved if an Agent gets the FBI to provide a helicopter and/or government flight. That requires the equivalent of a Major expense using the official requisition rules on page 86 of the *Agent's Handbook*.

Destination	Travel Time
Eastern Long Island Hospital	15 minutes
Francis S. Gabreski Airport & Air National Guard Base	30 minutes
Suffolk County Medical Examiner	1 hour
FBI, Long Island Resident Agency	1.25 hours
Swansea Psychiatric Institute (near Montauk)	1.5 hours
LaGuardia Airport, NYC	1.5 hours
Pennsylvania Station, NYC	2 hours
FBI, New York Office, NYC	2 hours
Philadelphia, PA	5 hours
Quantico, VA	8 hours

The FBI and Delta Green

The case fell in the lap of Assistant Special Agent in Charge Thomas Carson. Carson heads up Behavioral Analysis Unit 4 of the National Center for the Analysis of Violent Crime (NCAVC). NCAVC is part of the Investigative & Operations Support Section of the FBI's Critical Incident Response Group. Based at the FBI facilities in Quantico, Virginia, NCAVC uses computer tools to track crime details, find similar details in other crimes, and piece together suspect profiles in conjunction with psychological, medical, criminological, and specialized academic and scientific techniques. Behavioral Analysis Unit 4 helps law enforcement agencies investigate and prosecute serial, spree, and mass murders, serial rape, kidnapping, extortion, and other serious crimes against adults. (Unit 3 handles crimes against children.)

Carson is a Delta Green contact who has had a few brushes with the unnatural, and he is well placed to help Delta Green arrange investigations of strange crimes. The bizarre details of the Glenridge deaths led him to think Delta Green might be required. He reached out to his Delta Green contacts, who worked with the Agents' own case officer to have them deputized by the FBI or hired as FBI consultants.

The Agents

The Agents find themselves in Glenridge under the guise of the FBI, helping the police track a killer. Agents who are already federal agents have credentials deputizing them as part of an FBI task force run by Carson in Quantico. Other Agents are listed as FBI consultants working under a contract for the task force.

During their preliminary briefing in Quantico, Carson tells the Agents that they may talk to him about legitimate FBI matters on FBI-issued secure smartphones. They are to *never* discuss the unnatural or the Program on those phones or any other forms of digital communication. If they need advice or help, one of them must head down to Quantico to ask Carson in person.

It is crucial for the players to understand that this is not an FBI case. Unless it occurs on federal government property, murder is not a federal crime. Officially, the Agents are here to help the Glenridge Police Department catch and prosecute the killer. When and if they find the truth behind the deaths, they must concoct some mundane explanation that lets the Glenridge police close the case without further exposure to the unnatural.

>> Timeline of Events

SEPTEMBER 1: Thomas Dengler receives a trunk full of his grandfather Derek Wheeler’s mementoes from his travels in South America. Dengler takes to wearing the Ai-Apa amulet and unknowingly stirs the Ai-Apa from its interstellar rest.

SEPTEMBER 10–15: Thomas undergoes a series of painful surgeries at the hands of his friendly dentist, Dr. Carl Maretti.

SEPTEMBER 15: Maretti is found dead in a park only seven hours after Dengler’s last dental appointment.

SEPTEMBER 16: Maretti’s body is remanded to Dr. Stephen Santorini, the Suffolk County Medical Examiner, by Glenridge Police.

OCTOBER 6: Dengler is cited for speaking in study hall by Vanessa Hatvan, the high school’s librarian. He endures an hour and half of detention after school, harassed by the thuggish louts suffering the same fate.

OCTOBER 7: Hatvan is found dead.

OCTOBER 8: Hatvan’s body is sent to the Suffolk County Medical Examiner. Glenridge police worry that a serial killer may be on the loose.

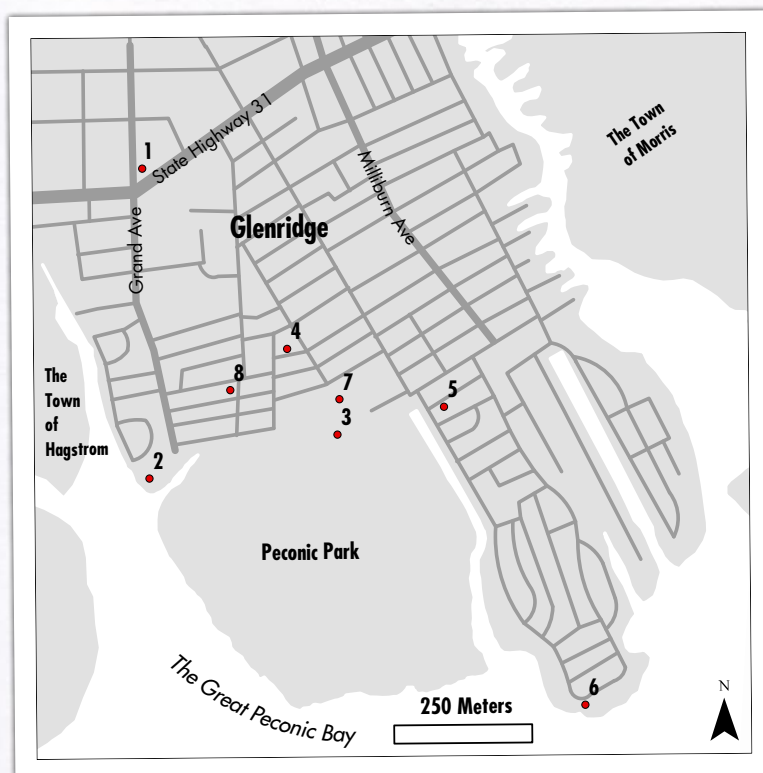
OCTOBER 13: The first members of the New York press arrive in Glenridge and dub the killer the “Glenridge Chiropractor.”

OCTOBER 21: Dengler calls Lauren Harrogate to ask her on a date; she turns him down. Harrogate is subsequently kidnapped from her home and is found dead later that night. Her mother collapses into catatonia.

OCTOBER 22: Harrogate’s body is sent to the Suffolk County Medical Examiner. The Glenridge police ask the FBI for help.

OCTOBER 24: The Agents arrive.

