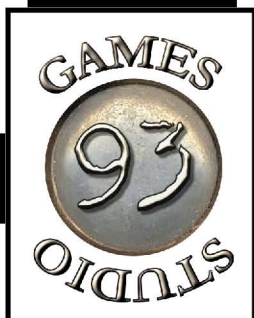


the SWING

BLOOD of DIONYSUS



A GAME OF REALITY
REALITY IN A GAME

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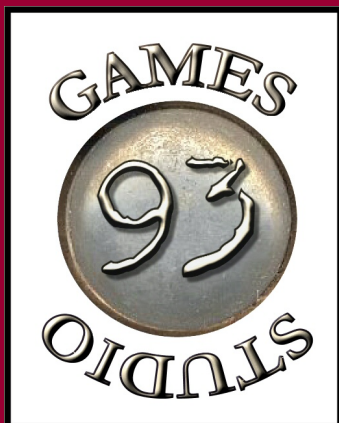
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93 Games Studio

I will be honest with you; 93 Games Studio started out as one man and the guinea pigs that would playtest for him. In 2001 I started with an idea to toy with making a game. I wanted a side project to keep my mind off of work and to help with a friend who was supposed to move in with me and my family. He never moved in, but I kept working on the game, a little here and a little there.

After a year of working on it, I realized that I might have something. I started working overtime to get something into playtest and found a group (Regimental Quarters) willing to try it out. They helped to flesh out the system and boost my confidence. At GenCon and Origins in 2003 I met James (RPGNow.com), and made plans to enter the PDF RPG market. I also discovered print on demand technology which allowed me to enter the print RPG business without mortgaging my home.

In December of 2003 I released The Swing in both print and PDF formats. Since then I have released over 25 more products (mostly small PDF supplements) and have reached agreements with RPGNOW, DriveThruRPG, Arima.it, Digital Book Booth, and Lulu to sell my products. I have also hired 4 freelance writers, worked with UKG Publishing to help produce maps for some of our games and have freelanced with White Wolf, Ronin Arts and Expeditious Retreat Press.

93 Games Studio is committed to bringing the real world into the gaming world. We have all played fantasy, been there, done that; now its time to play reality.

If you are interested in joining this endeavor please email me or check our website for our submission guidelines and we can go from there or check out our submissions page for more information.

The Swing: The Senseless requires the use of The Swing: Reality Guide published by 93 Games Studio



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About Monte Lin

Monte Lin is a freelance writer with a several publication credits; an adventure in Dungeon magazine issue #105, an article in Dragon magazine issue #323, and another article for Dragon awaiting approval. Monte also has written a d20 Future time travel supplement under consideration for Morrigan Press.

Warning:

Note and a warning: Any discussion of Dionysus and his followers must include topics such as intoxication, sexuality, and violence. This work neither condones nor condemns such behavior. If you or your group is sensitive to such subjects, consider shelving this adventure for another time. While the adventure is useable by excluding offensive scenes, censorship is antithetical to the Dionysian ideal.

Also, all concepts included in this adventure, Dionysian worship, Catholicism and Christianity, and Gnosticism, though based on research, is a work of fiction and is not meant to be representative of real world organizations and individuals.





Chapter 1

Introduction

Ignorance, the root and the stem of every evil.

Plato



Introduction

"Blood of Dionysus" is a short adventure for the Swing role-playing game (conversion notes for the d20 system comes as a separate Appendix). An ancient jar filled with the divine wine of the Greek god of wine appears throughout the city, causing people to give into their basest impulses. The characters must track down the jar and somehow neutralize it before the city goes completely insane. However, a powerful wine patron believes the wine can cure his physical disabilities and stops at nothing to get that jar for himself.

The adventure assumes the characters already possess a little bit of experience with supernatural occurrences as well as with physical danger. The adventure favors characters with connections with law enforcement, not only to obtain essential information, but because their opponents work in a dangerous and violent criminal underworld.

The adventure takes place in a generic metropolis, simply called the City, about the size of San Francisco, which has a population of 750,000 (according to a 2003 estimate), so under normal circumstances, the city has a WILL Rating of 7. However, the divine wine has relaxed perceptions lowering the WILL Rating to 6.

Dionysus

In some Greek myths, Hera loathed the Zeus' lovers, and often took out that hatred on the half-mortal offspring. While Hera tricked Semele into seeing Zeus in his true form, thus destroying her, she had less success in destroying her son, Dionysus. Not only did Dionysus survive Semele's destruction in her womb, but he withstood bouts of madness and being torn apart. In some variations of the myth, Dionysus was born from a different mother, torn apart, then implanted in Semele, and born a second time!

Dionysus, also known as Bacchus, by the Romans, is a god with two distinct spheres of influence. Dionysus is the god of wine, agriculture, and fertility; he is also the god of Greek theater. Dionysus also represents both ecstasy and madness, through physical or spiritual intoxication.

A Prayer to Dionysus

In addition to any Magickal effects the characters may invoke during this adventure, they may also hold a ritual offering for Dionysus, to receive his help.

First and foremost, invoking the idea and presence of Dionysus requires ecstatic worship, hence the myths of the Bacchantes. The characters do not need to run screaming across a field necessarily. However, any form of heightened emotion, from anger to lust to happiness aids the worship. Dionysian



cults often drank wine, did drugs, performed and listened to music, or engaged in sexual activities as part of their connection to the divine.

Appropriate symbols include a thyrsus or thyrsos, which consisted of a staff covered in ivy and topped with a pine cone to represent male sexuality. To balance that out, a wine cup symbolizes female sexuality. Wine must be present, though it can be either drank or offered to Dionysus.

Lastly, since Dionysus is associated with divine insight, characters should focus the worship as divination. An offering of an animal, usually a bull or cow, sometimes in fire, (and sometimes eaten raw if a Dionysian rite), traditionally completes a Greek divination ritual. Since characters in a modern age usually do not have easy access and resources to offer up a whole bull, various parts, including the innards, may suffice for a small ritual.

If the mood is right, the desire for insight pure, and the mind open, Sages can allow the characters to make a Wits + Intuition + Divination or Ritual check against the appropriate WILL Rating to receive the same vision as Ed King's. See the Prophecy heading under the Saint Madron Hospital section.

If the PCs have already encountered Ed King and received his vision, then offer the following vision:

*"In a house devoted to carnal pleasures,
My name is invoked.
One servant shall die,
So that another may be reborn.
My will shall prevail,
Let this city be changed.
Take this my blessing,
To witness my rebirth."*

For the length of this adventure, grant the characters immunity against the wine vapors. Also, Bacchantes refuse to attack them or anyone under their protection, for they carry Dionysus' blessing. Particularly tricky Sages may require the characters to remain in this ecstatic state to continue to receive Dionysus' blessing.

