

THE ELEVENTH CUP

A Delta Green Drinking Game

For sensible men I prepare only three kraters: one for health (which they drink first), the second for love and pleasure, and the third for sleep. After the third one is drained, wise men go home. The fourth krater is not mine any more – it belongs to bad behaviour; the fifth is for shouting; the sixth is for rudeness and insults; the seventh is for fights; the eighth is for breaking the furniture; the ninth is for depression; the tenth is for madness and unconsciousness.

-Dionysus, as recorded by Eubulus

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CREDITS AND SOURCE TEXTS

Soldier of the Mist by Gene Wolfe
Theogony by Hesiod
Castle Gargantua by Patrice “Kabuki Kaiser” Crespy
Hades by Supergiant Games
Delta Green - Targets of Opportunity by Pagan Publishing
Cult of Dionysus by The Orion Experience

SUMMARY

Delta Green Agents are inserted undercover at a cultist party, to identify and terminate a creature disguised as a human being. During the revelry, mass consumption of the Dreamlands narcotic “Moonwine” begins to alter reality, bending it to the unconscious fears and desires of the partygoers.

A WARNING TO SEEKERS OF THE PATH

This scenario is about the players and Handler consuming alcohol in real life. You can play it without doing that, but it’s not going to be a great scenario on its own. If your players aren’t interested in drinking, you should probably [run something else](#). Alcohol is great, but making people drink if they don’t want to is not ok. Oh and don’t choose something from the top shelf. Pick something you don’t mind guzzling.

MOONWINE

Moonwine is a drug brewed in the Dreamlands, a magical world that human beings can visit when they sleep. Moonwine is a reality altering narcotic. When consumed in the waking world, the drinker’s thoughts begin to shape reality. When a large group of people consume it, the world around them is slowly transformed into a dreamscape, where their fantasies and nightmares come to life.

The Agents’ hopes and fears alone are not sufficient to sculpt reality like clay on a whim, but their sheer force of will can affect probability. **At any time after the consumption of Moonwine has begun, a player may force the reroll of a die by taking a drink.** This can be their own Agent’s D100, an NPC or monster’s D100 roll, a SAN cost, a damage die, or anything else.

Players, or the Handler, may have to drink for other reasons over the course of the game.

If a player fails to perform a game operation, such as rolling the correct die, due to being intoxicated, their Agent automatically fails whatever task they were performing. If the die roll was not something that could be failed, they lose 1 SAN from Unnatural instead, as a momentary sensation of dread passes over them. If the Handler fails to perform a game operation for an NPC, that NPC automatically fails.

PACING

The structure of this adventure has the players trying to find out which guest at a party is secretly an agent provocateur. Over the course of the evening, they are interrupted by increasingly absurd encounters with strange beings and magical phenomena.

As the symposiarch, it is your job to control the pacing of the evening’s entertainment. That means that if the players are quickly closing in on the Serpent in the first hour or two, you are within your rights to throw some impediments in their way. The Serpent kills someone and takes on a new disguise. The Maenads chase the Agents around. The Cultists grab someone for interrogation. A dinosaur attacks.

Inversely, if the Agents are completely lost, it’s your responsibility to offer them some way to get back on track. Maybe someone sees the Serpent in the act and shouts for help. Perhaps he offends the Maenads or the God of the Vine and gets chased around. Maybe the raptors attack and kill everyone by the stream, but leave him suspiciously unharmed. It’s fine if the players eventually fail, but the four hours leading up to the climax should not be boring or feel hopeless.

The Agents have the ability to buy rerolls by drinking, but this is only relevant if they have a reason to fear for their survival. Don’t pull your punches, they can always take a pull of punch if they want to live.

The first hour of play is intended to give the players a lead on the investigation/deduction part of the scenario, before things get crazy. If you find the players are bored or not interested in pursuing the investigation at this stage, skip ahead in the timeline, to **THE MOUNTAINS** or **THE MAENADS**.

BRIEFING

The scenario does not begin with the briefing. It begins with the events described in **THE PROGRAMME**. The briefing is all stuff the Agents might remember after they take their first sip of moonwine.

La Sodalité Bacchante. Part of a bigger operation we cleaned up a few years back, low level enough not to bother with at the time. Nature cultists and low rent wine-worshippers. Now someone's pulling their strings. Putting ideas in their heads.

*They're holding a party, and we got you an invitation. **Everyone's** going to be there. Including the inner circle, and the mystery guest. It's your job to figure out who they are, what they're up to, and stop it.*

LA SODALITE BACCHANTE

Sort of a recruiting front for a bigger organization. Start with "exclusive wine tastings" for rich people with more money than taste. Identify the ones with an appetite for more than just grape juice. Figure out how far they're willing to go in the name of the ultimate taste sensation. Pass the names up the chain.

They never knew anything worth killing for, they were just procurers. We were surprised they didn't just shrivel up and die when the checks stopped coming from HQ. Now we know why.

THE EVENT

A wine tasting. Shawnee National Forest. You'll be grabbing a shuttle there, set up by the Sodality, it's all arranged. They don't want anyone driving. Probably because you'll be drinking a lot. They'll be serving the *good shit*. Something they're not supposed to have.

PERSONS OF INTEREST

We know there are twenty RSVPs for the event, besides yourselves.

