

Asset: The Dyer Relic

"Well, after 25 years, we're can almost certainly say it sure ain't a doorstep."

Recovered during the ill-fated Miskatonic Pabodie Expedition to Antarctica in 1930, this non-human artifact, sometimes known as the Dyer Relic, or the Singing Stone, became linked with a series of unexplained phenomena over the 25 years it was in the government's possession. First in the archaeological special studies library of Miskatonic University, then, in the later 1930s at the Office of Naval Intelligence HQ, and finally in the 1950s, in the Delta Green archives themselves.

Of course, officially, the Dyer Relic did not exist. The P4 cover-up of the dark discoveries of the Elder Things in Antarctica swept all such evidence under the rug. But that did not keep the prying hands of science from it.

Originally, Dr. Dyer kept the artifact for himself to study, but it was after only a few weeks that it was remanded to a locked room in the special studies library. Of it, Dyer would only say he was "through with its songs and its damned dreams." It was discovered almost entirely by accident during this time, that when placed within stone, the Relic's "effect" of producing bizarre sounds and hallucinations, dwindled, and, given enough depth of rock, stopped completely.

From 1930 until its disappearance during Dr. Daniel Freis rampage through the Delta Green archives in 1955, the Dyer Stone was linked to two disappearances and three suicides. While its unnatural effects were easy to detect (those within proximity of the object reported hearing otherworldly sounds and experiencing visions when within a fixed radius of it), little time was spent on the problem. After all, the team had just uncovered an entire, prehistoric non-human civilization of which the artifact was only the tiniest example.

At Miskatonic, among the few knowledgable of the P4 cooperation with the so-called "Dyer Desk," the Stone caused various problems. It claimed two during that time. Dr. Bunty Greer vanished on October 21, 1932 while working on the Relic, and Dr. Otto Lotner hung himself after attempting to make sense of Greer's scrawled notes on "what the stone showed him". Lotner's only communique as to his reasons was the word scrawled in his own blood: *soon*. Later, although unclear if it was connected to the artifact, an analyst named Lloyd McCoy moved the stone box to its previous storage position, and a week later vanished while on a fishing trip in Delaware. He was never located.

In 1933, the Relic was moved to storage at the Office of Naval Intelligence HQ in Maryland, where it was kept in a thick stone box. At ONI, it was accessed two times by analysts working on the problem of the Elder Thing "language". Both subjects would later commit suicide, but after some months and in a manner that made it difficult to assess whether or not the Relic was responsible. It was only in retrospect that the possible source was noticed. A moratorium on access was declared.

When Delta Green absorbed P4 in 1942, the Relic was moved to the Delta Green archives, where it presumably remained undisturbed in storage. In 1955, Dr. Daniel Fries destroyed the archives in a rampage, and burned them to the ground. The Relic — well known to be completely impervious to such harm — apparently was destroyed.

It has not been seen since.

The Relic

The Relic is a bulbous object with spiralling, curved fins that rises and returns to it on the top, and with a peculiar, semi-reflective surface that still seems somehow to absorb light. Up close, it gives off a metallic sheen. It weighs 680 grams (1.5 lbs) and is 28 cm long (11 inches). The end is a series of thin, sinuous loops that could be interpreted as hand-grips, while the base terminates in a hollow cavity; a small stone cap covers this opening, and can be removed. The Relic's composition is an unknown alloy, cold to the touch and impervious to all attempts at sampling.

There was a brief period when it was speculated to be a type of geological sampling device. However, its complex carvings suggest a manufactured origin. Later determinations by MAJESTIC scientists indicate it was, perhaps, some sort of recording device, an Elder Thing version of a camcorder, which could record much more than mere light and sound.

Effects

The Dyer Relic exhibits several extraordinary properties:

- △ As a blunt weapon, it inflicts 1D4+1 damage due to its sharpness and density. It is all but indestructible to conventional destructive forces.
- △ The object is inherently alien, imbued with an essence that defies earthly chemistry and physics. This is completely apparent to anyone even glancing at it (0/1D4 SAN unnatural).
- △ Scientists may make an appropriate science skill roll when examining it. If they succeed, they suffer 1/1D6 SAN unnatural (instead of 0/1D4) — as the Relic completely defies basic scientific principles.
- △ When the small cap is placed over the hollow cavity, the effects of the Relic are much less pronounced and only those handling the device are affected.
- △ When in silence, or near-silence, a low, sub-audible tone is generated from the Relic. Any significant sound made disrupts and resets this process. This builds over time. After some minutes of silence, those present in range of the sound must make a 0/1 SAN unnatural roll. On a success, the tone is noticeable, annoying, but the process stops. On a fail, flickers of visions of non-human creatures appear. Roll 0/1D4 SAN unnatural. If this succeeds, the vision stops, but the tone from the Relic is noticeable and annoying.
- △ This continues up, and up to 1/1D8 SAN unnatural loss (0/1, 0/1D4, 0/1D6, 1/1D8). Each level of SAN loss shows more and deeper visions of the non-human creatures (the Elder Things).
- △ Usually, the subject's shouting or movement produces enough sound to disrupt the visions and stop the process back down to 0/1.
- △ The vision is always the same: *The subject is wholly transported to a vision of non-human creatures that look like winged trees with five-lobed heads (Elder Things), as they flee in terror from some unseen thing amidst obsidian corridors of strange geometry. The person having the vision can feel the non-human creature's emotions and thoughts, as well as the inhuman quality of their minds. Finally, the strange, gargantuan door the creatures hide behind is bludgeoned open by an enormous, horrific wall of eyes, limbs, and chomping maws (a shoggoth) which then consumes the POV.*
- △ Those that fail the 1/1D8 SAN unnatural roll threshold are struck by an alien emotion which might be best expressed as "self-removal." The Elder Things' minds are cold and calculating intelligences with no real sentiment. When confronted with a malfunctioning brain, an Elder Thing would "remove" itself from the collective: choosing to destroy itself. This fate befalls the Agent affected in this manner by the Relic. Such an alien sentiment seems wholly rational and correct.
- △ Those that suffer a maximum SAN loss on their 1/1D8 SAN unnatural loss, vanish never to be seen again; the strange math coursing through their "vision" opening a portal to some other place and time from which they can never return.

- Δ This sensory recording is of the last Elder Thing to hold the device, some 275 million years ago. The machine can record the operator's thoughts, emotions, location in time/space and more, replacing this previous vision, but this requires the player stating they are trying to do so, and making an INTx1 roll. On a success, they expend 6 Willpower Points and lose 0/1 SAN unnatural, as the feeling of brief, super-rapid repetition fills their mind, as if they're living and repeating each moment, over and over.
- Δ If a new "recording" is made, the Relic no longer shows visions of the Elder Things, but of the operator (the startling, undeniable telepathic nature of such visions still costs 0/1 SAN unnatural).