Timeline of Events

2002 – Archeological teams salvage Greek artifacts in Turkey. One team uncovers what appears to be the foundation of an ancient temple, perhaps from the original Greek settlement in the 2nd century B.C. One intrepid scholar discovers several jars filled with what he believes to be wine. The scholar disappears, as well as all of the jars of wine.

Late 2004 – A reclusive billionaire, William "Billy" Priapus discovers the location of one of the jars of wine, which he calls the "Blood of Dionysus." He hires a team of eunuchs (via chemical or physical castration) to retrieve the jar.

Day minus three – The team of eunuchs (via chemical or physical castration) tracks the jar to a warehouse in the Dock Districts.

Day minus two - The eunuchs encounter some security guards at the warehouse in the Dock District and end up killing them with the wine.

The eunuchs take the jars of wine to a church in the city. One of the eunuchs working for the Society of Iconic Purity spikes their food with the wine, which turns them into satyrs. The resultant fight kills two, wounds two, and shatters one jar. The Blood of Dionysus spills on the double agent, Martin Sileni (see Chapter 4 for his Stats) who turns into a pure satyr, despite his castrated state.



The church goes up in flames. The block becomes a madhouse from the superheated vapors.

Day minus one – Two of the eunuchs survive, though disfigured by the fire and the wine. This encourages Billy Priapus to find the surviving jar of wine.

Day Zero – Newscasters and newspapers reflect on the air of discontent in the city. Small riots infect the city, overtaxing the police. Reginald Canon of the Museum of Anthropology and Culture hires the characters.

Day One – S. Post-Albin of the Society of Iconic Purity interrogates Ed King, the only survivor of an assault in a warehouse o the whereabouts of the wine crate. Meanwhile, Martin Sileni, transformed into a satyr by the wine, appears at the Sanctuary restaurant.

Day Two – Martin Sileni appears at the City Courthouse.

Day Three – Martin Sileni appears at the Two Consuls Opera House.

Day Four – Ladies of the night, on instructions from Billy Priapus, lead Martin Sileni to the Bacchanalia brothel. There the two surviving eunuchs kill him and take the wine jar to Billy Priapus at his penthouse. Priapus then drinks the wine, gaining another life as a satyr to spread Dionysus' message.

The Museum

Through a business contact, Exhibit Director Reginald Canon of the city's Museum of Anthropology and Culture offers the PCs a job to investigate a stolen cultural artifact. Those interested may see him the next day by telling the clerks in the ticket office their names. He meets them in front.



Reginald Canon, a short, thin, balding man in his late 40s carries a no-nonsense professional air about him. He explains that the Museum of Anthropology and Culture currently displays ancient and classical Greek artifacts recently discovered along the banks of the Euphrates in the Turkish city of Zeugma. A new dam caused the Euphrates to swell and flood the surrounding farmlands, forcing scientists to engage in emergency salvage archeology. As a result, these new discoveries as well as rampant looting increased the amount of available artifacts but also resulted in some undocumented treasures.

Someone hijacked one such shipment of old sealed Greek wine jars. They resided in a dock warehouse while the Museum wrestled with the necessary paperwork to transfer the artifacts on site. Someone broke into the warehouse and lifted the jars, crate and all. The police have been very uncooperative with their requests to retrieve the jars.

First and foremost, Mr. Canon wishes to recover the artifacts, even if it allows the thieves to escape unpunished. He can pay the characters \$7000 for the successful safe recovery of the three jars, but only upon successful delivery.

He hands the characters directions to Warehouse 93 and asks for discretion, not just with the public, but also with the police. He also hands them his business card and asks for regular updates. He provides as much advice as he can, but he has no experience with these kinds of investigations.



Chapter 2

Who's who and What's what

Man - a being in search of meaning.

Plato

Warehouse 93

The City Docks struggles with a declining shipping industry. Since other cities possess more attractive ports, the city government fights to bolster the decaying dock district.

The Museum contracts with various shipping companies for discounted prices, so the warehouse possesses very lax security. However, the other warehouses do possess some security ranging from guards to cameras. Characters must succeed on a Dexterity + Perception + Stealth check against a Difficulty of 20 (Extended) to avoid attracting attention during the day, or for a confrontation with the police at night. If the characters fail their check, various dockworkers and security guards arrive within minutes if they catch the PCs during working hours, otherwise two or three police cars arrive within ten minutes. (Use the security guard statistics below under the City Courthouse section.)

At the moment, yellow police tape cordons off the whole warehouse. Heavy locks and chains clamp the doors shut. If athletically-minded characters climb the fire escape to the roof and descend through the air ducts to the catwalks inside the warehouse, they only need to avoid the cameras and guards as detailed in the paragraph above.

Inside, four white chalk outlines of bodies surround a square taped-off section the size and shape of a storage pallet. Several tags with numbers encompass the chalk outlines.

If characters with a law enforcement background succeed on a Perception + Intelligence + Career: Law Enforcement check against a Difficulty of 24 (Hard) or Intelligence + Perception + Academics: Anthropology check against a Difficulty of 28 (Very hard) to deduce that no guns were fired, and that each of the four bodies was probably killed in close quarters. The high amount of blood staining suggests a rather protracted and vicious fight involving all four people. Wood splinters also suggest that someone opened a crate.

Police Reports

Again, those with connections with law enforcement may make a Charisma + Intelligence + Bureaucracy check against a Difficulty of 24 (Hard) to obtain a copy of the following police report:

"The report suggests that five or six men broke the locks to the doors at night and entered the warehouse. They cracked open the crate and examined the contents of the box. At this time, four dockworkers, perhaps working overtime or for other currently unknown semi-legal reasons spotted the open door and went inside to investigate.

Security tapes show the five or six men leave the building with the large crate, using a forklift to load it into a van. Meanwhile, the coroner believes that the four dockworkers attacked each other. There were fingernail and bite marks all over each dockworker's



body. There is no explanation of why the dockworkers attacked each other.

One man, Ed King, survived with severe trauma to the eyes and well as other superficial wounds on his arms. He is currently in the Saint Madron Hospital Intensive Care Unit. At the time of the report, the police have not interrogated Ed King, having been put under sedation.

The security tapes are of very low quality and the faces of the culprits are indistinct. It shows them loading the crate into a large dark blue box delivery truck at about 3 o'clock at night."

Asking Around

During the day, characters asking other dockworkers must succeed on a Social Attribute check against a Difficulty of 20 (Extended) to learn that paramedics took Ed King, a favorite worker to the Saint Madron Hospital Intensive Care Unit. Workers know that the shipment in Warehouse 93 arrived four to seven days ago, and sometimes it takes quite a while for the paperwork to come through and unload the goods. No one knows why anyone would hurt Ed much less kill the other dockworkers.

However, the dockworkers do remember that some foreign guy, an elderly man (S. Post-Albin) from the Museum came the previous day with similar questions. No one remembers specific details.

