

DEEP ONE TECHNOLOGY AND OTHER THINGS

A Stuff Jam for Delta Green

By Agent_Obtuse (© 2021)

Deep Ones have a vibrant and historic wealth of technology alien to ourselves. Delta Green has a vibrant and historic wealth of technology that is used to kill them. Here's a few of both.

DEEP ONE LANGUAGE

Sound travels five times faster underwater than above it, and it is known that alongside extremely subtle facial and physical signals (little understood by academics) Deep Ones have a complex spoken language, albeit one almost impossible for human beings to speak unaided. Most research into Deep One linguistics dates to the 1930s and 1940s, having been carried out by Naval intelligence interrogators and codebreakers. Study by academics and linguists is fewer and further between.

The Deep One writing system is somewhat better understood, having been broken by the Black Chamber back in 1929. Unfortunately its use of glyphs, unrelated to the sounds used in the spoken language, has kept it from serving as a way of learning Deep One verbal communication. More depressingly, the written language seems to have stopped being updated millennia ago, probably due to the long lives of its speakers. An effectively ageless society that passes stories down in person has little need for long texts. It is presumed Deep One writing is used ritually, for religious or artistic purposes.

A number of examples of spoken Deep One are held by the Program and other individuals and groups worldwide. Most are jealously guarded, and those in the public domain are often misidentified as animal sounds, natural phenomena or even experimental music.

Attempting to learn Deep One's writing or spoken language requires solid and incredibly hard to get reference material (a 20-minute MP4 won't cut it; an accurate rendition of the Ponape Fragments might) and months, if not years, of study. Each 3D6 gained in either skill costs the same in SAN. A human can learn any amount of Written Deep One but only a maximum of 20% in spoken Deep One. No matter how much skill they gain in the latter they can only understand it, not speak it.

DEEP ONE TECHNOLOGY

Deep One technology uses a mix of aquatic material (such as coral, shells and deep-sea rock), grown or cultivated organic matter (like starfish and crustaceans), and an obscure green gold that may be related

to electrum or other alloys. The blending and creation of objects via alien techniques may be a learned science or simply innate to Deep Ones, passed on through the reproductive RNA itself.

Below are a selection of Deep One objects, with a generic descriptor, their Program codename (AH stands for Aquatic Humanoid) and an approximation of their names in spoken Deep One.

Deep One Conch (AH-HELIOTROPE/Kk'awk-ma!k)

Deep One conch trumpets come in various shapes, colors and textures, though all are roughly the size of a human head and produce a deep echoing sound, sometimes just below the edge of human perception. Though rare today, these were previously gifted to communities and individuals who were in league with a Deep One community. Sometimes one might be found on a beach, in a museum or among the personal effects of some cultist or unwitting collector.

Unlike the clay tablets normally used to request a summons with Deep Ones, conchs are pleas for assistance – warnings of war – calls to arms. Deep Ones heed the call and sally forth to defend their allies, not to parlay with fools and errand-boys.

Blowing one of these conchs by the sea or near an area known to be inhabited or frequented by Deep Ones activates costs 4 WP but no SAN. On a successful **Luck** roll (done in secret by the Handler) 2D4 Deep Ones arrive within 1D4 hours, armed and ready for battle. They will expect a reception party to tell them what to do. If none are present or the humans present appear to be unfriendly, they kill everyone there then return to the deep.

Deep One Trident (AH-GLANCER/B'brr!awoq)

The term “trident” is something of a misnomer, for these long, tine weapons come in many guises. While most often seen in the form of a traditional trident, some have only two prongs and others are akin to a multi-barbed javelin. There is a 10% chance a Deep One expecting trouble is carrying one.

Examples of these oddly shaped and un-ergonomic pieces are sometimes dredged from oceans and put in museums. Though often described as belonging to archaic human societies, **Anthropology**, **Archeology** or **History** recognizes them as being highly unusual for the people they are ascribed to. Historians agree with this but rarely want to rock the academic gravy-train.

A typical Deep One has a 50% chance to hit with a trident, inflicting 1D12 damage with Armor Piercing 6. On land it can also be thrown up to 30 meters like a javelin, inflicting 3D6 damage. This

attack roll is at 40%. Tridents are not ergonomically designed for human use; using one without Special Training is -20% to Melee Weapons or -40% to Athletics if thrown. Damage from either is 1D12, 4 AP.

