

Iron Curtain Call

A Delta Green Scenario by Hendrik

Submitted to the 6th Annual r/nightattheopera Scenario Contest

This scenario is based on the following prompts:

- A Cold War
- Overseas Operation
- Traditional Monster

Introduction

The year is 1983. For some reason or another the Agents are all located in West Germany, when they receive a message from one of their contacts in Delta Green. Apparently, a Majestic-12 scientist called **Lydia Jacobson** has stolen an artifact and is in the process of defecting to the Soviets via East Berlin. The Agents do not know what this artifact is, but their contact made clear that neither Majestic nor Delta Green are willing to have it end up in the hands of the Soviets. The Agent's mission is:

- Infiltrate East Berlin
- Find and neutralize Jacobson
- Retrieve the artifact

The artifact is in a suitcase that Jacobson has with her. The Agents are warned to not open the suitcase. To find the defector they should meet with a Majestic contact.

Background

Jacobson is defecting to the Soviets for ideological reasons. Majestic noticed the missing artifact only after Jacobson had already traveled to East Germany. Unfortunately, Majestic had no NRO Delta team or similar resources available in East or West Germany at such short notice. In their desperation they turned to Delta Green and convinced them that the artifact should stay out of Soviet hands. Luckily, Delta Green has people in West Germany, which they can send after Jacobson: the Agents.

Majestic-12 has activated one of their most prized assets to assist the Agents in their endeavor, a high-ranking mole inside GRU-SV8. The Agents are to meet with this mole, **Colonel Grigoriy Petrovich Stegnov**, who can help them find Jacobson.

What Colonel Stegnov and the Agents do not know is that Stegnov's comrades in GRU-SV8 are already suspicious of him. When Stegnov traveled to Berlin they notified one of their agents, simply called the **Alchemist**, to surveil Stegnov. The Alchemist has the orders to neutralize Stegnov if he makes contact with foreign agents. For this task the Alchemist has the ***Nachzehrer*** with him, an undead creature that psychically drains the vitality from its victims. The Agents have to find Jacobson before the *Nachzehrer* and its master do.

The Agents

The Agents are part of an ad-hoc cell of Delta Green members and Friendlies that are already located in West Germany, for one reason or another. They could be among the over 200,000 US soldiers that are stationed in Germany at this point in time. In West Berlin specifically there is the [Berlin Brigade](#), as well as the secret special forces group [Detachment A](#). The intelligence community is present in Berlin as well, with the [Berlin Operating Base](#) of the CIA and the [NSA Field Station](#) on the Teufelsberg. The Agents could also be German nationals that are affiliated with Delta Green through past operations that took place in Germany. Five pregenerated characters are provided in the [Appendix](#).

The Opposition

State Security

For all intents and purposes, the GDR is enemy territory for Delta Green agents. Any Agent operating in East Berlin has to deal with two opponents: the security forces of the GDR and GRU-SV8.

The Agents could encounter the following organs of GDR state security:

- The [Volkspolizei](#) (People's Police), the police force of the GDR.
- The [Border Troops](#) guard the wall that divides Berlin and are authorized to use lethal force to prevent any escape attempts into the West.
- The [Ministerium für Staatssicherheit](#) (Ministry for State Security), better known as the Stasi. Similarly to its big brother, the KGB, the Stasi combines secret police and foreign intelligence under one roof. With the [Felix Dzerzhinsky Guards Regiment](#) they even have their own paramilitary units.

Lydia Jacobson is in custody of the Stasi, so a confrontation with them is likely. They might also have to deal with the Volkspolizei, since they often work in close cooperation with the Stasi. The Border Troops only come into play if the Agents try to flee across the death strip that separates East and West Berlin, instead of taking a less exposed and safer route.

The Alchemist And His Thrall

GRU-SV8 has a few assets that operate in East Germany. Their man in Berlin is a sorcerer called the Alchemist. The Alchemist is often found accompanied by an undead creature, the [Nachzehrer](#).

The Alchemist

The Alchemist's true name is **Erik Lemberger**. He is 89 years old, but moves and looks like a man in his forties. Lemberger's interest in the occult led to him becoming an early member of the Thule Society. Later he joined the SS-Ahnenerbe and then the Karotechia. During this time he uncovered secret knowledge that was left behind by Germany's medieval witch cults, including how to create potent alchemical elixirs. After the war he took on a new identity and offered his services to GRU-SV8, for which he works to this day. Lemberger is obsessed with becoming immortal. He already successfully slowed down his aging process through alchemy, but true immortality escapes him.