They also remember yet another foreign man (Martin Sileni) from just before the shipment arrived. He claimed to be tourist and lost, but the guards ushered him off grounds anyway.

If the characters take a day to canvas the city and succeed on an Attitude + Intelligence + Streetwise: Urban check against a Difficulty of 24 (Hard), then they track the truck down

to the Saint Francis Church. (See the section below on Billy Priapus.)

Saint Francis Church

Two days ago the Saint Francis Church went up in flames. The newspapers report the fire under police investigation due to possible arson. The newspapers also report a possibly-related small riot in the same area. Several people were injured.

The dark blue box delivery truck is still there. The whole area is cordoned off by yellow police tape. The characters find little to help them, since the police already collected their evidence.

However, the authorities have not yet linked the box truck to the warehouse theft, so the characters need another successful Charisma + Intelligence + Bureaucracy check against a Difficulty of 24 (Hard) to obtain a copy of the following related police report:

"Witnesses attest to seeing a hideously deformed man escaping the church, his clothes in tatters. Many claim his legs were bent backwards, like a horse, and had two horns. The officers on duty suggest perhaps a Halloween disguise.

Some form of mass hysteria settled on the area. A few witnesses claimed the man to be the Devil and others admit that something strange in the air, a heavy haze, perhaps a chemical vaporized by the fire?

Two bodies have been recovered from the fire. The coroner has not been able to get much information from the badly burned remains. There were, however, semi-legal firearms as well as evidence of a large wooden crate, and the pieces of a large clay jar."



A successful Attitude + Intelligence + Streetwise: Urban check against a Difficulty of 24 (Hard) gets one boy to admit he saw the deformed man drop a ring. (See the section on Billy Priapus below for more information.) The boy allows the PCs to see it, but refuses to let go of it without at least a twenty dollar offer. The face of the gold ring remains intact, but the band is broken as if pulled apart. (See the Society of Iconic Purity section below for details on the symbols on the ring.)

Sensitive characters notice a weakening in the fabric of reality. The Blood of Dionysus left its mark on the site. Characters using destructive and chaos magicks in this specific location lower their WILL Rating by one.

Saint Madron Hospital

In the Intensive Care Unit the one surviving dockworker, Ed King, rests in Room 23. In his late 50s, the black man lies heavily drugged since he scratched his eyes out during the wine-induced madness.

The nurses do not allow the characters to see him, explaining that they already let a representative of the Museum of Anthropology and Culture in. The nurse explains that Ed King cannot receive any more visitors due to his condition, mental state, and drug regimen.

Convincing the nurses to let them see Ed King requires a successful Wits + Perception + Debate: Fast Talk check against a Difficulty of 24 (Hard) or a Social Attribute check against a Difficulty of 28 (Very hard).

Accessing the medical files requires the characters to distract all of the nurses and for one person to sneak around to the computer terminal. To their advantage, the recent riots increased the number of patients and doubled the nurses' level of anxiety and distraction. If someone succeeds on a Dexterity + Perception + Stealth check against a Difficulty of 20 (Extended), they then must also succeed on a Intelligence + Wits + Computer Use: Windows against a Difficulty of 20 (Extended) to find Ed King's room.

Room 23

Ed King lies badly scarred and his eyes wrapped in gauze. He is awake, though from his slurred speech, he does not answer their questions very clearly.

Ed normally lives a very unremarkable life, having worked at the Docks all his life, like his father before him. He has a wife and three children, all in college, so he works overtime to help pay for tuition. While loading cargo that night at Warehouse 89, he noticed that someone else working in Warehouse 93. His boss wanted to talk to the other workers in Warehouse 93 to make sure everything was legit. They all went with him in case of trouble and found five serious looking men handling a crate. Ed remembers one of them pulling a jar or vase from the crate, and then opening it. After that, he remembers nothing else.

Prophecy

If asked about the jars or the men, he says the following in a sing-song trance:

"Men with surrendered manhood serving a crippled satyr.

One a devil going where the divine blood takes him.

He visits what his mortal mind once knew,

A sanctuary, a place of law, and an altar of Dionysus."

Ed refers to Sanctuary, a famous restaurant in the city, the Courthouse, and the Two Consuls Theatre.

If pressed for more details, he calls the sanctuary "a refuge where one breaks one's fast, high atop our towers of light." Those who succeed on an Intelligence + Perception + Locale Knowledge check against a

Difficulty of 24 (Hard) realize that a restaurant at the top floor of a downtown high-rise is called Sanctuary.

The place of law, Ed says, is a "place of pride, of judgment, where a single sentence can grant freedom or despair." If the players need help, characters that succeed on a Mental Attribute check against a Difficulty of 16 (Normal) recognize the description as the City Courthouse.

He calls the altar of Dionysus His place of worship, where what is not real is represented by song and prose, where a mask of joy and despair await to delight the senses. Those who succeed on an Intelligence + Perception + Academics: Mythology against a Difficulty of 20 (Extended) realize that Dionysus, otherwise known as Bacchus, was the patron god of the arts and the stage. However, the city possesses many theaters, ranging from the small and independent to the large and opulent.

For another clue, Ed tells them that the theatre is named after the two leaders whom forbade the celebration of Bacchus, clamping down order over the mystery of his divine touch. A successful Intelligence + Perception + Academics: History or Foreign Cultures: Italy against a Difficulty of 24 (Hard) remember that the Roman Republic elected two consuls every year. There is an opera house in the city called the "House of the Two Consuls."

If the PCs find themselves stuck here, Reginald Canon offers suggestions to Ed King's puzzles, even if he does not understand their significance.

Another Interested Party

If the characters get a description of the "other" representative of the Museum (either

from Ed King or from the dockworkers), they spot him leaving by the staircase on a successful Sensory Attribute check against a Difficulty of 16 (Normal). Since he is in a hurry and is not expecting the characters, they can easily follow him to the hospital garage with a successful Dexterity + Perception + Stealth check against a Difficulty of 16 (Normal). He steps inside a four door luxury rental car. The characters can easily find out the name of the man by calling the car rental, though the clerk does not reveal any more information.

If the characters catch up to the “museum representative,” they find a tall, thin, graying, stately man in his mid-50s. Dressed in a somber business suit, he carries a briefcase and an air of austerity. His slightly tanned features suggest perhaps a Mediterranean origin.

Initially, he insists that he works for Reginald Canon and investigates fraud, missing cultural artifacts and internal ethics affairs for the Museum. However, if pressed, he admits that he works for the Turkish government, and introduces himself as Mr. S. Post-Albin (see Chapter 3 for Stats). He reassures the characters that his activities involve no illegality, and even offers his business card. However, he works in the City in an unofficial capacity, claiming that his government has little faith in Reginald Canon’s ability in recovering the smuggled artifacts. For this reason, Canon does not know of Post-Albin’s presence in the City.