Victim	Date Found	Location
Maretti, Carl	September 15	Peconic Park
Hatvan, Vanessa	October 7	Glenridge High School
Harrogate, Lauren	October 21	Electrical tower, Highway 31



GLENRIDGE MAP KEY

- 1) Lauren Harrogate’s body
- 2) Carl Maretti’s body
- 3) Vanessa Hatvan’s body
- 4) Carl Maretti’s house
- 5) The Dengler house
- 6) Lauren Harrogate’s home
- 7) Glenridge High School
- 8) Carl Maretti’s office

Help From the Program

What help Carson can provide on behalf of the Program is up to the Handler. He could easily put the Agents in touch with a specialist in South American history, replacing the need for museum research and granting them the lore in **ANCIENT CIVILIZATIONS IN PERU** on page 11. But a question about the unnatural details of the case gets a useful response if the Agent makes a **Luck** roll. Such a response turns up 1D4 days after Carson ushers the question up the chain and it may not be germane to the current operation. A few guidelines follow.

First of all, the information should be vague and may not be current. For example, a question about a “flying creature” may bring back a half-dozen files from the 1950s and 1960s which involve all manner of Delta Green operations that sighted, killed, or saw agents killed by flying beasts. Some or none of them may be about the creature the agents are searching for, so some or none of the information may be useful.

Second, the information should be sparse. Nothing in-depth should be provided. At best, the information may lead to other, more relevant, sources; at worst, it is useless or even misleading. If the Agents make such a request and send a photo of the amulet, and succeeds at an **Archeology, History, or Occult** test to establish its particular historical context, they might get a heavily redacted research summary that says the amulet represents a mythical “Ai-Apa” or “Silent One,” an air spirit that ancient priests supposedly summoned by providing a “Victim of the Art,” a human sacrifice. An Agent could get the same detail by succeeding at an **Unnatural** test while conducting research in museums and restricted libraries in and near New York City. There is no chance of getting a spell that controls or banishes the Ai-Apa, and the words “winged servitor” will never be used.

The Program does not have a team of experts ready to send in as backup for the Agents. The Agents are the experts. If further personnel do show up, it will be a security team escorting a research specialist, and it will only complicate matters. See **THE CORAL NOMAD OPTION** on page 8.

The Perpetrator

Thomas Dengler, a local teenager, has come into possession of an ancient Peruvian religious artifact originally found by his grandfather, Derek Wheeler. This artifact links the soul of the wearer to the soul of a “Silent One” or “Ai-Apa,” an unnatural creature known elsewhere as a winged servitor. The possessor of the amulet can summon and control this creature to do his or her bidding as long as a so-called “Victim of the Art,” a human sacrifice, is provided. If the command involves no sacrifice for the beast it will take one, and if none is present save the caster then he is forfeit.

Thomas has no knowledge of the artifact’s power. He wears the medallion as nothing more than a good luck charm. The beast still submits to his wishes, however. When Dengler dreams and his subconscious is loosed, the creature acts, killing sources of discomfort or pain in Thomas’s life. As with most teenagers, Thomas has no shortage of enemies, real or imagined. All the victims are linked to Thomas in various ways: Dr. Maretti recently performed a rather painful root canal on the unfortunate youth; Vanessa Hatvan, the school librarian, cited Thomas for talking in study hall; and Lauren Harrogate was the object of his frustrated adolescent lust.

Thomas continues about his normal course like any teenager, listening to music, watching TV, going to movies, and so forth. All the while his hormonal subconscious is unwittingly selecting its next victim as a token for the silent one.

Getting Started

The Agents arrive in Glenridge late in the afternoon of October 24, posing as an FBI team sent to help the local police. They’re greeted by Glenridge Police Detective Hannah Gregson. Gregson goes over the facts of the case as described in **BACKGROUND** on pages 1–2, answering the Agents’ questions to the best of her ability. Gregson is not an incompetent investigator, but she is one of only four detectives in the Glenridge Police Department, including their supervisor, and the demands of this case have overwhelmed them.

Victim Backgrounds

Checking into similarities in the backgrounds of the victims, which could indicate a motive for the killer, reveals little. Each victim led a seemingly mundane life with no known enemies and enjoyed at least an upper middle class existence. Their family members are as baffled as the police as to who could be responsible for such a horrible crime. The only possible exception is Lauren Harrogate's mother, who is confined to a psychiatric facility and has been completely unresponsive.

Phone Records

Telephone records reveal that Maretti's office and the Harrogate family received calls from the Dengler household—Mark and Eloise Dengler and their son Thomas—on the day of their murders. To learn this, the Agents must request and analyze the victims' phone records. They note the relationships between the numbers if they specifically state that they are looking for them; otherwise, they spot them with a successful **Criminology** test.

Mark Dengler called Maretti in the morning before Maretti's death. Maretti's secretary or his appointment book can reveal that the call was in reference to Dengler's son, Thomas, who came in that day for the last bit of surgery on a difficult root-canal job. Mark Dengler called to confirm the appointment.

Thomas Dengler called Lauren Harrogate the afternoon before her death. The contents of the phone call are not available. (In theory, the Agents could obtain

those records from the NSA, but that would require of official requisition equivalent to an Extreme expense and the records would not be allowed as evidence in a prosecution. It would be far easier to simply ask Thomas.)

The Gray Substance

The substance recovered from the fingernails of all three victims could not be clearly identified. The county medical examiner concluded only that the substance was some unrecognized complex organic polymer. He said that contamination of the samples is the most likely explanation for its unrecognizability.

The material is not alive. It is composed of chains of organic molecules, layered and interwoven. Microscopic examination of the mesh reveals that surrounding the "openings" in the screen of polymer chains are accretions of small bits of debris, much like sweat secretions surround the pores on microscopic samples of skin. The debris on the grey polymer, however, is fluorine, with traces of chlorine and ammonia. (This specific fact and this physical evidence are what convinced Agent Carson to take the case to the Program.)

Victim One: Carl Maretti

Found dead on September 15, Dr. Carl Maretti (age 45) was reported missing by his wife Caroline Maretti when he did not return home from work that evening. His body was found in a culvert on the property of a small wooded park on the Great Peconic Bay by Glenridge



THE PHENOMEN-X OPTION

Amateur investigators from everybody's favorite struggling paranormal "news" show-turned-website, Phenomen-X.com, can come to town whenever the Handler feels like it. They only have three days here to assemble a report and get back to their regular lives, so choose their arrival point carefully. The team consists of Georgia Tharp and William Wang, two communications majors from New York University. They post photos, videos, and wild speculation online frequently. If they can get a 10-second, blurry video of one of the Agents acting suspiciously, it goes online within an hour. If the case gets more interesting—especially if they get any indication of a "monster" really being involved—they stay in town for a while longer. Tharp and Wang should pop up on the Agents at the worst possible moment: when the murderous creature does.

police officers at 11:47 P.M. after a jogger reported the remains.