The Nachzehrer

The *Nachzehrer* was once a man named **Lukas Josten**, a West German [BND](#) operative. He was a victim of extortion by the Alchemist, who discovered Josten's homosexuality and coerced him to work as a double agent. After enduring this for a while Josten became overwhelmed with shame and committed suicide by hanging himself. However, Josten's lifeless body was discovered by the Alchemist shortly after his death. The Alchemist used a

ritual to resurrect him as a *Nachzehrer*, an undead creature from German folklore. This entity feeds on its own flesh while it psychically drains energy from its victims.

The *Nachzehrer* looks almost human, if somewhat pale. Only the sharpened teeth, the claw-like fingers, and the gnawed-on arms give away its nature. The *Nachzehrer* is also unnaturally strong and possesses the power to mesmerize its victims through simple eye contact.

The *Nachzehrer* is bound to serve the Alchemist through the noose around its neck. It cannot remove the noose itself, but if someone else takes it off, the *Nachzehrer* uses his newfound freedom to exert revenge on the Alchemist.

Operating In East Berlin

Compared to West Berlin, East Berlin seems gray and drab. Most buildings are [Plattenbauten](#), made from prefabricated concrete slabs. The streets are dominated by just a small number of car models, like the [Trabant 601](#) or the [Wartburg 353](#). Only sometimes a more luxurious Soviet-produced limousine can be seen transporting a party official. Due to resource shortages people are queuing in front of supermarkets. Things that are easily obtained in the West, like tropical fruit, are a rare treat in the GDR. The residents of the city are suspicious of strangers, since anyone could be a Stasi informant.



Exposure

Operating in enemy territory requires the Agents to be cautious and stealthy, they must avoid drawing any attention to themselves. However, this is not always possible, either by necessity or because the Agents are careless. The Handler can increase the tension by keeping track of an **Exposure** rating. Loud, attention-drawing actions by the Agents increase the Exposure, which leads to heightened alertness in the opposing forces. Some examples for actions that increase exposure are: killing and leaving behind a body, using explosives, communication over unencrypted channels, etc. If the Agents are clever they can decrease their Exposure, e.g. by framing someone else for their actions.

The Exposure rating goes from 1 to 6. Potential reactions by the opposition are listed here:

1. The situation is normal, everything is under control.
2. The Volkspolizei are increasing their patrols around the city: police response times are faster than usual.
3. The Volkspolizei are stopping and frisking random pedestrians, e.g. Agents that fail a **Luck** roll.
4. Roadblocks are erected around the city: everyone who wants to pass has to identify themselves and consent to a body search.
5. Citizens are warned that Western terrorists and saboteurs have infiltrated the city: interacting with locals now requires a successful **Persuade** or **Disguise** check. On a failure the local informs the police/Stasi.
6. The Felix Dzerzhinsky Guards Regiment is deployed to the city and a curfew is instated: additional roadblocks, houses are searched, people are brought in for questioning

The Exposure rating can be tracked with a six-sided die or a *Blades in the Dark*-style six segment clock. To increase the tension, the Handler can inform the players about this rating and track it openly.

Assets

Depending on the occupation of the Agents they might have access to certain assets that make operating in East Berlin a little easier:

- Agents that work for the CIA might know of **Gregor Tischner**, a Protestant priest, dissident and CIA informant. He could be of assistance when the Agents want to flee back to West Berlin.
- Agents that are part of the special forces unit Detachment A know of a weapons and supply cache at the outskirts of East Berlin. The cache was placed there for stay-behind operations and to arm partisans in case of war. The Handler can choose the kind and amount of weapons in this cache.
- Agents with a criminal or law enforcement background might know **Stephan Turnau**, a smuggler that can help them get additional equipment over the border. Turnau might also be able to smuggle them back into West Berlin at the end of the operation.
- German Agents might have relatives or a Bond in East Berlin/the GDR that could provide a safe haven in case of an emergency.

The Handler should select the available assets ahead of time and assign them to the corresponding Agents.

Infiltration

The scenario starts after the Agents have already successfully infiltrated East Berlin, since this is a precondition for the rest of the scenario. However, before play starts the Handler can ask how the Agents have accomplished their infiltration and ask for a corresponding skill check. If the roll is a failure the Agents start with an Exposure rating of 2, instead of 1.

Meeting The Colonel

The Location

The meeting takes place in the evening, in *Café Moskau*, a restaurant easily identified by the model of the first Sputnik satellite above its entrance. The restaurant in Soviet decor offers selected dishes from the diverse peoples of the Soviet Union. The cafe is popular, but Colonel Stegnov has reserved a table in a quiet corner. A few other people can be seen, but they are out of earshot. Among them is the Alchemist in the disguise of an old man reading a newspaper.



The Colonel

Stegnov seems nervous and asks the Agents if they have been followed. Due to his rusty tradecraft Stegnov does not know that he is under surveillance himself. The Colonel does not know about Delta Green, he thinks the Agents work for Majestic-12.