Post-Albin believes that the Museum purchased these wine jars illegally, and tracked archeological digs in Turkey to the black market to the City. He suggests that Canon may not even realize the he purchased stolen goods, but the Turkish government charged him with the recovery of the artifacts first.

With further questioning, he admits he thinks William Priapus, a reclusive billionaire and wine connoisseur may be behind the theft of the artifacts. The crippled eccentric often sends representatives to purchase art objects and rare wines, and rumors have him connected to the criminal underground and the black market. Post-Albin does not have the clout or resources to confront Priapus directly, and wishes to collect more information and evidence.

If interested, he offers the characters official identification from Turkey, and a manila folder with a photo and some documents. The photo shows a clay Greek jar resting amongst some square building stones, obviously some archeological dig.

The documents describe the jar to be from an archeological dig in Zeugma, a village in Turkey next to the Euphrates River. The jar has no number classification. In fact, the proceeding documents read like a police report for stolen property.

S. Post-Albin explains that one of the graduate students on the dig stole three jars and sold them on the black market. His department in the Turkish government tracks stolen artifacts and attempts to retrieve them. However, their manpower is limited, especially in the United States and though he located the artifacts in the City, he has neither the people nor the authority to retrieve them.

The documents also show a map to the City, with three locations circled. S. Post-Albin suggests the characters explore the three locations, since they were predetermined meeting spots for the smugglers. The locations are the Sanctuary restaurant, the House of Two Consuls Opera Theater, and the City Courthouse.

He wants the characters to find the artifact, but not to retrieve it, as the people holding the jars are undoubtedly criminals of some sort. Instead, he gives them his cell phone and instructs the characters to contact him the moment they find the jar.

Observant characters who succeed on an Intelligence + Perception + Academics: Theology check against a Difficulty of 20 (Extended) notices that S. Post-Albin wears a gold ring with an even-armed cross on a shield with a snake wrapped around both symbols as the band. If they manage to succeed on the check against a Difficulty of 32 (Difficult), they recognize the symbols as belonging to a long extinct sect called the Society of Iconic Purity.

From this point onward Post-Albin follows the characters. He does not care if they spot him, but believes that their meddling may draw out the smugglers. Every so often, have the characters make Sensory Attribute checks against his Stealth. If caught, he admits that he just thought the characters needed checking up.

The Three Meeting Spots

If the PCs missed the encounter with S. Post-Albin, their job just got much harder. To find Martin Sileni and the jar of wine, they need to decipher Ed King's vision. Failing that, the PCs must depend on old fashioned legwork.

Each day, characters can poke around and ask about the "deformed man" or wine. A successful Attitude + Intelligence + Streetwise: Urban check against a Difficulty of 28 (Very hard) reveals a person seeing Sileni and his wine jar entering either the Sanctuary, the Two Consuls, or the Courthouse. (See the section on Billy Priapus below for more information.)

Even though the Timeline above lists these three locations in a certain order, Sages should mix them up a little to match what the characters need at any given time. If they need additional help, then they should encounter Michelle Juris in the Courthouse, if they have the ability to talk to Sileni and convince him to surrender the jar, then they arrive at the Two Consuls. If they need to blow off some steam, then send them to Sanctuary.

Innovative Sages can use this section to add their own encounters to lengthen the chase for Martin Sileni. Once the characters finish this section, conclude the adventure with the encounter at the Bacchanalia and/or Billy Priapus' penthouse.

Sanctuary

The Sanctuary, a high-class restaurant located in the heart of the city, currently hosts a wine-tasting event, with specialty wines from all over the world. As a tie-in to the Greek culture display in the Museum, the restaurant showcases an around-the-clock performance piece with several actors and actresses portraying idyllic ancient Greek life.

In a life-sized mock up of a wealthy Greek's villa in the middle of the restaurant, people in Greek attire lounge in a patio with plates of figs, fruit, cheese, and wine. An occasional patron strikes up a conversation with one of the actors, who speaks with a classical Greek style, though in English.

Several pedestrian details greet the characters. Sitting at a table to one side, a wine connoisseur discusses the merits of the different wines with his friend, ordering several different glasses from the waiter.

On the other side, a couple celebrates their anniversary with light, sexy banter. In the background, a harpist plays a soft, light tune.

Though no one remembers an actual person making the reservation, a mysterious gentleman by the name of Bacchus booked a private dining table on a balcony overlooking the main floor of the restaurant. There, Martin Sileni waits for the chaos to begin.

A thick musty haze fills the air. The characters feel light-headed, almost drunk. The amorous couple paws each other passionately. At the other table, the connoisseur argues vehemently with the waiter. The pianist pounds heavily on the keys.

The mixed-gender group of actors talks about daily (Greek) events, affairs of state, and art. As they continue with their skit, they exhibit signs of drunkenness and a few begins to sensually touch and kiss one another. Some outraged families leave immediately, while other patrons watch with a mixture of arousal and embarrassment. Observant characters (see the Blood of Dionysus section for information on spotting the wine jar) notice the open wine jar amongst the other props in the mock villa.

A sweet, heady scent clogs the characters' nostrils. They must succeed at the Physical Attribute check noted below under Chapter 5, **Blood of Dionysus** or go temporarily mad. The rest of the restaurant falls to chaos.

The couple makes love on their table. The connoisseur and the waiter throttle each other. The harpist screams incoherently while tearing at the harp strings. The performers engage in a full out orgy. Other restaurant patrons throw their plates and glasses, and jump at the nearest victim to tear them apart.

At least three Bacchantes (see Chapter 4 for Stats) per character attack them. The characters should become quickly overwhelmed. Lost amongst the mob, Martin

Sileni picks up the jar of wine and exits the restaurant. A few minutes later, the police arrive to put down the riot.

House of the Two Consuls Opera Theatre

The Two Consuls currently hosts a production of Shakespeare's Othello that performs a rehearsal during the day and the main performance at night. The rehearsal, while not as crowded, still has students from local schools, and discount ticket buyers in the audience, providing Sileni enough opportunity to use the resultant crowd to escape.

The wine jar sits opened on a table in the corner of the stage hiding like a prop (see the Blood of Dionysus on recognizing the jar).

Martin Sileni sits in a balcony seat in plain sight. Tears roll down his cheeks, obviously moved by the drama. In this instance, the characters have the opportunity to talk to and catch Sileni.

Sileni explains to the characters that Dionysus is the patron god of the theater. He embraces both tragedy and comedy, both being aspects of life, and the theater reflects life in a refined form. He finds Othello his favorite play by Shakespeare, because jealousy and pride reflect the two dominant human traits of this century, and he feels Dionysus' presence in the city will break down those feelings and let loose love, lust, and passion.