Maretti's spine had been forcibly removed, severing all major muscle groups in the back and neck and shattering all his ribs and hip bones. His head was gone but was located (lacking a jaw) when police investigated the crime scene. Both eyes had been gouged from the head. A strange gray goo was removed from beneath the doctor's fingernails.

The body was little more than a sack of broken bones and tissue. The damage looked very much like some sort of large animal attack, but as there are no known large predators on Long Island and no incidents of such an animal escaping, this theory was dismissed. A thorough autopsy by the Suffolk county medical examiner determined that Maretti's body had suffered trauma consistent with a fall from a great height.

Dr. Maretti is survived by his wife, Caroline, and his two daughters, Cathy (age 8) and Donna (age 10). Police investigation found no irregularities in his personal or professional life.

Victim Two: Vanessa Hatvan

Vanessa Hatvan (age 41) was found on October 7, suspended from a tree on the property of Glenridge High School, where she worked as a librarian. Her body was in much the same state as that of Dr. Maretti, including the substance beneath her fingernails; however, her head was not recovered. She was not married and had not dated anyone for a couple of years; her parents live in Orlando, Florida. The school records reveal she signed Thomas's detention notice for talking during study hall.

Victim Three: Lauren Harrogate

On October 21, Lauren Harrogate (age 17) was abducted from her second-story bedroom. The assailant gained entry by smashing through a French door on a balcony and apparently exited the same way. Her mother entered the room during the abduction and apparently witnessed the event, but due to psychiatric problems she has not been able to offer any testimony. No evidence of a ladder, ropes, or other methods of access to the

balcony were discovered. The kidnapping triggered a burglar alarm, which summoned the police.

Harrogate's body was located the next morning hanging from a large electrical tower on Highway 31, almost 20 meters up. Her condition was similar to that of the first two victims and her head was not found.

Sandra Harrogate

Police found Lauren Harrogate's mother Sandra on the night of her daughter's kidnapping in a state of catatonia. A widow, she has been on several prescription medications for depression and anxiety disorders since her husband's death from lung cancer almost a year ago. She has been seeing a psychiatrist for more than eight months. It is thought she suffered a breakdown when her daughter was taken.

Her family has remanded her to the prestigious and forward-thinking Swansea Psychiatric Institute. There she remains, unresponsive and silent, except for shrill bursts of screaming when she is touched. She is unreachable by any means. Mrs. Harrogate's condition is due to the appearance of the Ai-Apa, and her Sanity points have dipped dangerously low.

The Medical Examiner

The medical examiner of Suffolk County is Dr. Stephen Santorini, and the murders in Glenridge are the oddest he has even seen. In his 15 years as the county medical examiner, he has worked in conjunction with numerous federal agencies, including the Army, Coast Guard, and FBI. Santorini handled all three autopsies of the Glenridge murder victims and is not above admitting that the oddities in the case outweigh any evidence the post-mortems may have produced. He may become a rapid ally if the Agents convince him to speak candidly, although his first concerns are his family and his job.

If the Agents look at the corpses themselves, they find that severe trauma in the hips, shoulders and ribcage have rendered the bodies horrific to look at, costing 1/1D4 **SAN** due to violence. They are little more than a bashed and ripped bag of severed muscles and shattered bones.

THE CORAL NOMAD OPTION

The Program's opportunistic allies at March Technologies may become alerted to the presence of an extraterrestrial creature in Glenridge. There are several ways this could happen, if the Handler decides that it should happen at all.

- » A mole inside the Program. This could be a compelling lead into a series of adventures where the Agents discover the source of the leak. Is it their own case officer? Is it Agent Carson? Is it one of the Agents themselves, under surveillance?
- » The gray polymer. The examination of the strange substance may have triggered an alert to March Technologies' scientists at the same time that it caught Agent Carson's attention.
- » Phenomen-X.com. The community that knows too much—but not enough to keep quiet about it—could tip off March Technologies by posting some clue that the Agents thought they had suppressed.

Carson's Warning

About 24 hours after March Technologies is alerted, Agent Carson contacts the Agents. He says that one of them needs to drop everything and meet him in immediately. He wants to meet at a truck stop north of Philadelphia, about halfway between Glenridge and Quantico. At the truck stop, Carson looks nervous and harried. He says that the Program is sending a team to collect whatever or whoever is responsible for the deaths. Someone at the top wants it for study and research. Carson asks what the Agent thinks about that. An Agent who succeeds at a **HUMINT** test can tell Carson detests the idea but is loath to say so.

If the Agent is in favor of that kind of research, Carson looks unhappy but only says to be careful. If the Agent seems neutral about taking the threat in for study, or hostile to the idea, Carson quietly recommends finding a way to keep everything out of the research team's hands. He says threats like this always come back to do more harm, if you let them. And he suspects the Program's researchers are in league with people who want to turn a profit off such horrors, not just stop them. It's best to burn it all out as soon as you have the chance. He warns the Agents to not pick a fight with the research team, and to not tell anyone what really happened, but to make sure the threat can't cause any harm later. Carson also says to forget that this conversation ever happened.

Thornhill Arrives

About 48 hours after March Technologies is alerted, a CORAL NOMAD team (see the *Handler's Guide*, page 270) shows up to "coordinate" with the Agents. The CORAL NOMAD team includes 11 "PJs" or pararescuemen (10 male and one female; the service term "pararescuemen" is gender-neutral) and one combat rescue officer commanding, 1st Lieutenant Gilberto Smith. The team answers to physicist Rebecca Kaur Thornhill from the Program's Office of Research. They deployed from Moody Air Force Base, Georgia, and are working from Francis S. Gabreski Air National Guard Base, only 30 km from Glenridge. Gabreski is home to another pararescue unit, so their arrival did not arouse much interest.

Thornhill—a black-haired woman of north Indian descent, about 40 years old—asks to meet privately with the Agents. She says she is with the Program, and her team is here to take possession of the "specimen" (meaning whatever is causing the deaths). She needs the Agents' help to do that. The PJs are not cleared for the Program's work, only to keep strangers away from it. The Agents are to neutralize the "specimen," collect the remains in a heavy opaque body bag, place that in another opaque body bag which is thermally sealed, and lock the double-bagged remains in a sealed aluminum casket for pickup and transportation. Thornhill provides the body bags, the casket, and biohazard suits (each in a bulky duffel bag) for the Agents' protection.