Stegnov conveys the following information:

- After this job he is done working for Majestic-12. It's getting too dangerous for him.
- GRU-SV8 has a very dangerous man stationed in Berlin, only known as the Alchemist. Stegnov is afraid of him.
- So far GRU-SV8 has not learned of Jacobson's defection and her significance, but it is only a matter of time.
- Jacobson is currently in custody of the Stasi.
- The East Germans keep her in a safe house somewhere in the Prenzlauer Berg district. Stegnov does not know exactly where, but he has a way to find out. He taps on his breast pocket when he says this.

Before Stegnov can tell the Agents how he would do this he excuses himself to go to the bathroom. He never returns.

Confrontation With The *Nachzehr*

If the Agents go to check out the bathroom, they find that the door is locked from the inside. If they pick the lock or break the door down, they see the pale figure of the *Nachzehr* crouched over the body of Stegnov. The *Nachzehr* is violently chewing on its own arm, while staring into the eyes of the Colonel. Stegnov is withering away, quickly turning into a desiccated mummy. When the Agents enter the bathroom the *Nachzehr* hisses at them, then turns and jumps through an open window. If the Agents are fast Stegnov could still be alive and gives them a piece of paper with an address on it, before he dies. If they were too slow, they could find the paper in his breast pocket by searching his dead body.

It is also possible that an Agent accompanies the Colonel to the bathroom. In that case, they see the *Nachzehr* emerge from one of the toilet cabins. The creature uses its mesmerizing gaze to paralyze the Agent before it attempts to kill the Colonel. If the Agent is able to resist a fight might break out, but the *Nachzehr* focuses all its effort on killing Stegnov instead of the Agent. It retreats if it manages to kill Stegnov or if it gets seriously hurt. If Stegnov survives, he panics and tries to flee. The Agents can calm him down with **Psychotherapy** or **Persuade**.

If the Agents do not check out the bathroom a waiter opens the locked bathroom and finds Stegnov's corpse. Chaos erupts, but there is still a small window of opportunity for the Agents to find the paper on Stegnov's body, before the police arrive.

The address on the paper is that of **Jutta Biel**, a Stasi secretary. She can lead the Agents to the safe house in which Jacobson is kept.

Chasing The Nachzehrer

Due to the unnatural agility and endurance of the *Nachzehrer*, it is difficult to chase it down. An Agent in pursuit has to perform two **Athletics** checks, opposed by the *Nachzehrer's* **Athletics** of 80%:

- If the Agent loses both contests they lose sight of the creature.
- If an Agent wins one contest they do not catch up, but they manage to follow the *Nachzehrer* long enough to see it disappearing into an abandoned department store building. See the section on the [Alchemist's laboratory](#).
- If the Agent wins both contests they manage to catch up to the creature.

If one or more Agents are successful in chasing the *Nachzehrer* down it is likely that a fight breaks out. However, the *Nachzehrer* is an intelligent creature. It can talk and it still remembers fragments of its past life. If the Agents are smart and persuasive they might be able to avoid combat with this deadly entity. They could even turn it into an ally, if they remove the noose around its neck.

Followed

Whatever the Agents do next, the Alchemist tries to follow them to find out who they are and who they are working for. He uses his face-changing ability to remain undetected.

If the Agents split up he might try to attack and incapacitate one of them, in order to question them in his laboratory. If he does not get a chance to do this he contacts the Volkspolizei or his Stasi colleagues at an opportune moment and sicks them on the Agents.

If the Agents manage to spot the Alchemist with **Alertness** they can try to turn the tables on him. E.g., if the Alchemist loses the trail of the Agents they can start following him and find his laboratory that way. The Alchemist tries to avoid direct confrontations and rather runs or drives away if he is attacked while outnumbered.

The Safe House

Locating The Safe House

Jutta Biel is a secretary of a high-ranking Stasi official. She has access to all kinds of confidential information, most importantly the location of all Stasi safe houses in the city and how they are currently used. She was also using her privileged position to smuggle Western wares into the GDR. The Soviets noticed this and used the info to turn her into a mole, to keep tabs on their East German allies.

Stegnov was planning to pose as a KGB officer so that Biel would give him the required information on the Stasi safe houses. If Stegnov did not survive his encounter, the Agents must come up with their own plan to convince Biel.

If the Agents fail to learn about Biel, the Handler should allow them to find the safe house via their contacts in the intelligence community. The NSA Field Station Berlin could have intercepted telephone calls about an American asset that is moved to a certain address. Or the CIA could have a HUMINT asset in the GDR who has heard about the same. Agents who work in intelligence can use **Bureaucracy** to access this information.