At this point, commotion breaks out over the audience, as they reenact the events on stage. People accuse their spouses of cheating, some people grab strangers for on-the-spot trysts, a few strangle their lovers and others attempt to commit suicide by jumping off balconies.



When faced with capture, Martin Sileni chooses instead to jump off the balcony, using the people below as a cushion. He takes 1S and 1W Wounds from the fall, but uses the crowd as cover and to slow down the PCs. For whatever reason, people part to let him pass but block the characters. He meanders over to the stage, picks up the wine jar, and goes out the back alley exit.

If the characters choose to fight Sileni, they must also contend with one Bacchae for

each character each round. Again, after a few minutes, the police arrive to put down the riot.

Courthouse

A Court Supervisor, Michelle Juris (see Chapter 3 for Stats) also works for the Society of Iconic Purity, but has not been contacted by Sileni or Post-Albin. When the characters arrive, Sileni has already placed the jar in an empty courtroom. He sits in Juris' office awaiting the chaos to follow.

When she walks into her office, he says he foresees her Society falling from grace, having underestimated the influence and will of Dionysus. Juris runs out to get a security guard, but she finds them in the middle of a riot.

Approximately ten guards attempt to put down over fifty Bacchantes. Some panic and discharge their firearms, while a few get overwhelmed by the mob. The police arrive in full riot gear within five minutes. Meanwhile, five Bacchantes corner Michelle Juris. Observant characters that succeed on a successful Sensory Attribute check against a Difficulty of 16 (Normal) notice that the wine haze does not affect Michelle Juris.

If S. Post-Albin remains in the picture, he enters the fray to rescue Juris if the characters ignore her.

Convincing Juris to help the characters requires a successful Social Attribute check against a Difficulty of 28 (Very hard). The characters gain a One Step bonus if they mention S. Post-Albin and another Step bonus if they have Sileni's ring.

Characters may make a Intelligence + Perception + Academics: Theology check against a Difficulty of 20 (Extended) to notice

her Society ring (see the Society of Iconic Purity section above).

If cooperative, she informs them that the man was once Martin Sileni, a eunuch and a member of the Society of Iconic Purity. She does not know S. Post-Albin personally, but knows his name and his reputation as a respected employee of the Turkish government and as an important member of the Society. She received anonymous instructions to keep an eye out of Greek artifacts and, specifically, wine jars. She also received instructions to keep tabs on a William Priapus, a wine connoisseur known for his fetishistic desires for prostitutes.

If asked, she states that she inherited this duty from her father. When someone wearing the ring asks for assistance, she must provide it whatever the cost. She is a devout Christian.

Having friends on the City Police vice squad, she believes that a man fitting Sileni's odd description frequents the rampant prostitution industry in the city. She suggests looking for Sileni through those channels.

Security Guards

These NPCs are Level 1 Security Guards and have six points for any miscellaneous skills appropriate to the NPC.

Statistics

Strength	2D8
Dexterity	D12
Wits	D12
Intelligence	2D6
Attitude	D12
Charisma	D10
Perception	2D6
Intuition	2D6

Skills

Administration 1
 Brawl 2
 Bureaucracy 1
 Career: Security 2
 Endurance 1
 Firearms: Pistols 2
 Intimidation: Implied 2
 Intimidation: Physical 2
 Locale Knowledge (The City) 2
 Security: Electronic 2
 Security: Personal Protection 2
 Streetwise: Business 2
 Streetwise: Urban 2
 Video Systems: CCTV 1
 Video Systems: Digital 1

Combat Stats

Combat Points: 13
Wound Ratings: 11
Wounds: 11
Severe Wounds: 5
Deadly Wounds: 2
Fatigue Rating: 8
Fatigue Points: 8
Jump: 2
HTH: 1W & 10F
Lifting: 160 lbs.
FEAR: 1
WILL: 0

Background Information

Alertness (Primary), Arrogant (Secondary), Cannot learn True Magick, Common Sense (Secondary), Impulsive (Primary), Self Sufficient (Secondary)



Chapter 3

Society of Iconic Purity

Knowledge without justice ought to be called cunning rather than wisdom.

Plato

Society of Iconic Purity

The Society of Iconic Purity has Gnostic origins. Gnosticism refers to special knowledge, a transcendent learning not available to common people. The Gnostics believed that the physical world was flawed and thus evil, and that the creator of the world, the Demiurge, was also flawed and evil. Instead, a Supreme Creator existed outside of the universe and was thus perfect and good. Gnostics believed in a divine spark within everyone, accessible only through that special spiritual knowledge.

Despite the influences of Gnosticism on early Christianity, the Christian orthodoxy declared Gnostics heretical and the belief system effectively vanished in about the 6th century. The Society of Iconic Purity, which was once devoted to the exposure of worship of physical (and thus evil) things, was co-opted by the Catholic Church and turned into a organization devoted to the recovery and destruction of non-Christian artifacts.

The Society is very small, and knowledge of the sect is handed down in families throughout the generations. The Catholic Church has no direct association with the Society.

S. Post-Albin

This member of the Society of Iconic Purity wears a concealed armored shirt that provides Armor Protection Value Type IIA and a Five-sevenN handgun as well as the

permit to carry it. He also has direct access to the Turkish Embassy and the clout to obtain its protection if necessary. Post-Albin prefers to keep everything out of official channels however.

S. Post-Albin is a Level 3 Paranormal Researcher: Believer.

Statistics

Strength	D10
Dexterity	2D6
Wits	2D8
Intelligence	D20
Attitude	2D6
Charisma	2D6
Perception	2D8
Intuition	2D8

Skills

Academics: Ancient History 3
Academics: History 3
Academics: Philosophy 4
Academics: Theology 4
Administration 2
Appraisal: Art 3
Bureaucracy 2
Career: Historian 3
Computer Use: Windows 3
Cryptography: Written 3
Cryptography: Pictorial 3
Endurance 2
Etiquette: Corporate 1
Etiquette: Legal 1



Etiquette: Political 1
 Etiquette: Royal 1
 Forgery 3
 Linguistics: Dialects 3
 Language: Ancient Greek 4
 Language: English 4
 Language: Hieroglyphics 4
 Language: Latin 4
 Language: Modern Greek 4
 Occult: Fey 1
 Occult: Folklore 3
 Occult: Magick 1
 Occult: Mysticism 3
 Stealth 1
 Streetwise: Business Sector 3
 Streetwise: High Society 3
 Streetwise: Urban 1

Combat Stats

Combat Points: 16

Wound Ratings:

Wounds: 8

Severe Wounds: 4

Deadly Wounds: 2

Fatigue Rating: 5

Fatigue Points: 10

Jump: 2

HTH: 5F

Lifting: 100 lbs.