If the Agents balk at turning over an unnatural specimen for study, Thornhill stiffly says that she has her instructions and she was told that they were instructed to cooperate. If they refuse, she says she will check with her people and asks the Agents to keep themselves available at all hours for her to follow up. The Agents get a call from Carson. Despite his earlier, private warnings, he says that the Agents are instructed to give full cooperation to the "new team."

Thornhill hovers constantly around the periphery of the Agents' investigation, always under guard by a few of her PJs. The PJs know nothing about the unnatural or the Program, only that it's a classified operation to secure and collect counterterrorism or WMD technology and that an armed confrontation is possible. That is enough to make them deadly serious. If the Agents confront the winged servitor while Thornhill is nearby, that could draw the PJs into a deadly confrontation beyond all their years of training. It could quickly mean dead Agents who get in the way.

The bodies revealed several points of evidence unique to the Glenridge killer.

- » Each victim was killed by severe wounds caused by a weapon which Santorini believes to be much like a tree-limb cutter, a blunt yet strong cutting tool.
- » Portions of the bodies were marked by what appeared to be large indentations from some sort of thin, serrated weapon, perhaps like a bear trap.
- » All of these wounds match no known weapon or animal-bite pattern. Santorini has consulted with colleagues as far away as Manhattan, even talking to experts on bite marks at the American Museum of Natural History, with no luck.
- » The spine of each victim was removed violently from the base upwards to the back of the neck. The brute strength required to perform such a removal would be superhuman. The spines were never recovered. After considering the location of the Hatvan and Harrogate bodies, it was Santorini who came to the conclusion that the bodies had been dropped from a great height after death.
- » Santorini's deputies, medical doctors themselves, collected a great number of samples of the gray polymer from beneath the fingernails of the victims and still retain several small test tubes full of the stuff in their Smithtown office. (The rest was sent to the FBI laboratory.) Santorini's personal examinations of the substance have confounded his extensive biological knowledge and he is not sure what to think of the debris, except that it is certainly the oddest evidence on a body he has ever found.

Santorini cooperates with the Agents and allows them to peruse his files and even take charge of the bodies, which have been kept in a preservative solution to prevent decay for further study. He lets the Agents join him for any future autopsies, and is incredibly interested in who—or what—is committing these murders.

The Denglers

Mark Dengler (age 55), Eloise Dengler (age 53), and their son Thomas Dengler (age 16) live in northern Glenridge in a three-story house which faces the Great Peconic Bay. Mark Dengler is employed by Northrop Grumman as an aerospace components engineer. Eloise is a medical encoder for a regional health insurance firm. Thomas Dengler attends Glenridge High School. Their family life is pleasantly ordinary.

Recently, Eloise received a box of her father's belongings from her sister in Eugene, Oregon. Among the items in the box was a sculpted clay amulet. Eloise gave it to Thomas for his 16th birthday as a family heirloom. Thomas has since become fascinated with archeology and ancient religions, as well as many investigations of his grandfather. He has moved the entire contents of the trunk to his room where he has begun writing a series of notes, ideas, and dreams in his day-book. The amulet is in fact the pendant of the Ai-Apa, and Thomas' fascination proved deadly.

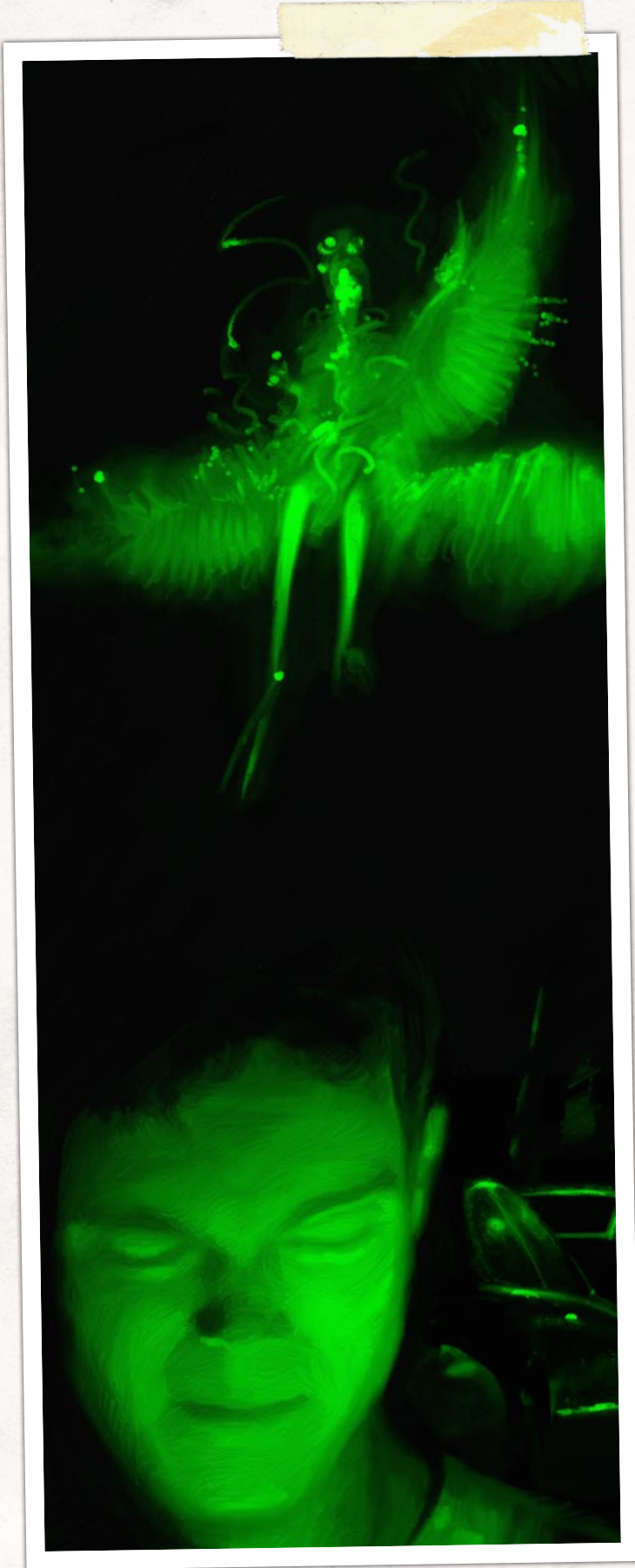
On the nights of the murders, Thomas was home.