Ancathaster Furcifer (AH-GRODNIK/Ssb-Uk-Uk!awoq)

Ancathaster Furcifer is the Latin name for a thankfully rare breed of starfish either cultivated or specially modified by Deep Ones to serve as an offensive weapon. Agents who've faced them call them a number of names, many not fit to print. "Star-sucker" is common.

Roughly the size of a human palm when its seven legs are extended, the star-sucker is an ugly specimen. When not in use it folds up, hiding the grotesque hooked beak on its belly. There is a 10% chance a Deep One expecting combat has two or three of these on its person.

Like grenades, a Deep One rolls **Athletics** to hit a target with a star-sucker, tossing it like a throwing-star. If it hits it latches onto the victim and snaps its beak into their flesh. Then it begins disgorging acid, melting surrounding flesh and supping on the meaty fluid. The process is excruciatingly painful and costs 1/1D4 SAN loss to Violence.

Each starfish deals 1 HP damage per round to unarmored targets. If the target is armored, its acid begins burning through the armor, reducing its value by 1 each turn for a maximum of 5 rounds. It is of no use against most vehicles; the acid will burn away paint and some metal but can't do enough damage to threaten anyone inside a typical sedan, let alone an APC.

Removing a starfish costs the victim or a helper's action for that round. If they are unarmored and use their hands or a knife to rip it off, doing so inflicts a further 1 HP. Using fire on the starfish (such as a cigarette lighter) causes it to drop off without any extra damage being inflicted.

Of particular concern for Agents is that the starfish are alive; if they miss their target or are torn from a wound and thrown away, they may wriggle elsewhere. Though not hunters by definition, an Agent who sticks their hand on one while crawling from a firefight can expect the process to begin again.

Deep Sea Breather (AH-NAUTILUS/Y!glab-mabk)

These creatures are used to provide underwater breathing capabilities to land creatures. Opalescent, gelatinous jellyfish, roughly the size of a ping-pong ball, they are gummy to the touch and smell strongly of minty brine.

Once a deep sea breather is placed into a land creature's mouth, it unfurls to block the pharynx (the back of the throat) and extends fine tendrils down the trachea into the lungs and bronchi that feed the alveoli sacs. The entire process takes roughly 15 seconds.

The period between the creature being placed into a person's mouth and full invasion of the breathing system is one of discomfort, pain and terror (1/1D4 SAN, 1HP of damage). It is soon replaced by a cold numbing of the chest. Future uses of a breather cost just 1 SAN and no damage.

Outside of water the recipient begins to suffocate. Underwater the breather sucks water into the lungs, siphoning oxygen into the alveoli and excreting CO2. With water present in the lungs, changes in pressure are accounted for, eliminating the need for decompression stops while diving or ascending. Depths of 500-600m are easily possible. Recipients cannot vocalize or talk while a breather is in place (though the Language Modifier written below *does* work).

Removing the breather is simple; forceful thinking about ejecting the creature, and passing a POWx5 test, causes it to retract its tendrils and die. This is a 1/1D4 SAN test the first time it occurs, 1 SAN thereafter. The dead orb can be easily spit out. A fail-safe ensures that attempting to eject the breather while submerged is a contested POWx5 roll against the breather's POW 14. Surgical removal of the breather is impossible due to its invasive colonization of the lungs.

Shoggoth Control Organism (AH-QUEENBEE/Sh'gg!a-ma!k)

Millennia ago, after the uprising against their Elder Thing slave-masters, many shoggoths escaped into the wild. Some found common cause with the Deep Ones, offering their services as bodyguards, builders and war-machines in exchange for autonomy and protection.

The shoggoth control organism is a pair of oily opalescent pearls, each the size of a baseball. When both are held they pulsate and form a psychic bond to any shoggoth within 2 miles (if there are multiple shoggoths the user can "jump" between them at no further SAN cost). Connecting with an alien intelligence on a one-to-one level is 1D8 SAN the first time, 1D4 SAN on successive uses. Any SAN lost from use of the controller is deducted from SAN lost seeing a shoggoth in the metaphorical flesh.