FEAR: 6

WILL: 1

Background Information

Academic (Primary), Arrogant (Primary),
 Bookworm (Secondary), Cultured (Primary),
 No Sense of Humor (Secondary), Secret
 Past (Secondary)

Archetype: Driven
 Magical Theory: Faith
 Gender: Male
 Hair Color: balding gray
 Eye Color: brown
 Height: 6'4"
 Weight: 165 lbs

Nationality: Turkey
 Ethnicity: Turkish
 Religion: Catholic

Michelle Juris

Michelle carries a can of pepper spray, which she uses liberally during the riot.

Michelle Juris is a Level 1 Government Employee.

Statistics

Strength	D10
Dexterity	2D6
Wits	2D8
Intelligence	2D8
Attitude	2D8
Charisma	2D8
Perception	2D6
Intuition	2D6

Skills

Academics: Ancient History 1
 Academics: Government 4
 Academics: Literature 2
 Academics: Philosophy 4
 Academics: Theology 4
 Administration 3
 Appraisal: Art 2
 Bureaucracy 3
 Career: Clerk 2
 Career: Government 2
 Computer Use: Windows 2
 Etiquette: Political 1
 Language: Latin 1
 Occult: Folklore 2
 Occult: Mysticism 2
 Politics 1
 Science: Math 2

Combat Stats

Combat Points: 13

Wound Ratings: 10

Wounds: 10

Severe Wounds: 5

Deadly Wounds: 2

Fatigue Rating: 5

Fatigue Points: 4

Jump: 2

HTH: 5F

Lifting: 100 lbs.

FEAR: 1

WILL: 1

Background Information

Academic (Primary), Bookworm (Secondary),
Cautious (Secondary), Debt (Society of
Iconic Purity), Self Sacrificing (Primary)

Archetype: Protector

Magickal Theory: Faith

Gender: Female

Hair Color: Light brown

Eye Color: Hazel

Height: 5'6"

Weight: 125 lbs

Nationality: USA

Ethnicity: Caucasian

Religion: Catholic





Chapter 4

The Bacchanalia

It is right to give every man his due.

Plato

Bacchanalia

This is the characters' last chance to find Sileni. A successful Attitude + Intelligence + Streetwise: Urban check against a Difficulty of 20 (Extended) brings forth a witness spotting Sileni and his wine jar entering the brothel. (See the section on Billy Priapus below for more information.)

The Bacchanalia is a nondescript converted hotel with four floors and six rooms per floor. Two muscle-bound doormen (use the security guard statistics from the Courthouse section) guard the front, and let no one in without a prior invitation. The Bacchanalia services high profile and high-class clients, so the characters need to succeed on an Attitude + Intelligence + Streetwise: High Society check against a Difficulty of 28 (Very hard) to get an invitation. Women wait in the main lobby to haggle with clients, and then take them to a room.

The hotel possesses security cameras linked to a guard station in the basement of the hotel. Characters that succeed on an Intelligence + Perception + Security: Electrical Systems against a Difficulty of 24 (Hard) avoids or otherwise disables the cameras. However, he or she still needs to get inside the hotel, which has electronic locks on the rooftop and even the windows (which are always kept closed). A successful Dexterity + Perception + Lock Pick: Electronic against a Difficulty of 24 (Hard) unlocks one opening.

The Bacchanalia also functions as an escort service, so the hotel often does not have its full "staff." Several rooms are kept empty just in case surprise clients drop in for a "quickie." This, as well as the relaxed atmosphere, allows the characters who manage to enter the hotel to move about and hide relatively easily.

For Sileni, his fate is sealed.

The two surviving eunuchs, still scarred from the church fire, wait here for Sileni to arrive. The satyr does not open the wine jar, since he does not believe the brothel needs Dionysus' influence. When the prostitutes bring him into a room, they leave, and the eunuchs walk inside and shoot him to death. They then dump the body in the truck of their car and drive off to deliver the wine jar to Priapus. They lose the car in the countryside and burn it.

Priapus paid the Bacchanalia a lot of money for their cooperation and their silence. Any women who may have objected were sent home as an early "vacation." Characters require a successful Attitude + Intelligence + Streetwise: Urban check against a Difficulty of 32 (Difficult) to just to get the women to admit that Billy Priapus is behind Sileni's murder.

William Priapus' Penthouse

Billy Priapus has a large reputation amongst wine connoisseurs, but an even larger reputation with the prostitutes and escort



services in the city. Due to his deformed physiology, Priapus takes out his frustrations through his sexual predilections. He has a reputation of being a very well paying but cruel client, and only the most hardened and experienced ladies of the night deal with him.

He exclusively deals with the Bacchanalia, since it handles high paying, high profile clients with a need for secrecy. However, word gets around; especially since he asked all the prostitutes and escorts he knows to show Sileni to the Bacchanalia. He spent a lot of money to get Sileni to where he can get the jar and generated a lot of rumors in the street. Whenever a character makes a Streetwise skill check, he or she receives another Streetwise check against a Difficulty of 20 (Extended) to hear rumors of a man doling out a lot of cash amongst the sex industry to find a missing person.

This Streetwise check is cumulative. Each success brings more and more information. With two successes, the PCs learn that the missing person looks quite strange, with a beard, and some deformity that gives him two growths that appear to be horns. Even stranger, the man doling out the reward is Billy Priapus, wine connoisseur and sexual deviant. After three successes, the PCs discover the man to be Martin Sileni, one of his former employees and rumored to be castrated for some past offense. Even stranger, Sileni carries a large clay wine jar. Keeping this intact is of utmost priority; which make sense, Priapus loves wine. With four successful checks, they should know that a billionaire, William Priapus, wants to lure a Martin Sileni to the Bacchanalia for an important meeting. Sages should add whatever information they feel appropriate.

Once the characters discover William Priapus' identity, they easily find his penthouse. Wine connoisseurs, high society,

low society, and the underworld know at least a little about him. Priapus' penthouse sits on the top floor of a massive high-rise building in the downtown. A set of large glass double-doors provide an entrance to the lobby; being unlocked anyone can enter. Inside, plush leather seats face large thousands-dollar paintings with the wooden security desk in the middle. A single guard (use the security guard statistics from the courthouse) backed by the best camera and sensor security system money can buy prevent access to the exclusive elevator.

The PCs have two things going for them. If the two eunuchs succeeded in obtaining the jar, then Martin Sileni is dead, and they drive the body out to the countryside. This occupies the eunuchs for several hours, leaving Billy Priapus alone. Secondly, if Priapus possesses the jar, then he immediately drinks its undiluted contents. At that moment, the butler calls the security desk to call an ambulance. While the guard calls for paramedics, the characters can force their way in by overriding the security locks (see below) on the front desk.

Socially skilled characters can convince the guard that they have medical or law enforcement training. A successful Deception check with either Career: Law Enforcement, First Aid, or Medical against a Difficulty of 20 (Extended) gets them into the elevator.