1. **Amy** is a VP at AB Inbev.
2. **Barbara** is heiress to a bauxite fortune.
3. **Catherine** is a private equity baroness.
4. **Daria's** dad bought Apple stock when it was cheap.
5. **Emmy** inherited her idiot husband's tire empire.
6. **Fiameta** is a powerful district attorney.
7. **Gertrude** owns a sea of vineyards on the West Coast.
8. **Hallie** owns a popular line of fitness products.
9. **Ingrid** is a division head at Yum Brands.
10. **Jessica** is a film director.
11. **Karl** is a Classics grad student, here to ensure the set dressing is correct.
12. **Leomard** is the general counsel at Frontier BioLogic.
13. **Maruthas** is on the board of Maersk Line.
14. **Nick** is an oil executive.
15. **O'Brien** is a VP at McKinsey.
16. **Percy** is an organizational turnaround specialist.
17. **Quincy** is a quarterback.
18. **Ronald** works in pharmaceuticals.
19. **Sam** is an organized crime figure on the East Coast.
20. **Terrence** owns a five star restaurant.

We think some of them are part of an “inner circle” of the Sodality. Of that inner circle, one of them is the mystery guest who set all this up.

COVER IDENTITIES

You’re going in as wealthy debutantes, who just bought your way into this exclusive event. None of them will have heard of you, but we can supply identification that will get past cursory inspection.

OBJECTIVES

Your primary objective is to identify the person who set this all up, figure out what they’re planning, and stop them.

Secondarily, we know there’s an “inner circle” of disciples, mixed in with the ordinary guests. Identify as many of them as you can.

Tertiarily, get a sample of whatever special sauce they’re uncorking at the wine tasting.

EQUIPMENT

They said they’d have costumes when you get there. That means no armor, nothing bigger than a knife or a pistol. If you want to do the GPS trick with your phone, so we’ll know where you’re at when you lose service, great.

BACKUP

There isn’t any. Much as I’d love to drop a daisy cutter and rub out the whole affair, this is a sensitive time for Federal Agents killing rich people to stop them from revealing secrets.

If something goes wrong, deal with it.

If something goes seriously wrong, get the hell out.

THE VENUE

The venue is located in Shawnee National Forest, in Southern Illinois. It is accessible off a dirt forest service road.

Within the forest are a number of clearings, connected by trails. Each clearing is no more than a short walk away from any other clearing, but the intervening forest is thick enough to block much of the light and sound from each, making them all feel like discrete areas.

As the night goes on, the areas take on new aspects to respect the shared dreamscape.

1: AMPHITHEATER

Stone seats, arranged in a half-circle on a hill, pointing down at a central stage. Lit by modern electric lighting, with power cables snaking into the woods beyond.

The “stage” is a group of rough stone slabs and a few columns. In the center is an old sacrificial altar, which predates the theater around it.

There’s a red bull roped to one of the columns.

What are guests doing in the Amphitheater?

1. Daring each other to get inside rope-range of the bull
2. Having an interesting discussion
3. Sitting around drinking
4. Drunkenly arguing
5. Drunkenly fighting
6. Foreplay/heavy petting
7. Semi public sex
8. Vomiting

(When the dreams begin, the Maenads tear the bull to shreds and devour it)

2: CATERING TENT

The menu for the night is filled with the highest quality fresh ingredients, prepared simply. Fruit, bread, fire roasted goat, onions.

What are guests doing in the catering tent?

1. Loading up a plate with finger foods
2. Having an interesting discussion
3. Standing around grazing and drinking
4. Looking through the tables for a specific food
5. Attempting to talk shop with the catering staff
6. Sexually harassing the catering staff

(When the dreams begin, the room is filled with the sweet smell of cooked pork, coming from the torn chunks of the God Dionysus, roasting over an open flame. None of the catering staff notice this)

3: THE STREAM

A cold, clear stream flows through the venue. An ancient visitor carved crude stone steps and a small pool where the water gathers. The event organizers placed deck chairs by the pool, along with fresh towels.

What are guests doing by the stream?

1. Having an interesting discussion
2. Sitting around drinking with their feet in the water
3. Skinny dipping
4. Drunkenly arguing
5. Drunkenly fighting
6. Foreplay/heavy petting
7. Semi public sex
8. Vomiting

(When the dreams begin, the rough cut steps and pool are re-rendered in ancient, weathered marble and granite, the stones joined and fitted precisely without mortar)

4: SYMPOSIUM

The Symposium is lit by a combination modern electric lights and braziers (burning modern smokeless fuel rather than pitch). It is filled with couches and other furniture to sit or lie on. The furniture is arranged around a central platform, where a krater stands on a tripod, surrounded by wine bottles and drinking vessels.

The wines are assorted reds of the highest quality. Among these are two red crystal bottles of Moonwine.

The band, the *Sirens of Titan*, are set up here, playing atmospheric music on old school Greek instruments.

What are guests doing at the symposium?

1. Having an interesting discussion
2. Drunkenly arguing
3. Drunkenly fighting
4. Sleeping on the couches
5. Inarticulately yelling requests at the band
6. Foreplay/heavy petting
7. Semi public sex
8. Vomiting

(When the dreams begin, the Symposium is filled with statues. Athena, Zeus, Hera, Demeter, Cybele, Hypnos, and a Snake God with vaguely humanoid characteristics)

Anyone who sneaks a drink of pure undiluted Moonwine from the red crystal bottles gets a CON save. If they pass the save, they puke it back out before any more harm can be done. If they fail the save, they are messily killed as their body liquifies into a slurry of their wildest dreams, which then crawl, fly, squirm, roll and scuttle away.

5: FIRST AID TENT

The first aid tent is mostly here to treat alcohol poisoning, and is staffed and equipped for this purpose.

What are guests doing at the first aid tent?