Not only will shoggoths not attack anyone using the control organisms (unless they attack them first), a successful **POWx5** roll allows a controller to see whatever the shoggoth is seeing (1 SAN per minute, a full 360 degree view) and give simple commands. These orders might include: "Kill them!" "Protect us!" or "Smash this door open." Only Deep Ones and humans at zero SAN can get more out of them.

Shoggoths do not have to follow what is asked of them, but with a **POWx2** roll and 1 SAN the operator can force the creature to act on the order, though this is liable to annoy it.

Control organisms are formed using some unknown method. Once brought out of water, even if re-submerged, they rot into a foul-smelling sludge in 2D4 days.

Reproductive Injector (AH-REVEREND/Q'q'q-awww)

These sedentary worm-like things are about the length and thickness of a man's forearm, covered in fleshy bumps, nodules and veins, and unfurl the flesh of their "mouth" to reveal a 3" stinger that drips fluids (0/1 SAN). The few Agents who've seen them call them dick-worms. Delta Green has never managed to capture one alive so they have no idea what they do, but they really, *really* don't like them.

The reproductive injector is a living tool for "inseminating" animals with the Deep One reproductive element. They're extraordinarily rare and only exist in communities where Greater Deep Ones are not yet existent or have been wiped out. Communities using them seem to be treated as pariah states by other Deep Ones, who may see them as sacrilegious or a threat to the natural pecking order. At least one dick-worm has been seen wiggling its way up a Florida beach, perhaps implying that their creators have developed them as some kind of fire-and-forget bio-weapon.

Stabbing someone with a reproductive injector is Melee Weapons (for Deep Ones it's 40% in hand-to-hand). Anyone stabbed suffers 1/1D6 SAN to Helplessness and is injected with Deep One DNA that they will pass to their children. The injector then shrivels up, vomits its internal organs out of its stinger and dies in convulsions.

Language Modifier (AH-VORTEX/Ng'Gabkkii'm!-mabk)

Though some hybrids undergoing their change are able to speak the Deep One's language, albeit in a basic fashion, learning to communicate in the creatures' own croaking, gurgling tongue is almost impossible. The Deep Ones have found a solution to this.

The Deep One language modifier is a thumb-sized parasitic louse, something like an aquatic cross between a pillbug and a lobster. When placed inside the mouth the creature uses its claws to sever the blood vessels in the tongue, causing the tongue to fall off. It then attaches itself to the remaining stub, bonding to nerves and flesh and becoming a new tongue. This surprisingly painless process is 1/1D6 SAN to Helplessness. Stopping it means wrenching the creature out of the mouth before it snips off

the tongue. This is not easy; the parasite wriggles and slithers and is covered with mucus. An individual has 3 rounds to succeed at a CON - 40% roll. Each round the victim fails costs 1 HP.

Over the next few days the parasite changes color to match the approximate look of the tongue. It is almost indistinguishable at conversation distances but would not stand up to close scrutiny (**Alertness** at 1/2 meter or closer; automatic if checking inside the mouth or engaging in physical contact like kissing). All sense of taste, except for bitter flavors, is lost.

The individual can still communicate in human languages, albeit with a thick-tongued burr, but can also speak the Deep One's alien language properly. The parasite does not provide any skill in the language, however. That needs study or a teacher. Normally Deep Ones provide this education, though it is possible to learn up to 20% through recordings or videos – if they can be found.

Removing the parasite requires **Surgery**. It is a relatively simple process but leaves the patient with no tongue. Talking is impossible without long and painful reconstructive surgery, a technique only developed in the last decade. If reconstruction is done, all **Persuade** and **CHAx5** rolls are at -20%.

DELTA GREEN AND THE DEEP ONES

The Program spends a lot of time and effort dealing with Deep One incursions (not including all their false-alarms and wild goose chases). Following are some tools used in the fight.

SOMERSAULT Test Kit

Developed in 2010 as a quick and dirty procedure for checking if individuals were carrying “Innsmouth Taint,” this test kit was made standard issue to SOMERSAULT II teams in 2016.