Otherwise, overriding the security locks on the elevator requires them first to overpower the guard before he strikes the emergency call button on the desk, and then a successful Intelligence + Perception + Security: Electrical Systems against a Difficulty of 28 (Very hard). If they wish to deactivate the security cameras, which record everything in the lobby and the elevator, they need another Security: Electrical Systems check against a Difficulty

of 28 (Very hard). This does not eliminate the recording already made of them in the lobby. That requires them to find the locked security system server in the basement, which needs a successful Dexterity + Perception + Lock Pick: Electronic against a Difficulty of 28 (Very hard) to get through the iron-reinforced security door, and then a successful Intelligence + Wits + Video Systems: Digital against a Difficulty of 24 (Hard) to find and erase the tapes as well as the backups.

While trained in firearms, he has no wish to shoot anyone unless being shot at. Instead, he lets the security cameras record their progress up the elevator and into Billy Priapus' suite.

Despite the yelling and screaming, Priapus' manservant, a distinguished and elderly gentleman maintains a calm reserved appearance. Though unarmed and a noncombatant, he does his best at stalling the characters while Priapus finishes his transformation. The manservant asks them to remove any flashlights or other illuminating devices. He offers no explanation and insists politely to hand over such devices. While the characters can easily push him aside, his goal is to slow the characters down.

Inside, the PCs find a lavish suite filled with various art objects from a wide variety of cultures and a wide variety of mediums, from painting to sculpture to books. Most of the artifacts cannot be carried easily, except for the books, though these are ancient tomes of considerable size. Characters also notice the lack of chairs or sofas.

More screaming erupts from Priapus' bedroom, a sparse room with a single bed. There, an overturned wheelchair, a shattered clay jar, and a muscle-bound satyr greet the characters.

While Priapus has no wish to lose his life after gaining his freedom from the wheelchair, he stays just long enough to test out his strengths against the characters. This is their chance to stop him, since he overestimates his abilities.

If they cannot stop them, he bounds out of the penthouse, down the stairs, and out the front door even as the paramedics and police arrive via the elevator. If the characters stay, they have a lot of explaining to do. If they committed no felony, the police simply take a statement and let them go, otherwise, they charge them with whatever infraction or crime they can get away with, having lost whatever leads to Billy Priapus.

Billy Priapus

The statistics below represent his original physical form. Priapus was born with an odd physical deformity. He possesses abnormal bone growths that protrude from his forehead like horns, and warp his legs and feet. He cannot walk, and spends all his time in his wheelchair.

Priapus inherited his money, and spent his time researching wines, sleeping with prostitutes, and studying the occult for a cure for his condition. Having discovered the Blood of Dionysus, he now worships the Greek god, and hunts the world for the last traces of the divine wine. Once physically very weak, the Blood of Dionysus grants him normal strength, although he legs still cannot support his weight.

For protection, Priapus carries a Five-seveN handgun. Due to his dependence on the wheelchair, all movement costs double the amount of fatigue and combat points. For Priapus, "walking" costs him one fatigue point.

Billy Priapus is a Level 1 Archeologist and
Level 2 Paranormal Researcher: Believer.

Statistics

Strength	D12
Dexterity	D12
Wits	2D8
Intelligence	D20
Attitude	2D6
Charisma	2D8
Perception	2D8
Intuition	2D6

Skills

Academics: Philosophy 4
Academics: Theology 4
Academics: Archeology 1
Academics: History 1
Appraisal 1
Arts: Painting 4
Computer Use 4
Etiquette: Political 4
Etiquette: Legal 4
Finance: Stocks 4
Firearms 2
Forgery 4
Locale Knowledge (Zeugma, Turkey) 4
Medicine 4
Occult: Fey 1
Occult: Folklore 2
Occult: Magick 1
Occult: Mysticism 1
Science: Math 1
Science: Chemistry 3
Linguistics: Accents 1
Linguistics: Dialect 3
Visualization Magick: Alchemy 1

Combat Stats

Combat Points: 16
Wound Ratings: 9
Wounds: 9

Severe Wounds: 4

Deadly Wounds: 2

Fatigue Rating: 6

Fatigue Points: 5

Jump: -

HTH: 6F

Lifting: 120 lbs.

FEAR: 7

WILL: 4

Background Information

Disabled: Legs (Primary), One Temptation:
Sex (Primary), Resistance to something:
Blood of Dionysus (Secondary), Self
Sufficient (Secondary), Tough: Psychological
(Secondary), Unattractive (Primary)

Archetype: Hedonist/Materialist

Magickal Theory: Chaos

Gender: Male

Hair Color: Grey

Eye Color: Brown

Height: 4'9"

Weight: 90 lbs

Nationality: USA

Ethnicity: Caucasian

Religion: Dionysus

The Eunuchs

The five-man team hired by Billy Priapus each suffered physical or chemical castration at some point in their lives, rendering them strangely immune to the effects of the wine vapors. Billy Priapus chose them specifically to satisfy his own cruelty. They suffer from a disability in an area where he does not. However, he recognizes that they are perfect for hunting down the Blood of Dionysus.

One of the eunuchs, Martin Sileni, is a member of the Society of Iconic Purity, chosen specifically to get his hands on the Blood of Dionysus and safeguard it from Billy Priapus.

The Swing: Blood of Dionysus

Unfortunately, during the fight in the church, a jar shattered and the Blood of Dionysus transformed him into a satyr. He now carries the jar from place to place to expose people to the maddening vapors.

All the Eunuchs are Level 2 Petty Criminals.

Statistics

Strength	2D8
Dexterity	D12
Wits	D12
Intelligence	2D6
Attitude	D12
Charisma	D10
Perception	2D6
Intuition	2D6

Skills

Administration 1
Brawl 2
Bureaucracy 1
Drive: Car 2
Endurance 2
Firearms: Pistols 2
Firearms: Shotgun 2
Forgery 3

Intimidate: Implied 2
Intimidate: Physical 2
Locale Knowledge (The City) 3
Melee: Knife 2
Security: Personal Protection 3
Streetwise: Urban 2
Track: Urban 3

Combat Stats

Combat Points: 13
Wound Ratings: 13
Wounds: 13
Severe Wounds: 6
Deadly Wounds: 3
Fatigue Rating: 8
Fatigue Points: 16
Jump: 2
HTH: 1W & 10F
Lifting: 160 lbs.
FEAR: 6
WILL: 0

Background Information

Alertness (Secondary), Tough: Physical (Primary), Combat Sense (Primary), Disabled: Eunuch (Secondary), Debt (to Billy Priapus), Enemy (Law Enforcement)





Chapter 5

The Blood of Dionysus

He was a wise man who invented beer.