1. Getting some minor cut or scrape treated
2. Getting saline solution injected for a hangover
3. Getting their stomach pumped for alcohol poisoning
4. Having hypochondria over a minor issue
5. Getting a serious injury treated
6. Sexually harassing the nurses

(When the dreams begin, the tent takes on the bronze livery of Apollo, the Healing God)

6: FOREST SERVICE ROAD

The venue is accessible via a dirt forest service road. This is where the shuttle drops visitors off. At any time, a couple vehicles are parked here, courtesy of the event organizers. The shuttle drivers stand around smoking when they aren't ferrying people.

Partygoers' cell phones, wallets, keys and other personal items are kept locked up in the vans for the duration of the evening.

There are two portable toilets set up at the road for the guests to use.

What are guests doing by the forest service road?

1. Smoking
2. Trying to get away from all the noise and bright light
3. Relieving themselves
4. Waiting outside the portable toilets
5. Having an interesting discussion
6. Foreplay/heavy petting
7. Semi public sex
8. Hiding from someone they don't want to interact with

(When the dreams begin, the cars are replaced with chariots, and the road leads into a steamy jungle filled with ferns, rather than a temperate forest)

7: STAFF TENT

While not exactly off-limits to partygoers, this tent is not set up for entertainment. It's where the event organizer directs operations from, and where excess equipment is stored. The generator that powers the electric lights across the venue is here.

What are guests doing at the staff tent?

1. Berating event staff over some minor thing
2. Asking a legitimate question to someone who has no idea what they're talking about
3. Offering the event coordinator more work in the future
4. Sexually harassing the event staff
5. Hiding from someone they don't want to interact with
6. Vomiting

(When the dreams begin, the staff tent is redecorated with whips, collars, chains, and other slavery and bondage related paraphrenalia)

8: THE WOODS

The thickly forested hills around the clearings are broken by occasional *hoodoos* - naturally occurring rounded columns of volcanic stone.

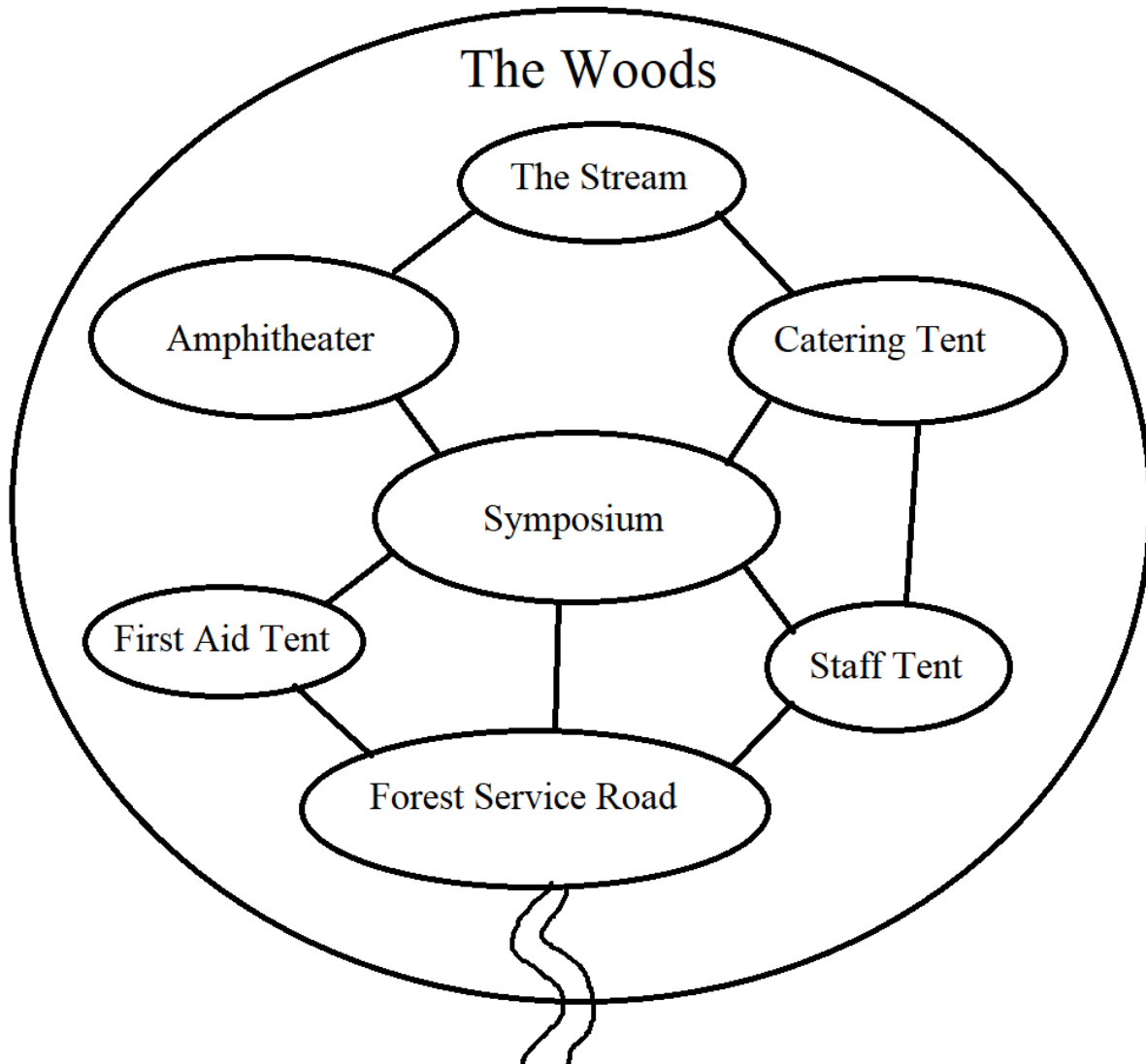
It's easy to wander into the dark and hide, but becoming truly lost would take effort - the event is brightly lit enough for its faint glow to be visible a mile in all directions. It's also possible to circumnavigate the entire venue through the woods, getting from one side to the other without passing through the points of interest in between.