Getting To Jacobson

Jacobson in the second-story apartment of a five-story building in the Prenzlauer Berg district. Surveilling the safe house shows that she is guarded by two armed Stasi agents at all times. The guards change twice daily.

Every morning Jacobson goes on a half hour walk, accompanied by her guards. The number of guards is doubled if the Exposure of the Agents is too high.

The Agents have to get to Jacobson and her suitcase, but they are free to choose their approach. Some options include:

- Full scale assault: overwhelm the guards and get to the target by means of force.
- Stealth: distract the guards and enter the apartment unseen.
- Deception: disguise as high-ranking Stasi or Party official and demand entry.

Should the Agents hesitate for too long before they act, the Alchemist arrives at the safe house. He takes Jacobson to his laboratory for interrogation. The Agents can possibly intercept him or follow him to the laboratory.

Jacobson And The Suitcase

Lydia Jacobson first flirted with communism during her time in college. When her father, a Vietnam vet, died from Agent Orange-induced cancer, she became even more disillusioned. Especially, since she knew that some of Majestic's Gray technology could have easily cured her father.

In her anger she stole an artifact from Majestic and plans to pass it over to the Soviets in an naive attempt to restore some balance to the world. Jacobson does not speak German or Russian, nor does she know about GRU-SV8 or Delta Green. She is already beginning to regret her actions.

Jacobson's defection is a major threat for Majestic-12, not only because of the artifact she stole. GRU-SV8 believes that Majestic is defunct, ever since Project LOOKING GLASS staged a deception. Jacobson could undo all that if she fell into Soviet hands.

The exact nature of the artifact in Jacobson's suitcase is not important for this scenario, but it might be important if one of the Agents decides to open the suitcase or for any follow-up scenarios. Here are some possibilities that the Handler can choose from:

- The suitcase contains files about Project RECOIL. The Soviets could use the information in those files to kickstart their own super-soldier program.

- The suitcase is filled with protomatter. This “suitcase Shoggoth” could be used as a terrifying weapon of mass destruction in a war between Majestic-12 and GRU-SV8. Opening the suitcase could be extremely dangerous for the Agents.
- A collection of files and photos within the suitcase prove the existence of an alliance between the Greys and Majestic-12, and by extension the US government. The Soviet leadership might see this as an existential threat and declare war, should they become aware of this.

The Alchemist's Laboratory

The laboratory of the Alchemist is hidden in the basement of an old department store. The building was partially destroyed during a bomber raid in World War II. After the war the department store owners were expropriated by the Soviet occupation force. Since then, the building has stood empty, until the Alchemist set up his lab in the basement. This is where he performs his alchemical experiments and where he stores unnatural artifacts and tomes. It is also the refugium of the *Nachzehrer*.

The basement has several rooms, all of them are poorly lit and damp. Most of them are empty, except for three: the laboratory room, the study and the *Nachzehrer's* den.

The *Nachzehrer's* den is very bare. In one corner an old, rotting mattress lies on the ground. Next to it is a pile of dirty clothes. The personal ID of a Lukas Josten can be found in one of the pockets, the face on the photo matches that of the *Nachzehrer*. On the other end of the room a bunch of decomposing bodies can be found. These were people the *Nachzehrer* had drained of their life to still its eternal hunger.

The Alchemist's study contains files and tomes that are of interest to any Delta Green agent. The most important ones are inside a lockable desk drawer. These include:

- An ancient tome, filled with handwritten text in Old High German. This is the [grimoire](#) of the medieval witch **Ingundis**.
- A photo album. It contains black-and-white photographs that depict scenes from the Alchemist's unnaturally long life. They show him as a young man during his induction into the Thule Society, or wearing a SS uniform during a Karotechia expedition, or shaking hands with Wilhem Zaisser (the founder of the Stasi).
- A [notebook](#) in which the Alchemist tracks his experiments. It is written in code, but can be deciphered with **SIGINT**. The notebook can be used to identify some of the substances in the Alchemist's possession.

The laboratory room contains the following:

- Multiple giant vats are stored on one side of the room. Inside these vats bodies float in a stinking silvery slime. The bodies have no faces. Seeing this costs 0/1 **SAN** from violence.
- Workbenches full with chemical and alchemical equipment: crucibles, retorts, Erlenmayer flasks, pipettes, etc.
- A blackboard contains formulas and drawings of alchemical symbols.