Thomas Dengler

Thomas is an average teenage boy. He is not particularly handsome but he lacks the acne which plagues many of his contemporaries. His small stature, awkwardness, and lack of confidence has led to his "loser" status at Glenridge High School. His love for strange books has not helped. Thomas has endured beatings, online harassment, and other indignities at the hands of his peers. Thomas is currently recovering from a long and complicated root canal surgery; his jaw is swollen and he is on prescription pain killers.

Thomas lacked direction until his mother's gift of the Ai-Apa pendant for his 16th birthday. After searching his grandfather's belongings and reading his personal accounts of adventures in Peru, Thomas has become enamored with the idea of becoming an archeologist.

He dreams sometimes of the Ai-Apa and its actions, although he does not remember these dreams after waking. On the night of the murder of Lauren Harrogate,



Thomas woke screaming, but the details of the nightmare faded in moments.

Thomas has no idea that he is involved in the killings. He remains a normal teenager in all respects except one: his soul is linked to that of the inhuman creature known as the Ai-Apa, which kills at his subconscious bidding.

Thomas and the Victims

If asked about Dr. Maretti, Thomas says that he had surgery with the doctor. The procedure was long and painful.

If asked about Vanessa Hatvan, Thomas says that she singled him out for talking during study hall and gave him detention. Plenty of other kids were talking, but she made an example out of him.

If asked about his call to Lauren Harrogate the morning of her death, Thomas blushes with embarrassment. He asked the cheerleader on a date. She turned him down, laughing.

Thomas' Amulet

The amulet of the Ai-Apa is a sculpted clay artifact of the Chavin civilization (described in **ANCIENT CIVILIZATIONS OF PERU** on page 11). It depicts two intertwined figures, one human and one a beast with wings. It is easily identifiable as Central American or South American, and a successful **Archeology** or **Anthropology** roll reveals it to be Chavin. There is no writing on the amulet, as the Chavin did not have a written language.

The amulet weighs 153 g (less than 6 oz.) and is easily shattered. If broken, all power imbued in the artifact is lost and the link between the wearer and the amulet ceases.

The amulet links the mind of the bearer to that of an Ai-Apa, a winged servitor that has been responding to this amulet since ancient times. If the wearer is conscious of the link, he or she can order the creature to perform any brief duty in exchange for a human sacrifice. The wearer need not do more than indicate a person for the creature to devour. The Ai-Apa is quite capable of subduing its meal for itself.

ANCIENT CIVILIZATIONS OF PERU

Although the Inca are the most well-known ancient civilization of Peru, they are only the last of a series of native South American civilizations originating in the Andes. These civilizations often shared territory and peoples, and over the centuries moved, spread, and absorbed each other, forming new civilizations which combined characteristics of previous peoples.

Derek Wheeler, in his investigation in Peru in the 1930s, knew nothing of the pre-Inca civilizations, and instead believed that all artifacts found in Peru were of Inca origin. Today, it is known that at least seven civilizations pre-dated the Inca and that each was most likely absorbed into the Inca Empire when they reached the height of their power in 1476 with the defeat of the Chimú. A short summary of each civilization follows, to aid in the Agents' research.

THE CHAVIN: The Chavin peoples first become evident in large numbers about 1200 B.C. in the central Andes. The name Chavin is from the archaeological site Chavin de Huantar, which was discovered in the late 1970s, and which first gave archaeologists clues to Peru's first known native peoples. The Chavin are known for their large free-standing stone structures and sculptures, as well as their huge temples with U-shaped plans and sunken courts. They flourished until about 200 B.C., when they faded into the Paracas culture.

The Chavin spread throughout ancient Peru without violence, instead seemingly absorbing large populations through a religious cult which apparently worshipped an odd assortment of animals. Caymans, Jaguars, Snakes, Eagles, and other, stranger, creatures seemed to be the center of adoration for the cult, of which little is known.

An odd beast is prevalent throughout the many recovered Chavin artifacts, a hunched creature with wings, curving talons, serpentine hair, and off-center pupils in its eyes. This is the Ai-Apa.

THE PARACAS: The Paracas culture began as a small group of artisans who slowly rose to cultural prominence as the Chavin influence waned. The Paracas were known for their exceptional needlework and their colorful cotton clothing. The influence of the Chavin can be seen in the remnants of Chavin religion incorporated into Paracas culture. Many of the beliefs of the Chavin remained in the Paracas pantheon.

THE NAZCA: The Nazca rose to influence around 350 B.C., and are known for the famous Nazca lines. These huge incisions in the earth sometimes cover miles of ground and are still visible from the air today. Spiders, whales, monkeys, and other animals stand side by side with polygons and immense straight lines which run for more than 10 km. At the same time the Nazca rose to

power in southern Peru, the Moche people were developing an extensive culture to the north.

THE MOCHE: The Moche people constructed some of the greatest buildings ancient South America has ever known. The massive temple of the sun at Moche, their capital, measures 40 meters in height and some 350 meters in length. The Moche flourished through the first 600 years A.D., expanding their territory through warfare and invasion. Roads, bridges, and forts were built, as well as complex irrigation ditches which allowed the cultivation of crops in areas never before farmed.

THE TIANHUNACO AND THE HUARI: These two cultures rose to power from about 500 to 1000 A.D. It is uncertain how these two powerful cultures related to one another or the Moche, although it is evident from archaeological finds that they slowly engulfed portions of the Moche empire over a period of many centuries. The Tianhunaco ruled a large area of city-states near Lake Titicaca, while the Huari ruled further north.

In about 800 A.D. the Huari capital of Huari was suddenly abandoned for no known reason. Tianhunaco continued to flourish, but was soon overshadowed by the Chimú culture that rose out of the city Chan Chan in the north.

THE CHIMU: This culture, led by semi-divine kings, rose rapidly in northern Peru, engulfing much of the former Huari culture in a short amount of time. At its height, their empire stretched over 1,600 km along the coast north and south of Chan Chan, the Chimú capital.

The Chimú are remembered for their immense and careful bureaucracy which covered every aspect of daily life, without which the Incas would not have been able to control what would become their immense empire after they defeated the Chimú kings in 1476.

THE INCA: This, the most famous civilization of ancient South America, rose to power around 1476, engulfing all who came before it through military might. Led by the Sapa Inca or Emperor, the Inca believed their leader to be a direct descendent of the Sun God himself. The Sapa Inca's power was absolute, disseminated through his many councilors and administrators to the many provinces and city-states throughout Peru.