What are guests doing in the woods?

1. Having an interesting discussion
2. Wandering around drunkenly
3. Trying to get away from all the light and noise
4. Drunkenly arguing
5. Drunkenly fighting
6. Urinating
7. Foreplay/heavy petting
8. Hiding from someone they don't want to interact with
9. Semi public sex
10. Vomiting

(When the dreams begin, the woods take on a prehistoric aspect, with enormous extinct ferns everywhere)

MAP



EVENT STAFF

Because the Event Staff do not drink the Moonwine, they are not drawn into the world that envelops the guests. As such, they are rarely seen after the festivities begin, mostly as shadowy background characters. Only a deliberate attempt to seek them out will allow the Agents to interact with them. They do not observe any of the strange dream events happening to the characters, merely a bunch of rich people making fools of themselves and doing dangerous shit.

EVENT ORGANIZER

Gabby Hall is the event organizer. She is an industry veteran and owns her own company. She has grown to hate rich people because they sexually harass her staff and she can't do anything about it without losing business. For the moment, she is in charge of the other event staff.

CATERING

The chef Ian and his sous chef Jane handle the meals, alongside their six assistants Leon, Ira, Nathan, Diana, Helen and Raul. Ian and Jane stay in the catering tent to look after and prepare the food. The six assistants divide their time between the tent and the rest of the venue, doing other stuff like replacing towels at the creek and sponging vomit off couches at the symposium.

MEDICAL

Doctor Ellison and his two nurses Zelda and Proust run the medical tent. Mostly here to treat alcohol poisoning, but they roll their eyes and deal with whatever stupid injuries the spoiled rich kids stumble in with.

TECHNICAL

Geromy and Roentgen are the mechanic and electrician who set up the generator, lights, etc. They can be conscripted for tasks involving machines, but are otherwise unlikely to play much part in the adventure.

SHUTTLE DRIVERS

Bea, Avery and Qi spend the night smoking by the vans at the forest service road, when they aren't ferrying people. They double as impromptu security for the event, carrying light pistols under their suit. But because they don't drink the Moonwine, they remain unaware of any carnage that occurs in the glade, unless the Agents deliberately drag them into it.

BAND

The event organizers hired the *Sirens of Titan* to do the musical accompaniment to the symposium. They play both the mathematically perfect songs of the Pythagoreans, and *skolia*, the drinking songs of the ancients.

Featuring James on the lyre, Sanyati on the *kanonaki* (like a zither), Portia on the pan flute, and Rhea on the *aulos*, an oboe-like wind instrument sacred to Dionysus.

ATTENDEES

There are twenty attendees besides the Agents. A handful are cultists of La Sodalité Bacchante, while the rest are casual attendees, here because they were invited. The guests are dressed in *himations*, *chitons*, *peploses*, and other period appropriate Greek clothing. These are all variations on the same concept: a rectangular cloth, wrapped and folded around the body and pinned to make a tunic or gown.

GUEST LIST

1. **Amy** is a VP at AB Inbev. She is voluptuous and plays dumb. She thinks Emmy, Quincy and Sam might have set this up.
2. **Barbara** is heiress to a bauxite fortune. She is pudgy and easily drawn into arguments. She thinks Fiameta, Karl and Sam set this up.
3. **Catherine** is a private equity baroness. She is lean and very perceptive. She thinks Gertrude, Fiameta and Quincy set it up.
4. **Daria's** dad bought Apple stock when it was cheap. She has bad skin and thinks everything is funny. She thinks Ronald, Emmy and Ingrid set it up.
5. **Emmy** inherited her idiot husband's tire empire. She is mousy and prone to catastrophizing. She thinks Hallie, Percy and Sam set this up.
6. **Fiameta** is a powerful district attorney. She is strong featured and taciturn. She thinks Gertrude, Hallie and Ronald set this up.
7. **Gertrude** owns a sea of vineyards on the West Coast. She is wasp waisted and cheerful. **She is one of the cultists, and knows the ritual Stranglevine.** She thinks either Hallie or O'Brien set this up.
8. **Hallie** owns a popular line of fitness products. She is athletic and always suspicious of others. **She is one of the cultists.** She thinks Ronald and O'Brien set this up.
9. **Ingrid** is a division head at Yum Brands. She is very tall and loves to dominate a conversation. She thinks O'Brien, Gertrude and Ronald set it up.
10. **Jessica** is a film director. She is stocky and direct. She thinks Sam, Quincy and Karl set it up.
11. **Karl** is a Classics grad student, here to ensure the set dressing is correct. He is small and neurotic. He thinks Nick, O'Brien and Quincy set this up.
12. **Leomard** is the general counsel at Frontier BioLogic. He is powerfully built and very friendly. He thinks Fiameta, Ingrid and Sam set this up.
13. **Maruthas** is on the board of Maersk Line. He is androgynous and has no sense of humor. He thinks Emmy, Karl and Hallie set this up.
14. **Nick** is an oil executive. He is heavyset and soft spoken. **He is one of the cultists, and carries a medium pistol.** He thinks either Gertrude, Hallie or O'Brien set this up.
15. **O'Brien** is a VP at McKinsey. He is thin and loud. **He is actually the Serpent Amphisto, disguised as a cultist, disguised as a partygoer.** He set this up, but lies and picks a random person (d20) if asked.
16. **Percy** is an organizational turnaround specialist. He is fat and charming. He thinks either Sam, Fiameta or Quincy set this up.
17. **Quincy** is a quarterback. He is broad shouldered and forceful. He thinks it was Hallie, Nick and Ronald who set this up.
18. **Ronald** works in pharmaceuticals. He is tall and always suspicious. **He is one of the cultists, and knows the ritual Stranglevine.** He thinks either Nick or O'Brien set this up.
19. **Sam** is an organized crime figure on the East Coast. He is stooped and moves his hands when he talks. He thinks either Ronald, Hallie or Nick set this up.
20. **Terrence** owns a five star restaurant. He is short and happy. He thinks it was either Emmy, Fiameta, or Ingrid who set this up.