Of particular interest are the shelves in this room, which are filled with strange and wondrous things:

- A shelf with jars in which human faces float in formaldehyde. They seem to move as if they are still alive. Seeing this costs **SAN** 0/1. The faces belong to the bodies in the vats.
- Another shelf holds multiple bowls filled with green ashes. Each bowl has a small plaque with a name engraved. The ashes are the essential saltes of the persons named on plaques. They can be returned to life with the corresponding ritual. The identities of the people are up to the Handler. They might be dissidents, agents of enemy intelligence agencies, or maybe even the ancient witch Ingundis.
- Other shelves hold a plethora of alchemical concoctions that can be useful or dangerous. See the Alchemical Substances table in the [Appendix](#).

The Alchemist has ordered the *Nachzehrer* to protect the laboratory at all costs. If the Agents enter the basement while the creature is in there it has no choice but to attack them.

Escape To West Berlin

When the Agents have successfully retrieved the suitcase and neutralized Jacobson they have to escape and bring the suitcase to West Berlin, where they can hand it over to either a Delta Green contact or Majestic-12.

The Agents are free to choose their means of escape, but crossing the border with the suitcase is no easy task, especially if their Exposure is high. If one of the Agents is a CIA officer they might know of an asset they can use to flee. If none of the Agents has any background in intelligence, then their Delta Green contact might make them aware of it instead.

The asset is the priest and dissident **Gregor Tischner**. Tischner knows of a tunnel that leads to West Berlin, which was dug by a member of his parish. Though he is hesitant at first he can be persuaded to lead the Agents there. However, approaching Tischner is not without dangers. The Stasi has bugged the priest's apartment and are monitoring him around the clock. The listening devices can be found with **SIGINT**. But the best solution is practicing good tradecraft by not talking about sensitive issues inside the apartment.

If the Stasi agents hear Tischner talking to the Agents about escaping to the West they immediately mobilize a team. The team tails Tischner and the Agents, in order to learn the location of the tunnel, which starts in the basement of an apartment building on Bernauer Straße. As soon as the Agents and Tischner enter the building the Stasi intervenes and tries to arrest them.

Resolution

Safely returning to West Berlin is worth a +1 **SAN** reward. Additionally, the Agents gain +1 **SAN** for neutralizing the Alchemist and the *Nachzehrer*.

This scenario can be played in one session, but it can be extended to support longer play. Here are some suggestions on how to do that:

- If the Alchemist and/or the *Nachzehrer* are still alive, they could follow the Agents to West Berlin in an effort to get the suitcase back. They might employ the help of West German left-wing terrorist groups, like the [Red Army Faction](#) or the [Revolutionary Cells](#).
- Involvement of Majestic-12: an NRO Delta team finally manages to infiltrate East Berlin, after the Agents have already started their own operation. The MJ12 team could either be an uneasy ally or an enemy. They could also start out as allies and then backstab the Agents at an opportune moment.
- The search for the safe house where Jacobson is kept could be made more complicated and require the Agents to break into the Stasi headquarters.

Appendix

Stat Blocks

The Alchemist

Face-changing potion brewer

STR 11 CON 12 DEX 12 INT 15 POW 17 CHA 10

HP 12 WP 17 SAN 40 BREAKING POINT 33

SKILLS: Alertness 50%, Athletics 60%, Disguise 50%, Firearms 50%, Stealth 60%, Unarmed Combat 50%

ATTACKS: Walther PPK with suppressor 50%, 1D8, Unarmed 50%, 1D4 - 1

DISORDERS: Obsession (Become immortal), Addiction (The Black Man's Whisper)

RITUALS: Petrification, Preserve Living Brain, Raise From Essential Saltes, Reanimation Formula, Withering, others at the Handler's discretion

ALCHEMICAL CONCOCTIONS: The Alchemist always has a wide variety of useful alchemicals on him. Roll on the [Alchemical Substances](#) table in the Appendix or select appropriate ones manually.

STOLEN FACE: The Alchemist can change his appearance by wearing the face of a different person. This gives him a +20% to **Disguise** checks. These checks can be opposed by a **Alertness** check, since the Alchemist can still be identified by his clothes, his gait, or other bodily features.

Nachzehrer

Psychic vampire

STR 22 CON 22 DEX 15 INT 10 POW 15 CHA 5

HP 22 WP 15 SAN 0 BREAKING POINT -

SKILLS: Alertness 60%, Athletics 80%, Dodge 60%, Stealth 60%, Unarmed Combat 60%

ATTACKS: Claw and Bite 60%, 1D10

BOUND: The *Nachzehrer* is bound to the will of the Alchemist through the noose around its neck and has to follow his orders. It cannot remove the noose by itself.

MESMERIZING GAZE: The *Nachzehrer* can paralyze one or more targets in visual range. A target must make a **POWx5** test, opposed by the *Nachzehrer's* **POWx5**. If the *Nachzehrer* wins the contest the target cannot act for 1D4 rounds. However, a paralyzed victim is allowed a **CONx5** check at -40% each round to shake off this effect. Using this ability costs the *Nachzehrer* 3 WP for each affected target.