Looking like a portable credit-card reader, the test kit is battery-powered (lasts 8-hours), and has a small screen and a slot to insert sample-sheets swabbed with blood or other fluids. It comes with twenty-five uncontaminated litmus-paper sized sheets which, when inserted into the slot, is compared to known Deep One genetic markers. This takes between five minutes and an hour, depending how much taint is present and how many markers need to be checked before a positive match. When the process is complete, the screen states whether the DNA is “viable” (over 70% likelihood of hybridization) or “unviable” (below 70%). There are also a number of frequently seen error messages.

As a means of double-confirming SOMERSAULT targets, the test kit has its proponents and its detractors. Some teams use them religiously, refusing to do the job without going through a half-dozen swabs. Other teams only use them to follow-up on a target’s friends, family or colleagues.

To be used, the test-kit requires a clean swab of liquid-based DNA from an individual (this includes sputum, blood, semen, etc.). It has a 70% chance of working correctly in the search for unacceptably high Deep One taggants. On a failure the machine’s fail-safe always pings “unviable.”

A number of problems with the test kit are known to the Program. First and foremost, it regularly fails to work if the swab sample contains alcohol or certain drugs (cocaine and heroin in particular). This makes swabbing a beer bottle used by a target pointless. Second, the kit requires updating with new DNA signatures when they’re discovered. Unlike humans who descend from a single mitochondrial Eve, Deep Ones have multiple extent “precursors” with only trace elements of “sibling” DNA. SOMERSAULT is concerned that either Deep Ones are a virus, rapidly evolving – or some as yet “missing link” variant of the creatures are creating new human carriers.

In order to keep up to date with new infection strains, all SOMERSAULT teams are requested to collect DNA from targets pre- or postmortem. The Director is also thinking of rolling the kit out overseas, telling naive aid-agencies it’s some kind of disease scanner. If the Program can test foreigners

under the guise of “medical aid” or “health checkups,” they can start building up a better picture of how widespread the Deep One taint is. And how corrupted other countries are.

Mk.1 Underwater Defensive Gun (or “Deep Gun”)

The Mk.1 Underwater Defensive Gun is a double-action “revolver” (more technically a pepperbox), developed in the 1970s to give SEAL and Underwater Demolition Teams an underwater offensive capability that was a little more powerful than a knife or harpoon.

This bulky revolver has a removable five chamber “magazine” that is sealed against the elements. When the trigger is pulled a chamber blasts open and fires a metal flechette. Underwater this inflicts 1D12+2 damage. On the surface it is less powerful, inflicting only 1D6 damage. The gun is entirely silent both above and underwater, although it is possible Deep Ones might be able to hear the water turbulence (if so, it’s -40% to **Alertness**).

Once all five shots have been fired the magazine can be slid out and a new magazine inserted. The biggest problem are the magazines themselves; putting new flechettes into the magazine and resealing it is so difficult it can only be done at the factory that made them, and – at least officially – they haven’t made any new ones since the 1970s. While the Program has a number of pistols, the amount of ammunition they hold is rapidly depleting. Only in the direst of situations are Mk. 1 UDGs handed out to Agents.

Ironically the Outlaws have the opposite problem: few guns but a huge amount of ammunition. Back in the 1970s – shortly after Delta Green was closed down – two ex-agents managed to get their hand on the design blueprints for the reloading equipment. These have since been passed down to an associate of F-Cell, a Friendly mechanic and gunsmith, has been able to develop something approaching the original design. On a Fumble the gun explodes, but it’s considered a small price to pay for the ability to shoot Deep Ones.

Agents who have used the Mk. 1 often refer to it as the Deep Gun. Because “when you’re facing a Deep One, you want a Deep Gun.”

Deep One DNA “Retroviral”

As early as 1948 a few Delta Green/Majestic-12 scientists had been looking into the possibility of “undoing” Aquatic Humanoid infection. Unfortunately for them research into “nucleins” (DNA) was

still rudimentary and by 1953, when Watson and Crick proposed nucleic acids had a three-dimensional double-helix structure, the group had already gone their respective ways.