The Incas took over the Chimú governmental structure and absorbed many of their roads, irrigation methods, and buildings for their own uses. Many new roads and structures were built, expanding on the glory of the Chimú in many ways. At its height the Inca culture rivaled the greatest civilizations of the Americas, and until their defeat in 1532 at the hands of Spain they stood unrivaled in South America.

Thomas' Grandfather

Derek Wheeler was born in 1909 in Montgomery, Pennsylvania, and attended the University of Pennsylvania from 1928 to 1933, majoring in archaeology and anthropology. In the five years he spent working on his degree, Derek participated in several exploratory trips abroad, including two expeditions up the Orinoco in South America to investigate the rituals and beliefs of stone-age tribes in the area. The following information can be found by taking hours to study his notes, found in a trunk in Thomas Dengler's bedroom, and succeeding at an **Archeology** or **History** test.

Wheeler spent his last year in study abroad in Lima, Peru, compiling notes about the many ancient ruins which dot the grasslands leading up into the mountains. During this time, Wheeler collected local stories concerning the construction of the tiers of stonework which dot the mountainsides. He found an odd fact interlaced with the story of their creation. Many of the locals spoke of creatures known as the "Ai-Apa" (Quechua for "Silent Ones") which served the warrior priests of the Moche, Chavin, Chimu, and Incas. They said the Ai-Apa helped in great numbers to move the huge stones used to build the odd structures. Quechua religion and language clearly separate beasts of nature from creatures of fancy, so when this creature was described as a "real" beast, Wheeler became intrigued. His obsessive pursuit of this odd fact led to his abandoning his thesis work, which in turn brought about his dismissal from the university in 1933.

Throughout most of the 1930s, Wheeler traveled all over Peru investigating the Ai-Apa legend. His notes were compiled by his lawyer after Wheeler's death in 1975.

In 1948, Wheeler married Angela Todd, a clerk at the American embassy in Lima. They lived in Peru until 1964. All the while, Wheeler pursued the mysterious Ai-Apa. He collected Quechua "writings" of knotted colored rope, knick-knacks from various shamans, and endless Spanish accounts of odd happenings dating back to the time of the Conquistadors, all of which seemed to corroborate the existence of the Ai-Apa.

In 1964, Wheeler was seriously injured in a fall in the Andes and was forced to live the remainder of his

days in a wheelchair. The Wheelers relocated to Angela's home town, Farmingdale, New York. They moved into a house that her family owned and used as a summer home. They raised three children. Derek died in 1975 of throat cancer. Angela lived on for almost 20 years in the house in Farmingdale until her death in 1995 at the age of 89.

Of their three children, only Eloise Wheeler remained on the east coast, and she married Stephen Dengler in 1991. They moved to Glenridge in 1998 and had their only child, Thomas, a few years later.

Peruvian Research

The investigators can learn much more about ancient Peru from the American Museum of Natural History in Manhattan, a drive of about two and a half hours. The museum's extensive display on the American peoples encompasses every major civilization and time period. They have elaborate displays of artifacts, recreations of daily life, and videos of excavations for public perusal. Their extensive library has many books on Peruvian peoples. With a successful **Anthropology**, **Archeology**, or **History** roll, or a simple **CHA×5%** roll for a non-academic to get help from the staff, an Agent receives the information found in **ANCIENT CIVILIZATIONS OF PERU** on page 11.



The Next Victims

The victims of the Ai-Apa have been chosen for various reasons by Thomas's subconscious. Each has, in one way or another, caused Thomas pain. Dr. Maretti was the unfortunate surgeon in Thomas' arduous root canal. Ms. Hatvan punished Thomas for speaking during study hall. Lauren Harrogate snubbed Thomas' clumsy advances. Thomas' unwitting future victims could include any source of fear or humiliation. They could easily include school or online bullies, either of his parents, the Agents (if they seem threatening), or a too-intrusive Phenomenon-X.com investigator. A crime as simple as upsetting a 16-year-old boy could become a capital offense.

The Silent One

The "Ai-Apa" or "Silent One" is in fact a winged servitor much like that described on page 230 of the *Handler's Guide*. Seemingly native to interstellar space, winged servitors rarely come to Earth at their own whim. Instead, they are sometimes enslaved through the use of hypergeometry and must, when called through proper methods, serve those who call. Once the summons and command have been answered, a winged servitor is free to act on its own.

In ancient times, Chimu shamans of Peru used winged servitors as slave labor to cut and move the huge rocks of the structures in the highlands. A deal was struck: the servitors were fed a fresh human sacrifice each time they answered a new summons from a specifically enchanted charm. What was a master/slave relationship became mutually beneficial.

This winged servitor is a devious and crafty member of its species. It enjoys the taste of human flesh and has, over the past century or so, developed a taste for certain delicacies. The Ai-Apa enjoys consuming only the crunchy bits of humans, and especially craves the human spine and its juicy contents. It also savors the human brain and skull.

The Ai-Apa has dealt with humanity for centuries upon centuries. It knows very little about the deadly modern achievements of human science, since it has not been to Earth in over seventy years, but it recognizes

guns and knows to avoid them. It attacks with stealth at night, swooping down and snatching its victim from the ground in seconds.

The Ai-Apa understands that Thomas, its new master, is not aware of its existence. It wishes to maintain its anonymity. The Ai-Apa reasons that if Thomas realizes the power within his grasp, he will use it for much more difficult (and thus dangerous) tasks.

Running This Scenario

"A Victim of the Art" is very much a freeform scenario without any dictated scenes or pre-ordained climax. It is up to the Agents to conduct their inquiry as best they can. They have the resources of the Glenridge Police Department at their disposal, as well as the unsteady assistance of Agent Carson.

The key clue, of course, is the phone records of the first two victims, which reveal that people from the Dengler family called both victims on the dates of their deaths. If the investigators miss this clue, however, they aren't out of luck. Dr. Maretti's records show the root-canal surgery done on Thomas Dengler the day of the dentist's death. The second and third victims attend the same high school as Thomas.

If additional murders occur, they will likewise have some connection to Thomas. Thomas will freely admit to knowing the victims, since he doesn't have any reason to believe he's involved. (At your discretion, Thomas could finally make the link, probably as a result of his dreams; if so, he might consciously use the amulet to wreak havoc on the entire school.)

If the Agents are at a dead end, Detective Gregson can put together the phone records clue for them. But give them every chance to figure this out on their own.