DABBLERS

The majority of the guests think the Sodality is an exclusive club for wealthy wine enthusiasts. They came to the party expecting to taste an incredibly rare vintage. They do not know anything about the Unnatural, yet. Attendees not tagged as Cultists use the following stat block, unless overwritten by some other game effect.

STR 10, CON 10, DEX 10, INT 10, POW 10, CHA 10

HP 10, WP 10, SAN 50

SKILLS: Alertness 20%, Athletics 30%, Persuade 20%, HUMINT 10%, Unarmed Combat 40%

CULTISTS

The inner circle of the Sodality have fragments of genuine Unnatural knowledge. They believe that it's possible to alter reality, through rites involving wine and libations to the god Dionysus. The party is an experiment in using Moonwine to achieve this goal.

(In reality, the Serpent Amphisto, disguised as the cultist O'Brien, introduced the Moonwine to the group, and suggested the party to test its power. He used memory alteration so that nobody can remember exactly who introduced the idea).

The Cultists are vaguely aware of Delta Green's existence. They know that there is a secret conspiracy that wants them dead. Agents who ask too many questions, openly carry weapons or let their cover slip in an obvious way will be targeted for removal. The Cultists' basic strategy is to lure LONE Agents somewhere by pretending to give them information ("ah, I think it was Ingrid who set this up. She's over by the creek") and then ambush them there with the whole group. They incapacitate harmless looking Agents and interrogate them about who else at the party is a spy. Agents carrying guns are ambushed with lethal force.

Once things start to change, the Cultists are not above using other underhanded tactics, like throwing a chair to incite a group of Maenads near the Agents into a murderous rage

Attendees tagged as Cultists use the following stat block, unless overwritten by some other game effect.

STR 12, CON 12, DEX 12, INT 12, POW 12, CHA 12

HP 12, WP 12, SAN 45, Sleep Disorder (the cultists have been unable to dream until now)

SKILLS: Alertness 50%, Athletics 50%, Firearms 50%, Melee Weapons 50%, Stealth 50%

ATTACKS: Poisoned Blade (50%, D6, 3 AP, see POISONED BLADE)

POISONED BLADE: In addition to dealing D6 damage, the poisoned blade carries a reservoir tip that injects a massive dose of ethanol on a hit. This poison has 10% lethality and an onset of 6D10 minutes. Its immediate effect is severe intoxication, inflicting a -20% to the target's actions. It is easily treated at the medical tent or with First Aid, though the intoxication doesn't go away until morning.

STRANGLEVINE

The caster spends 6 WP and D6 SAN to summon a plant growth inside the target's lungs. The victim is entitled to a CON save each round, taking 1 damage on a successful save and D6 on a failed save.

Immediate First Aid can clear the airway, but a rescued victim loses D6 points of DEX until they can be hospitalized for proper treatment of their scarred lungs.

THE SERPENT

The Serpent Man Amphisto has infiltrated the Sodality, disguised as the cultist O'Brien. He set up this event because he needs dreaming human minds hopped up on Moonwine to open a portal and bring one of his stay-behind teams through to the present, along with some important equipment.

STR 19, CON 21, DEX 18, INT 20, POW 16

HP 20, WP 16

SKILLS: Alertness 80%, Anthropology (Human) 35%, Disguise 40%, Dodge 60%, Search 90%, Survival 70%, Unarmed Combat 45%, Unnatural 65%

ATTACKS: Bite 55%, damage 1D6 + Lethality 15% poison w/ onset D10 minutes

Sign of Power, damage 2D6 (see SIGN OF POWER)

CHARNEL VISAGE: This Serpent is disguised as the cultist O'Brien, and can speak in his voice and recall his memories. It can devour other people to do the same to them, but takes twenty minutes to digest them and then regurgitate the bones, during which it is helpless.

INHUMAN DODGE: Serpents have preternatural senses and reaction speed, allowing them to Dodge firearm attacks. This includes Lethality attacks from machine guns, but not from explosives or hypergeometry.

SIGN OF POWER: With a gesture, a Serpent-man can cause a single target to be flung backwards with extreme force, inflicting 2D6 HP damage.

RITUALS: Obscure Memory

SAN LOSS: 1/1D6

Amphisto starts the adventure disguised as O'Brien, but will change disguises if he suspects anyone is onto him. This is an involved process, requiring him to swallow the victim and spend 20 minutes digesting them, then regurgitate their skeleton. Therefore, he must lure a victim to a secluded place where he is unlikely to be interrupted.

In order to make his dreams reality, Amphisto must drink Moonwine, same as everyone else. As he gets drunk, his personality begins to drift. He becomes less detached, less clinical and emotionless. As a maudlin, lonely lizard, he breaks character during conversation to tell people how isolated he feels. Nobody understands him, all his friends died a long time ago. But all that's about to change, tonight. If he likes the Agents, he tells them they're alright. Don't be in the woods when the four mountains arrive.