Further inquiry – again under Majestic-12 – took place in 1967 and in the mid-1980s, after the signing of the Accord and the presentation of the Cookbook. The knowledge provided by the Greys was instrumental in unlocking the secrets of the human genome, and with it came a realization that “unknown” DNA existed in a large number of humans. Despite the Greys’ insistence that they were the only sentient alien species on Earth, Majestic-12 knew this to be a lie. Nevertheless, the conspiracy was unwilling to upset their extraterrestrial allies by proving them wrong. The DNA data was quietly suppressed and no attempt made to understand it.

In the 1990s a Delta Green friendly in genetics and microbiology, Dr. Grant Emerson, conjectured that theoretical “retrovirals” might delay or suppress “AH” changes, in a similar way to how HIV drugs work. As far as anyone knows, this remained an untested hypothesis.

Only in 2005 did the Program find Majestic-12’s previous DNA research, though little interest was shown toward it. For one, unless an extreme form of gene-therapy could be developed, those who had already begun transformation into a hybrid could not be reversed. Second, trying to release a retroviral “into the wild” would threaten the conspiracy itself. And third, the Director wasn’t interested in “alleviating” Deep One infection. He wanted a permanent cure.

Today the retroviral theory remains a pipe-dream. While Majestic-12 had developed exceptionally advanced gene-therapy methods they are considered too dangerous to be tested. Retrovirals are theoretically possible, albeit with an as-yet unknown range of likely debilitating side-effects. At some point someone might want to go behind the Director’s back and field test such a medication. Knowing their luck, the ones asked to do it will probably be the Agents.

SOMERSAULT Briefing Tape

An educational-propaganda tape on the Deep One incursion and its biological effects. All SOMERSAULT kill-teams are meant to be shown this VHS tape prior to undertaking operations.

There are just three briefing tapes in existence. Two are personally held onto by the Director. The third is in the possession of Katherine Oakes, Director of Security.

The tapes' exteriors are blank beside a control number (1/3, 2/3, 3/3). They are playable on any NTSC compatible machine and their overwrite tabs have been snapped off so they cannot be erased – not unless someone puts sticky-tape over the hole to fool the recorder. Each lasts one hour, is of grainy quality, and contains the following (plus more, if the Handler feels that way):

- A five minute series of warnings on the criminal penalties for illicit viewing or duplication. Punishments include imprisonment and/or death.
- Daytime footage of a smoking, burnt-out Innsmouth. Stark lingering shot of Devil Reef.
- A snap of J. Edgar Hoover on a jetty, lip curled in disgust as he talks to two Navy officers. A nearby tarp covers a corpse. A clawed, inhuman hand extends from beneath.
- Footage of “Innsmouth Relocation Center,” late-1929. Men, women and children, many with deformities, are surveyed by soldiers, doctors and the camera. Some weep openly.
- Dissection of a Deep One “corpse” (color, 1960s). **Alertness** notes it’s breathing.
- Footage of three Korean hybrids captured during the Korean War. After a jump-cut their bullet-riddled corpses are unceremoniously tossed onto a fire by UN troops.
- 1950s educational-style animation showing how the “disease” passes via sexual contact. It warns that at the current spread, by 2050 all United States citizens may be carriers.
- Inside a March Tech laboratory engaged in DNA analysis and genome tagging.
- Grainy, mute, long-range Super-8 film of a man on a beach c.1985? He blows a conch, then sits. Cut to dusk. Three Deep Ones rise from the surf. Tracer fire spits from off-camera as two or three machine-guns rake the water. Two Deep Ones fall. One escapes.
- End on hand-drawn breakdown of Deep One/Infected anatomy. There are no credits.

Narration of scenes is by three different voices that cut over one another or finish each other’s sentences (three scripts were made, audio mingled to stop them being traced). The words Deep One or human are not used, only “vectors,” “carriers,” “infected” and “contaminated.”

All footage was hand-spliced into 16mm film, after which a VHS-camera recorded it as it was played. The master VHS was then duped twice. Neither the original film nor the tapes have gone public, but some scenes have. The Korean War footage is falsely claimed to show the execution of North Korean civilians. Aerial footage of the Innsmouth Relocation Center is attributed to a refugee camp for those made homeless in the 1932 Kentucky floods. This misapprehension has led the University of Kentucky to retain footage (9.5mm, 2 reels, 14+minutes) of the camp visit.

In English. Study time: one hour. Unnatural +4%, SAN loss 1D6 (+2 if vivisection realized).