Resolving this operation is simpler than it may seem to the Agents. The easiest solution is simply destroying the amulet. With the link broken, the winged servitor returns to the stars. But the Agents may decide that Thomas himself is somehow committing these crimes. If so, they may end up arresting the boy or worse. Should they kill Thomas, the murders stop—but whoever keeps the amulet may unwittingly start them up again.

If the Agents destroy the amulet swiftly, the Handler may want to trigger a more exciting climax. The Ai-Apa could be angered by its destruction, or simply be feeling spiteful, and come to kill Thomas Dengler, its former master.

Of course, the Agents may be afraid that destroying the amulet will not drive off the beast. If so, they may stage a trap for the winged servitor, convincing Dengler to focus on summoning the thing. Taking this opportunity to get Phenomen-X.com and/or CORAL NOMAD involved could make things very, very interesting.

Outlaws and the Old Ways

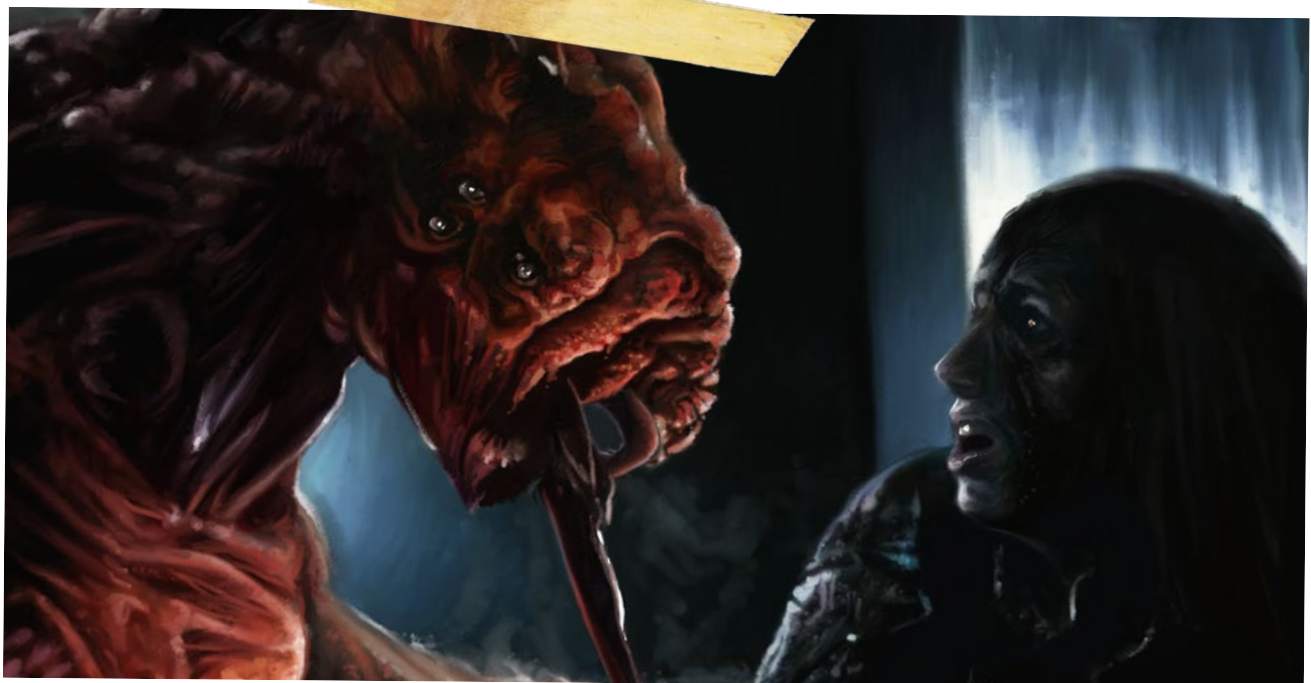
If your Agents are not in the Program but are part of Delta Green's Outlaws faction, adjust the briefing accordingly. The Agents may still be working for the FBI, but Carson is a fellow Outlaw taking orders from A-cell, and they have far fewer resources if the Agents slip up and come under outside investigation. The CORAL NOMAD option described on page 8 also becomes much more fraught. That indicates the Program has become aware of the threat and is sending a team. The CORAL NOMAD team will be accompanied by one or two of the Program's agents, desperate to neutralize exposure to the unnatural threat of the Ai-Apa—including the Outlaws.

"A Victim of the Art" first appeared in 1999. To run it as a Nineties scenario, treat the players' Agent like Outlaws, replace the Program with even more dangerous agents of NRO Delta posing as Army investigators pursuing a special forces killer gone rogue, replace CORAL NOMAD with their BLUE TEAM predecessors, replace references to texting with ordinary phone calls, and replace Phenomen-X.com and its young investigators with a crew from the *Phenomen-X* cable TV show.

Characters

Ai-Apa (The Silent One)

The Ai-Apa is a hulking black shape with three large foldable wings (over 12 meters in total length), four forward-reaching talons which end in serrated hooks, and a glistening blue-black face in which a half-dozen eyes glitter above and below a huge, hooked maw. It looks slow and cumbersome, but in truth it is lightning fast. The Ai-Apa prefers to attack suddenly from above, with the benefit of surprise. After it latches on with its bite or claws, it lifts its victim in the air. Usually it kills by dropping the victim from a great height. It returns to feast on the best parts of a corpse after it has dealt with all threats.



Examination of the remnants of the slain Ai-Apa finds chlorine, other terrestrial base chemicals, and the strange gray polymer found on its victims.

Ai-Apa

STR 25 CON 25 DEX 12 INT 8 POW 8

HP 25 WP 8

ARMOR: 3 points of furry chitin.

SKILLS: Alertness 50%, Flight 40%.

ATTACKS: Claw 40%, damage 2D6.

Bite 40%, Lethality 15%.

LETHAL DECOMPOSITION: If killed, the Ai-Apa congeals into a puddle of volatile chemicals and rapidly produces a cloud of noxious gases about two meters across. The cloud lasts 1D10+4 minutes and causes sickness, incapacitation, and likely death. Anyone exposed to the cloud suffers poisoning with a 10% Lethality rating after 1D6 turns. If the Lethality roll fails, the victim can attempt a **CONx5** test to take half damage. (A critical success means only 1 damage; a fumble means double damage.)

NON-TERRENE: The Ai-Apa is at home in nearly any environment. Radiation, pressure, cold, vacuum, and other environmental dangers have no negative effects on it. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.