DRAIN LIFE: The *Nachzehrer* can spend a turn to drain the vitality from a mesmerized target. The target loses 1D6 HP, the *Nachzehrer* is healed by the same amount.

UNDYING: If the *Nachzehrer* is reduced to 0 HP it appears dead, but regains 1 HP after 1D10 hours. It then seeks out an easy victim to feed on. The *Nachzehrer* can only be truly killed through decapitation.

SAN LOSS: 0/1 for noticing one of its odd features. 0/1D4 for seeing it perform unnatural acts.

Colonel Grigoriy Petrovich Stegnov

MJ12's mole in GRU-SV8

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

HP 10 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 40%, HUMINT 50%, Unarmed Combat 40%

ATTACKS: Unarmed 40%, 1D4 - 1

Jutta Biel

Corrupt Stasi secretary

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

HP 10 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 20%, Persuade 40%, Unarmed Combat 40%

ATTACKS: Unarmed 40, 1D4 - 1

Lydia Jacobson

Naive defector

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

HP 10 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 20%, Unarmed Combat 40%

ATTACKS: Unarmed Combat 40%, 1D4 - 1

Stasi Operative

Sword and Shield of the Party

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

HP 11 WP 10 SAN 50 BREAKING POINT 48

SKILLS: Alertness 50%, Firearms 50%, HUMINT 50%, Unarmed Combat 50%

ATTACKS: Unarmed 50%, 1D4 - 1; Makarov 50%, 1D10; Škorpion vz. 61 50%, 1D10 (single) or 10% Lethality (burst)

Volkspolizei Officer

Average GDR cop

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

HP 12 WP 10 SAN 50 BREAKING POINT 48

SKILLS: Alertness 40%, Firearms 40%, HUMINT 40%, Unarmed Combat 40%

ATTACKS: Unarmed 40%, 1D4 - 1; Makarov 40%, 1D10

Border Troops/Felix Dzerzhinsky Guards Regiment Soldier

Soldiers and paramilitaries

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

HP 12 WP 10 SAN 50 BREAKING POINT 48

SKILLS: Alertness 40%, Firearms 50%, Unarmed Combat 40%

ATTACKS: Unarmed 40%, 1D4 - 1; MPi-KM 50%, 1D12 + 1 (single) or 10% Lethality (burst)

Tomes And Rituals

Grimoire of Ingundis

In Old High German. Study time: months. Occult +8%, Unnatural +5%, SAN loss 1D6

This tome was written sometime in the 9th century, but is in astonishingly good condition. It contains pagan charms and incantations, and invokes the old Germanic gods. However, it also contains references to the Dark Man, a figure which is usually associated with witch cults of the 17th century.

RITUALS: Raise from Essential Saltes, Withering, Exaltation of the Flesh, Prayer to the Dark Man, Create Nachzehrer

The Alchemist's Notebook

In encrypted German. Study time: months. Occult +3%, Science (Chemistry) +2%, Unnatural +3%, SAN loss 1D6.

This notebook contains the notes of the Alchemist and is encrypted with his own personal code. Agents with **SIGINT** can crack the code to find that the writing details the Alchemist's various experiments and recipes. It is full of mystical jargon and alchemical symbols, but with enough time an Agent might be able to learn several "rituals". The notebook can also be used to identify the substances in the Alchemist's laboratory.

RITUALS: Petrification, Preserve Living Brain, Raise From Essential Saltes, Reanimation Formula

Create Nachzehrer

Elaborate ritual. Study time: weeks; +1 Unnatural; 1D12 SAN. Activation: one hour; 6WP, 1D12 SAN

This ritual requires the body of a suicide victim. It has to be enacted within three days after the death. To perform this ritual the operator has to cut a sigil into the body's torso and then stuff rare herbs and powders into the wound while uttering a prayer to the Dark Man. After 24 hours the deceased rises as a *Nachzehrer*.