THE PROGRAMME

The event schedule given here advances in real time. Use an actual clock. Adjust it if you have more or less time to fill, if the pacing drags, or if everyone is enjoying a specific thing that you don't want to interrupt yet.

When the Handler or an Agent wants to know where a specific person is (such as when chasing down a lead), the Handler can roll randomly to find out. For hours 1.5 and earlier, roll a D4 on **THE VENUE**, since nobody yet has reason to hide in the woods, get their stomach pumped in the first aid tent, etc. After the 1.5 hour mark, use a D8.

When an Agent visits an area, roll a few D20s to populate it from the **ATTENDEES** list.

Discard any of these rules for NPC placement if you have an idea that you like better.

Consuming Moonwine alters not just the reality around the attendees, but also their mental state. They react to immediate danger appropriately, usually by running away. But they are as likely to find the murder-women, monsters, Gods and magic exciting as they are to be terrified. They don't consider calling the police or trying to escape back to civilization. They've got the first aid tent right there, they'll be *fine*.

0 HOURS: INTRODUCTIONS

The scenario begins with the player characters at the Symposium, taking their first drink of Moonwine. They have turned over their cell phones, keys, wallets, and any other paraphernalia on their character sheets, save for any concealed weapons or other items hidden under their new *chitons*.

Roll 8D20 on the guest list to see who's there with them. The Symposiarch (selected from the eight) pours a little of the good stuff from a red crystal bottle into the *krater*, mixing it with a red wine of the highest quality. Then the stuff goes into the *kylixes*, shallow cups which everyone drinks out of.

The Moonwine makes the Agents feel all fuzzy for a moment, as though the barrier between their bodies and the world around them had soften and given way.

They are welcome to start investigating at this juncture. The rest of the guests are spread around the **VENUE**.

0.5 HOURS ONWARD: THE MOON

The moon is... big. Too close. You can count the craters in the Mare Imbrium with your bare eyes.

(This has no gameplay effect, but indicates that something is amiss)

1 HOUR ONWARD: THE MOUNTAINS

There's a four peaked mountain, silhouetted against the giant moon. It's closer than when you looked last time.

These are the four peaks of Mount Voormithadreth, ancient Hyperborean abode of the Voormis, though only Agents who pass an **Occult** roll have heard this ancient legend. It grows closer every half hour. At the four hour mark, it arrives.

1.5 HOURS ONWARD: THE MAENADS

...Are they wearing panther skins? Goat skins? They look like they're high on something. They've got the thing with the pupils, you can see every vein on their faces.

Roll 10D10. Reference the guest list to see which women are inspired by Dionysus' divine madness and turned into Maenads. Ignore duplicate results.

The Maenads roam the party in groups. They jostle people, shouting and laughing, waving snakes in their face and trying to provoke them into violence - at which point they tear everything within arm's reach to shreds in an outburst of orgiastic violence. Agents with **Archaeology** or **Psychotherapy** recognize the behavior pattern before it happens.

If you randomly roll for the location of a specific Maenad (such as if the Agents are looking for her) she's accompanied by D6-1 other Maenads.

If the Agents aren't looking for a specific person but you need to know where the Maenads are currently most concentrated, roll a D8 on **THE VENUE**. D6 of them are there.

MAENAD - Mad Priestess of Dionysus

STR 12, CON 12, DEX 12, INT 12, POW 12, CHA 12

HP 12, WP 12, Divine Madness (attack anyone who hints at violence or profanes the God)

SKILLS: Alertness 40%, Athletics 60%

ATTACKS: Rending Claws (60%, D6)

Brandish Snake (50%, 1 damage plus poison)

BRANDISH SNAKE: Maenads can induce the snakes they carry to bite other people. Anyone bitten by such a snake is injected with poison if the roll-to-hit was odd. The poison has a speed of 1D6 hours and Lethality 10%. After one such successful attack, the Maenad flings the snake away and it makes a hasty escape.

RAVING ONE: Maenads are not stunned if they lose half their HP in one hit, and do not pass out at 2 HP or less.

MOB RULE: When three or more Maenads are together, use the rules for the MAENAD HORDE instead.

MAENAD HORDE - Mad Choir of Dionysus

STR 12, CON 12, DEX 12, INT 12, POW 12, CHA 12

HP 12 times the number of participants, WP 12

SKILLS: Alertness 40%, Athletics 60%

ATTACKS: Sparagmos (100%, 2D6)

SPARAGMOS: A horde of Maenads automatically deals 2D6 damage to anything it catches. If they kill something in this fashion, they rip it to shreds and eat it. This distracts them, and replenishes HP to the horde equal to the victim's max HP.

MOB RULE: Attacks against Maenad hordes automatically hit, but do not slow them down unless they take a total of 12 or more damage before their next action. For every 12 damage the horde takes, reduce its size by one. When the horde falls to two or fewer Maenads, use the individual stats instead.

BREAKAWAY: When running away from a Maenad horde, if the horde rolls 30% or below, the entire group catches up with the victim, but if they roll 60% or below, a single Maenad breaks away from the pack and catches up.

2 HOURS: THE DINOSAURS

The Serpent Amphisto dreams of dinosaurs, who lived on in Hyperboria's steamy jungles long after they went extinct elsewhere on earth, until the advancing ice sheets finally extinguished them.

The dinosaurs Amphisto recalls into existence are therapods - raptors. The smallest is the size of a cat, the largest is the size of a person.

The little raptors scamper around the venue, stealing food when people put it down and running away. They won't attack anyone who isn't already seriously wounded and bleeding, and will only do so if they have the advantage of numbers.