OTHERWORLDLY FLIGHT: The Ai-Apa can “fly” in any environment, flapping its membranous wings as if against some unseen current—even underwater or in space. In flight, the Ai-Apa seems slow and clumsy, certainly more sluggish than most avians. Yet, while in flight, it may suddenly vanish as if launching away at terrific speed, passing out of everyday dimensions and through unthinkable realities.

UNNATURAL BIOLOGY: The Ai-Apa’s physiology would baffle any biologist. Making a called shot for “vitals” or another apparently vulnerable area inflicts normal damage, with no special game effect.

SAN LOSS: 1/1D6.

CORAL NOMAD Pararescueman

The U.S. Air Force’s pararescuemen or PJs (parachutist jumpers) are among the most highly trained members of the American military. Those in CORAL NOMAD are at the top of that high mountain. They are accustomed

to recovering secret technology, intelligence assets, and combatants in civilian territory and in the most violent combat zones, and are trained to use force if necessary to complete their missions. Working in a civilian U.S. space like Glenridge complicates the mission but doesn’t change its essentials.

In Glenridge, the PJs remain in plain clothes as instructed by their commander, which is unconvincing at best: they wear such similar khakis and polo shirts that they may as well be in uniform, every one of them clearly a well-trimmed soldier in top physical condition. They set out in three black SUVs, with carbines carefully stored in a locked trunk in the back of each. In Glenridge, possessing a rifle does not require a license or permit. Each carbine magazine is loaded with precisely seven rounds, in compliance with state law. If the PJs have legal trouble, they universally keep their mouths shut while the Program pulls strings, far away, to smooth things over.

The PJs are commanded by 1st Lieutenant Gilberto Smith, a combat rescue officer. Smith answers to Thornhill—until there’s a crisis. If things get dangerous, Thornhill steps back and Smith makes all the calls.

CORAL NOMAD PJ

These things they do that others may live.

STR 14 CON 15 DEX 11 INT 10 POW 12 CHA 10

HP 15 WP 12 SAN 60 BREAKING POINT 48

ARMOR: None.

SKILLS: Alertness 60%, Athletics 80%, Demolitions 40%, Firearms 60%, First Aid 60%, Heavy Weapons 50%, Melee Weapons 50%, Military Science (Land) 60%, Navigate 50%, Search 60%, Survival 50%, Swim 70%, Unarmed Combat 60%.

ATTACKS: M4 carbine 60%, damage 1D12, Armor Piercing 3. Aircrew Survival Egress Knife 50%, damage 1D6+1, Armor Piercing 3.

Unarmed 60%, damage 1D4.

ACOG: Each PJ’s carbine has an advanced combat optical gunsight. It doubles the carbine’s base range if the shooter spent the previous turn taking the Aim action, and gives a +20% bonus to hit as long as the shooter has taken no damage since his or her last action.

Thomas Peter Dengler

Thomas is a quiet, shy teenager who dresses in sweaters and slacks that look stodgy for a high-school student. He has an intelligent, thin face which rarely fills with emotion. Underneath his shirt he wears the Ai-Apa amulet, which he considers good luck.

Thomas Dengler

Unwitting teenage murderer.

STR 10 CON 10 DEX 11 INT 12 POW 12 CHA 8

HP 10 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Archeology 16%, Foreign Language (Italian) 5%, History 30%, Science (Chemistry) 13%, Science (Earth Sciences) 29%, Science (Mathematics) 10%, Science (Physics) 20%, Search 44%, Stealth 39%.

ATTACKS: Unarmed 40%, damage 1D4-1.

Detective Hannah Gregson

Gregson is a 39-year-old cop with 15 years on the job. She would be fine on an ordinary murder investigation, but the “Glenridge Chiropractor” case has shaken her. Not that she could ever say so. Succeeding as a female cop means never giving the guys a chance to think you’re weak. But she has missed things, such as the phone connections between the Denglers and the victims. The more she sees what is really going on, the worse she is going to get.

Detective Gregson

A good cop under the gun.

STR 10 CON 13 DEX 12 INT 10 POW 10 CHA 14

HP 12 WP 10 SAN 45 BREAKING POINT 40

ARMOR: Reinforced kevlar vest (Armor 5), but only if expecting trouble.

SKILLS: Alertness 50%, Athletics 50%, Criminology 40%, Driving 50%, Firearms 40%, First Aid 30%, Forensics 30%, Law 30%, Melee Weapons 50%, Navigate 50%, Persuade 50%, Search 50%, Survival 40%, Swim 40%, Unarmed Combat 50%.

ATTACKS: SIG Sauer P228 pistol 40%, damage 1D10.

Collapsing baton 50%, damage 1D6.

Unarmed 50%, damage 1D4-1.

Phenomen-X Investigators

Georgia Tharp and William Wang are communications students from New York University, about 21 years old. Their stats and skills are more or less identical. If they see any sign that the Agents are into something strange, they try to post video of every step the Agents take. If they see any sign of the unnatural, they run straight toward it and are the last to recognize the danger.

Tharp and Wang

Enthusiasts on the edge of disaster.

STR 9 CON 10 DEX 10 INT 12 POW 9 CHA 10

HP 10 WP 9 SAN 45 BREAKING POINT 36

SKILLS: Alertness 50%, Art (Videography) 40%, Driving 40%, Persuade 40%, Search 40%, Stealth 40%.

ATTACKS: Unarmed 40%, damage 1D4-1.

Dr. Stephen Santorini

Santorini, age 56, is a muddled-looking fellow with a wild shock of improbable strawberry blond hair which is graying at the temples. He wears an old, cheap pair of glasses on his head at all times, which he uses only when reading. He dresses in an eclectic and often embarrassing array of out-of-date clothes, and some of his daily outfits would make anyone with an ounce of taste blush. Outspoken and insistent, Santorini could easily become a Delta Green asset, or its next victim.

Dr. Santorini

Inquisitive medical examiner.

STR 11 CON 12 DEX 12 INT 15 POW 13 CHA 13

HP 12 WP 13 SAN 65 BREAKING POINT 52

SKILLS: Art (Photography) 37%, Driving 49%, First Aid 39%, Foreign Language (Greek) 31%, Foreign Language (Latin) 55%, Forensics 60%, Medicine 50%, Pharmacy 31%, Science (Chemistry) 41%, Surgery 47%.

ATTACKS: Unarmed 40%, damage 1D4-1.

Rebecca Kaur Thornhill, Ph.D.

Thornhill is deputy director of research (recovery) for the Program’s Office of Research. See the *Handler’s Guide*, page 290, for her details.