Alchemical Substances

The Alchemist can be in possession of any of the alchemical substances listed as rituals in the Handler's Guide (Reanimation Formula, Petrification, Powder of Ibn-Ghazi, etc.). The following are a few additional substances that the Alchemist could have with him or that could be found in his laboratory:

1. The Black Man's Whisper: This gray powder causes a delirium when snorted, during which the user gains insane insights. They must make a 1/1D10 **SAN** check. They gain the same amount of points in **Unnatural** as they lose in **SAN**. Should they reach a breaking point, they also gain a ritual of the Handlers choosing, in addition to the Addiction disorder.
2. Strength Elixir: This pink liquid has the consistency of motor oil and tastes like blood. Upon consumption the user's muscles grow unnaturally and they gain 8 points in **STR**. Their **Unarmed** damage is increased by +2 and all **Athletics** checks are at +40%. The effect lasts for 1D6 hours, after which the user goes back to normal strength and loses 1D8 WP.
3. Face Jar: This jar contains a still twitching face, surgically removed from someone's skull. The face can be put on like a mask, at which point the face fuses to the head of the operator and from then on provides a perfect disguise. Removing the face is painful and costs 1 HP. After 1D4 days the face falls off on its own and can never be used again.
4. Mandrake root: When this fleshy plant root is cut it begins to emit a high-pitched scream that drives everyone who hears it insane. The scream lasts for 1D10 rounds. Everyone that comes within a 10 meter radius of the root must make a 1/1D4 **SAN** for every round they are exposed to the sound. Crushing the root stops the shriek.
5. Lloigor stone dust: Consuming this dust in any way inflicts the Depression disorder and also a fast-spreading cancer, if a **CONx5** check is failed.
6. Ergot gas: This flask is filled with a blueish gas. If the glass is destroyed everyone in a 2 meter radius has to make a **CONx5** check. On a failure the victim is plagued by strange hallucinations for the next hour. They have to do a 0/1 **SAN** check and all their skill checks are at -20%.
7. Greek fire: A bottle filled with a thick translucent paste. The bottle can be thrown like a molotov cocktail using **Athletics** at +20%. Targets that are hit take 2D6 damage per turn. On a successful **Dodge** the damage is reduced to 1D6 damage per turn. The fire cannot be extinguished with water, only through smothering.
8. Oxidant K: This pressurized gas cylinder releases an invisible gas when opened. All metal objects within a 5 meter radius begin to rapidly corrode and rust and are rendered unusable.
9. Ectoplasmic residue: Contact with this substance has no immediate effect, but from now on the person in question is marked. Unnatural entities are drawn to them and they can see things no one else can see. Whatever they see can be helpful or dangerous, or both.
10. Liquid memories: Drinking this vile brown liquid removes all memories of an important person in the imbiber's life and replaces them with memories of a previously unknown person. Erase one Bond and replace it by a new one with the same value.

Pregenerated Characters

Charlie Dixon

Detachment A special operator

STR 14 CON 17 DEX 10 INT 10 POW 12 CHA 6

HP 16 WP 12 SAN 55 BREAKING POINT 48 (adapted to violence)

SKILLS: Alertness 60%, Athletics 80%, Demolitions 40%, Firearms 60%, First Aid 50%, Heavy Weapons 50%, Melee Weapons 70%, Military Science (Land) 60%, Navigate 50%, Occult 20%, Search 40%, Stealth 70%, Survival 50%, Unarmed Combat 60%, Foreign Language (German) 40%

ATTACKS: Unarmed 60%, 1D4; Combat Knife 70%, 1D6, 3AP; M1911A1 60%, 1D10; Piano wire garotte 60%, special

BONDS: The Detachment 6, Karin Daschner (girlfriend) 6

MOTIVATIONS: Show the Commies what I'm made of; Get my team out alive; Stay in shape

EQUIPMENT: A pistol and a trusted combat knife, a piano wire, a first-aid kit

You are a member of Detachment A, a secret special forces unit. If the cold war ever turns hot it is your job to stay behind and cause trouble for the advancing Soviets troops. You are an expert in killing and destruction. But you also know how to blend in and do your job discreetly.

The Detachment is not the only secret organization you are part of. It has been a while since Delta Green contacted you, but now an old comrade reached out to you. It seems like they need boots on the ground in Germany.

Owen Barber

NSA military employee

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

HP 13 WP 11 SAN 55 BREAKING POINT 44

SKILLS: Alertness 50%, Athletics 70%, Bureaucracy 70%, Craft (Electronics) 40%, Drive 40%, Firearms 60%, Military Science (Land) 40%, Navigate 40%, Persuade 30%, Search 60%, SIGINT 80%, Unarmed Combat 50%, Foreign Language (German) 40%

ATTACKS: Unarmed 50%, 1D4

BONDS: Terrel Harper (Army buddy) 11, Joe Barber (dad) 11, Coraline Barber (mum) 11, Isabel (little sister) 11

MOTIVATIONS: Become a real man, just like dad; Tinker with electronics; Get back to my family

EQUIPMENT: A set of handheld radios, a block of one-time pads, tools for electronics, surveillance equipment

You joined the army in the hope that they make a real man out of you. And it started to work: you became stronger, even athletic. You learned to shoot. But then they made you take that test and apparently you did a little too well. They sent you to work for the NSA, at the Field Station Berlin. Now your daily routine consists of listening to East German and Russian radio traffic and fixing equipment. It is fun and now you get at least paid to be a nerd. But you are missing the action. It's no wonder that you jumped at the opportunity to get out in the field and chase down that defector, when it was offered to you.