The big raptors wait in the darkness outside the glades. If someone wanders into the dark, they attack. They will enter a well lit area only if there is a single person alone there, or multiple people wounded and bleeding.

LITTLE RAPTOR - Velociraptor

STR 3, CON 3, DEX 14, INT 3, POW 5

HP 3, WP 5

SKILLS: Alertness 60%, Athletics 60%, Stealth 60%

ATTACKS: Claws and Teeth (50%, D4)

SAN LOSS: 0/1 to see a Dinosaur

BIG RAPTOR - Austroraptor

STR 16, CON 14, DEX 13, INT 3, POW 5

HP 15, WP 5

SKILLS: Alertness 60%, Athletics 60%, Stealth 60%

ARMOR: 2 points of Scaly Hide

ATTACKS: Claws and Teeth (60%, 2D6)

2.5 HOURS: DIONYSUS

He wears a black goatskin and carries a staff topped with a pinecone, dripping honey. His face is a mask, concealing a howling void. When he looks at you, your soul pickles and drowns in his gaze.

At this time, a theophany occurs. A random male guest chosen using a D10 on the attendee list (the Serpent is not eligible) becomes an avatar of the God Dionysus. He roams the venue, bringing good cheer to his beloved servants, destroying anyone who opposes the freedoms his cult represents. Agents with **Archaeology** or **Occult** recognize him before he opens his mouth and asks if they're having fun yet.

Dionysus is not in the mood to deal with sober guests at his Dionysia. Agents who are not at least buzzed will be targeted until they take a hint and drink up.

Agents who have antagonized Dionysus' clergy at any point during the party are repeatedly targeted for harassment by the God. The only way to get him off their ass is to pour out a libation for him - by finishing their drink in real life.

If the Agents are suitably intoxicated and Dionysus is not angry with them, he moves randomly around the **VENUE**, using a D8 to decide where to go next.

DIONYSUS - The False Man, The God That Comes, The Liberator

STR 12, CON 12, DEX 12, INT 18, POW Infinite, CHA 20

HP 12, WP Infinite

SKILLS: Alertness 50%, Athletics 50%, HUMINT 99%

ARMOR: See SPARAGMOS

ATTACKS: Bestow Madness (100%, see BESTOW MADNESS)

Transformation (100%, see TRANSFORMATION)

SPARAGMOS: Dionysus cannot be harmed by weapons. He only takes damage from Unarmed attacks.

BESTOW MADNESS: Dionysus raises his staff. As many people as he pleases within line of sight must make SAN tests or suffer a temporary insanity of his choosing. He may make the victims flee, cower, or if he has enemies he wishes destroyed, fight to the death. Agents with disorders do not suffer a temporary insanity, but rather suffer an acute episode of the disorder.

TRANSFORMATION: Honey drips from Dionysus' staff. As many people as he pleases within line of sight are turned into animals. He may turn them into dogs, deer, sheep, cattle or any other animal he pleases. This transformation lasts until the affected Agent makes a libation to him. If Dionysus is angry at the transformed victims, instead of amused or moderately annoyed, he orders his Maenads to chase them down and rip them to shreds.

SAN LOSS: D4/D10

3 HOURS: THE VINE THAT WALKS

The shape lurches forward. It's not a tree. It's a massive grapevine. It stumbles out of the woods and whips its limbs, shouting angrily in Greek.

A random surviving attendee pressures Gabby the Event Organizer into taking a drink of Moonwine. This is an unwise decision. Her hatred of drunk, horny businessmen, combined with the reality shaping powers of the Moonwine, summon an imaginary being to punish the tipplers at the party.

The Vine that Walks is a pissed off plant creature, the size of a tree. It is intelligent and hates anyone who eats grapes drinks wine, for the same reason a normal person would be unhappy if they saw a tree throw a live baby in a blender.

The Vine that Walks appears in a random area of the **VENUE** (roll a D8) and chases anyone who has had anything to drink during the party, trying to grab them and suck them dry. It is not very maneuverable but can run fast if it charges in a single direction. Once everyone is either fled or dead, roll a D8 to see where it goes next.

THE VINE THAT WALKS - Pissed Off Grape Creature

STR 46, CON 22, DEX 11, INT 10, POW 16

HP 34, WP 16

SKILLS: Alertness 40%, Athletics 50%, Native Language (Ancient Greek 60%), Stealth 60%

ATTACKS: Trampling 40%, damage 6D6 (and see TRAMPLE AND CRUSH).

Grapple and feed 60%, damage special (see GRAPPLING and FEEDING).

GRAPPLING: The Vine that Walks can make up to six grapple attempts per round

FEEDING: On its next action after grappling, the Vine That Walks may suck blood from all pinned targets. That reduces the victims' HP by 2D6 and adds the same amount to the monster's HP.

TRAMPLE AND CRUSH: With a successful attack roll, the Vine that Walks may divide their damage dice among up to six victims within reach. Each victim may attempt to Dodge the monster's attack roll.

SAN LOSS: 1D4/1D10.

3.5 HOURS: THE MOMENT OF DECISION

If the Serpent Amphisto is still alive at this time, go to **THE ABYSS OF TIME**.

If the Serpent has been killed, choose a random point from the **VENUE** by rolling a D8. The sound of onrushing water heralds the arrival of a wine dark wave. A wall of sticky matter, so purple it's almost black. Atop the crest of the rounded mass is a carved clay mask, with the sculpted curls of a beard.

The wave pushes outward and swallows everything up. It slowly rises to swallow the trees. It washes over the glades. It moves faster and faster. Short of getting in a chariot at the Forest Service road and escaping with **Ride**, there's no getting away, only delaying the inevitable. The entire forest is subsumed into the mass.