Leah Hogan

CIA officer

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

HP 10 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 50%, Athletics 50%, Bureaucracy 60%, Criminology 50%, Disguise 70%, Drive 40%, Firearms 40%, HUMINT 80%, Persuade 80%, Pharmacy 40%, SIGINT 40%, Stealth 70%, Unarmed Combat 50%, Foreign Language (German) 50%, Foreign Language (Russian) 40%

ATTACKS: Unarmed 50%, 1D4 - 1, Beretta 81 40%, 1D8

BONDS: Anthony Hogan (husband) 14, Alvin Lee (fellow CIA officer) 14

MOTIVATIONS: Ensure US supremacy; Make my marriage work; Get that promotion

EQUIPMENT: A small pistol, forged papers, a vial of sodium thiopental ("truth serum"), various disguises

If there is one thing that you learned in your line of work, it's that the Soviets would not hesitate to push the big, red button if they wouldn't have to fear retaliation. You don't know what is in that defectors suitcase. But you know that it must be unnatural and dangerous. Why else would Majestic reach out to Delta Green? The Soviets cannot be allowed to come into possession of whatever it is that is in that suitcase. You will make sure of that.

Alex Stemmler

Smuggler from West Berlin

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

HP 13 WP 10 SAN 50 BREAKING POINT 40

SKILLS: Alertness 50%, Art (Forgery) 60%, Athletics 50%, Craft (Locksmithing) 40%, Criminology 60%, Disguise 50%, Dodge 40%, Drive 40%, Firearms 40%, HUMINT 50%, Law 20%, Melee Weapons 40%, Persuade 50%, Stealth 50%, Unarmed Combat 50%, Foreign Language (Russian) 40%

ATTACKS: Unarmed 50%, 1D4; Brass knuckles 50%, 1D4 + 1; RG-14 revolver 40%, 1D8

BONDS: Kaspar Stemmler (brother) 11, Meik Neuhäuser (corrupt border guard) 11, Corinna Sundermann (girlfriend) 11, Christina Eike (the other girlfriend) 11

MOTIVATIONS: Make money; Avoid getting caught at all costs; Romance

EQUIPMENT: Brass knuckles, Röhm RG-14 revolver, forgery tools

You are a criminal, a survivor. You are willing to do almost anything, as long as it is lucrative. Currently you specialize in smuggling contraband across the border. The East Germans are pining over Western goods and you are happy to provide them. As long as they can pay, that is.

You never bring people across the border, it's too dangerous. But when these Americans approached you they left you no choice. Either you smuggle this group of strange people into East Berlin or you go to jail. Oh well, at least they promised to pay you afterwards...

Angela Thalberg

Counter-intelligence agent for the Bundesverfassungsschutz (FGR domestic intelligence)

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

HP 12 **WP** 14 **SAN** 56 **BREAKING POINT** 42

SKILLS: Alertness 70%, Bureaucracy 40%, Criminology 70%, Drive 50%, Firearms 30%, Forensics 50%, HUMINT 60%, Law 50%, Melee Weapons 50%, Occult 50%, Persuade 50%, Search 70%, Unarmed Combat 80%, Unnatural 10%, Foreign Language (English) 50%

ATTACKS: Unarmed 80%, 1D4 - 1; Tonfa 50%, 1D6

BONDS: Philipp Hassel (ex-boyfriend) 10, Elise (Mama) 10, Norbert Schütz (colleague) 10

MOTIVATIONS: Find out what happened to me in that church; Practice my Jiu-jitsu; Get back together with Philipp

DISORDERS: Amnesia (Losing 2+ SAN triggers an acute episode, during which all memories are erased)

RITUAL: Obscure Memory (see pg. 182 in *Handler's Guide*)

EQUIPMENT: Forensic tools, a tonfa

Before you switched to the counter-espionage department of the Bundesverfassungsschutz you worked for the BKA, the West German federal police. Your last case had you investigating a strange pseudo-christian cult that you suspected of child kidnapping. The last thing you do remember is that you entered the basement of their "church". Two days later you were found wandering the streets, with no recollection of what happened. But ever since you have felt that the world was somehow broken.

When the American woman approached you and told you about her organization things started to make sense again. You agreed to help them. It felt good to burn down the church and hear the screams. But not everything is back to normal. A phrase is burned into your mind. And sometimes when you utter those nonsensical words in the presence of other people they seem to forget things. Just like you forgot what happened in that church.

The woman has contacted you again. Maybe you will learn more on this next mission, whatever it is.