(Agents swallowed by the blob are not killed, but lose D10 SAN when they wake up at **THE END OF THE DREAM**).

4 HOURS: THE END OF THE DREAM

At the four hour mark, if the Agents are still alive, they wake up. Their brains are about to explode. Their bodies are covered with wine, vomit, and potentially other fluids depending on what they did during the night.

It's morning, there are no more dinosaurs or mad Gods or vine creatures. Just a bunch of hung over suits and a trashed camp site. Event staff move through the clearings, picking up trash. Until they find the first dead body.

Surviving Cultists might hold a grudge against identified Agents, if they didn't get so intoxicated they can't remember what happened.

It's up to the Agents how they escape, and how they cover up anything traceable back to them. The Cultists are as eager to keep the whole thing under wraps as them, but if they have to sell the Agents out to save their own skins, they totally will.

The Agents are welcome to do the same.

IDENTIFYING THE SERPENT

Nobody is sure exactly who set up the event tonight, but everyone has ideas about who it might be. There are four “layers” of partygoers. When asked who set up the party, guests generally suggest several people from the next layer down. By questioning enough people, Agents can identify the inner circle, all of whom include O’Brien in their suspicions.

1. Amy, Barbara, Catherine, Daria, Fiameta, Jessica, Leonard, Maruthas, Percy, Terrence
2. Emmy, Quincy, Sam, Fiameta, Karl, Ingrid, Quincy
3. Getrude, Hallie, Nick, Ronald
4. O’Brien

If asked who set the thing up, staff direct Agents to Gabby Hall, the Event Organizer. Gabby says Gertrude and Nick did the booking, but they were clearly getting instructions from someone else. Every time she asked them a question about arrangements, they had to consult with an unknown third party and get back to her before making a decision.

Snakes and dinosaurs do not attack Amphisto. He pretends to be scared and run away from them, or fight them if that’s what the person he’s disguised as would do, but they always shy away rather than bite him.

If an Agent is transformed by Dionysus into an animal with a heightened sense of smell, Amphisto’s scent is distinct from the other partygoers. He smells like the dinosaurs wandering the forest.

When Amphisto assumes a new disguise by eating someone, it leaves clues. Agents searching a place where it killed and ate someone can find clues leading to whatever secluded spot where it did the deed. There they find either the helpless Serpent, bloated by the meal he’s still digesting, or the skeleton of the victim. **Forensics, Medicine** or similar can get clues from a skeleton about who it belonged to (age, height, etc). **Science: Biology** or similar can identify the mucous, saliva and digestive acid on the skeleton as originating from a snake.

THE ABYSS OF TIME

If the Serpent is still alive at the 3.5 Hour mark, his dreams come true. The bridge to the Dreamlands he remembers stabilizes long enough for his servants to pass through into the present day.

VOORMIS

Voormis are three toed, umber-furred bipeds, long extinct. In aeons past, the Serpents used these ape-men as janissaries, teaching them to use weapons and slay the primitive humans of that time.

The six Voormis who come out of the jungle were deployed by Amphisto in the waning years of the Hyperborean Age. From their perspective, they entered the Dreamlands through the portal in Amphisto's lair, walked for twenty minutes, and now they're here. They enter the venue at the amphitheater.

STR 18, CON 14, DEX 13, INT 9, POW 10

HP 16, WP 10

ARMOR: 3 points of thick hide and protective jacket

SKILLS: Alertness 50%, Athletics 50%, Dodge 50%, Stealth 50%, Survival 50%, Track By Scent 50%

ATTACKS: Retractable Claws (60%, 1D8, 3 AP)

Heat Ray (50%, 2D6, Ablative)

HEAT RAY: The heat ray carbine reduces a target's armor by an amount equal to the damage absorbed. The beam is invisible, except in the rain, when it makes a steam trail in the air.

SAN Loss: 0/D4

The Voormis bring a mysterious Chest through the portal with them. Two stay at the amphitheater to guard it, the other four start exterminating the guests. They use heat rays to gun people down, then shoot the surrounding woods to start a fire. Amphisto wants to cover the whole thing up as an unfortunate forest fire, caused by a cigarette or something. He plans to survive the fire through the contents of the Chest.

THE CHEST

The Chest is a Serpent civilization in a box. It contains self assembling machines, molecular fabricators, and wafer thin gold tablets etched with blueprints for Serpent spells and super science. It also holds a clutch of Serpent eggs, shielded from harm by a null-entropy liner within the Chest. Capturing the Chest would be a massive coup for Delta Green. Destroying it eliminates a serious threat to human civilization. If Amphisto escapes with it, the results will be disastrous.

The Chest allows Amphisto to duplicate the effects of any weapon in the Agent's Handbook, and any ritual in the Handler's Guide. The box's batteries give him 100 WP to spend on rituals. It takes D6 turns for him to retrieve, assemble, or prepare a new ability from the chest. Examples include:

- A gold bracelet with small tungsten beads. The bracelet accelerates the beads at hypersonic speed, granting them energy to their equivalent mass in TNT and hitting as hard as a Rocket Launcher
- A collapsable brass megaphone that lets Amphisto cast Infallible Suggestion on multiple people in earshot with a single action.
- A panoply of bronze plates that unfold across Amphisto's body, giving him 20 points of protective armor.

Amphisto is nearly impossible to beat in a fight, unless the Agents beg Dionysus for help. The Cultists and Maenads might also be a help.

If Amphisto gets five minutes alone with the chest, he teleports out with the Voormis.