Plato

The Blood of Dionysus

Sileni carries the jar from encounter to encounter, though no one can say for sure they saw him put the jar in place. In any given encounter, a character notices the ancient Greek jar laying about with a successful Intelligence + Perception + Academics: Foreign Cultures (Greek), History, or Mythology check against Difficulty 28 (Very Hard). Etched in white and black, the jar depicts the Greek god Dionysus amongst various male and female figures copulating, drinking, and laughing madly.

The honeyed wine in the clay jar cannot be drunk by a mortal without destroying his or her personality and creating a monster. The very scent of the wine drives men and women insane by unleashing their inner animal. They lose superego and ego, and become pure id.

The clay top is coated with a waxy resin, sealing the jar perfectly. As long as the jar is sealed, people may even touch the jar with no ill effects.

Once the top is opened, every individual must succeed on a Physical Attribute check against a Difficulty of 24 (Hard) or go berserk. Those with Addiction, Obsession, or One Temptation (Primary) suffer a Two Step penalty to their check whereas those with Addiction, Obsession, or One Temptation (Secondary) suffer a One Step penalty to their check. Under normal circumstances, individuals who fail their check become

Bacchantes for a brief period of time. For the PCs, they attack the nearest characters, be it NPC or a fellow PC. If removed from the wine vapors, the character may make another Physical Attribute check once an hour.

Billy Priapus discovered a magickal way to dilute the Blood of Dionysus and allow him the chance to drink the wine without succumbing to the worst effects. As a result, he is immune to the normal maddening power of the wine.

However, despite the changes the wine has wrought onto his body, Priapus is running out of life. Having also run out of wine, he needs this last jar to complete his transformation into a satyr. Priapus is convinced that he is a son of Dionysus, and that modern medicine has kept him from his destiny.

The Bacchantes

According to mythology, the Bacchantes, otherwise known as the Maenads or the Bacchae were women driven mad by the presence of Dionysus, roaming the land tearing apart wild animals to eat. Myths depict these women as dirty, disheveled, sexually insatiable, and ravenous. While they may still possess human insight and intelligence, the madness and lusts within them drive them berserk. These may also be exaggerations of the ritual practices of ancient Dionysian cults, portrayed by a fearful and orderly Roman government.





In this adventure, the wine affects both genders the same way. Men and woman give in to their most primal desires, for sex, for death, or both at the same time. While individually they pose little threat, a mob of Bacchantes offers a terrible danger.

From Mortal to Bacchae

Characters changed by the Blood of Dionysus obtain the following traits. The Bacchantes ignore penalties from wounds and gain four bonus points to their Endurance skill. They also gain the Berserker (Primary) and Tough: Physical (Secondary) Obstacles, as well as the Obsession (sex and/or violence) Obstacle.

When using skills that require Intelligence, Dexterity (except for combat skills), and Charisma, reduce the Die Codes to 1D4.

Lastly, add four points to the characters FEAR and WILL. The additional points to WILL do not reflect a deeper understanding of magick and reality, but represents the touch of the divine and resistance to magickal influence.

The following represents an ordinary day-to-day citizen turned Bacchae. The skills and

details below reflect the person before the change. Combat stats with two numbers reflect the person before the change and after the change, respectively.

These sample Bacchantes are Level 1 Clerks and have six points for any miscellaneous skills appropriate for the NPC.

Statistics

Strength	D12/2D8
Dexterity	D12
Wits	2D6
Intelligence	2D8
Attitude	2D6
Charisma	2D6
Perception	2D8
Intuition	2D8

Skills

Administration 2
Bureaucracy 2
Career: Clerk 4
Computer Use: Mac 1
Computer Use: Windows 3
Endurance 4
Etiquette: Corporate 2
Locale Knowledge (any one city) 2
Politics 2
Streetwise: Business Sector 2

Combat Stats

Combat Points: 16
Wound Ratings: 10
Wounds: 9/11
Severe Wounds: 4/5
Deadly Wounds: 2
Fatigue Rating: 6/8
Fatigue Points: 24/32
Jump: 2
HTH: 6F/1W & 10F
Lifting: 120 lbs./160 lbs.

FEAR: 5

WILL: 4

Background Information

Academic (Primary), Alertness (Secondary), Berserker (Primary), Angry (Secondary), Obsession: Sex and/or Violence (Primary), Tough: Physical (Secondary)

Satyr

Satyrs are half-man half-animal nature spirits associated with Dionysus. They represent creatures devoted to physical pleasures, usually sex, wine, and music. Traditionally, they are depicted with the torso of a man and the legs of a goat, with beards and horns growing from their heads. While the Bacchae are women, satyrs are the male counterpart.

For the purposes of this adventure, if either a man or woman manages to resist the effects of the wine vapors, and drinks the Blood of Dionysus, he or she immediately undergoes a painful transformation into a satyr. The transformation takes about six combat rounds (one minute), during which the victim gains the full benefit of the satyr's natural armor.

Once the transformation is complete, the satyr's will is enslaved to the capriciousness of chaos, madness, and Dionysus. They possess their original memories, but lose their previous personalities. A satyr receives Alertness (Primary) and Night Vision (Primary) as bonus Gifts, and three bonus points to Endurance. They also receive Obsession: Sex (Secondary), Obsession: Art (Secondary), Obsession: Wine (Secondary) as additional Obstacles.

They also gain a natural Armor Protection Value: Level II/2D8. Weapons (and bullets) that use cold-forged iron (ie. iron hammered into shape without the use of heat) deal

normal damage. Weapons such as these do not have the resiliency of forged iron, and so combat skill checks with these weapons suffer a One Step Penalty, as they often break, bend, or lose their sharpness.

Lastly, add four points to the characters FEAR and WILL. The additional points to WILL do not reflect a deeper understanding of magick and reality, but represents the touch of the divine and resistance to magickal influence.

Unlike the Bacchantes, the transformation into a satyr is permanent.

Statistics

Strength	D12
Dexterity	2D6
Wits	2D6
Intelligence	2D6
Attitude	2D6
Charisma	2D6
Perception	2D6
Intuition	2D6

Skills

Acting 1
Brawl 1
Endurance 3
Expression: Musical 2
Stealth 3
Survival: Woodland 3

Combat Stats

Combat Points: 13

Wound Ratings: 9

Wounds: 9

Severe Wounds: 4

Deadly Wounds: 2

Fatigue Rating: 6

Fatigue Points: 18

Jump: 2

HTH: 6F (Satyrs can, if they wish, use their hooves or horns to cause 1S damage in hand to hand combat).

Lifting: 120 lbs.

FEAR: 5

WILL: 4

Background Information

Alertness (Primary), Night Vision (Primary),
Obsession: Sex (Secondary), Obsession: Art
(Secondary), Obsession: Wine (Secondary),
The Voice (Primary)

Martin Sileni, Satyr

Statistics

Strength	D12
Dexterity	2D6
Wits	2D6
Intelligence	2D6
Attitude	2D6
Charisma	2D6
Perception	2D6
Intuition	2D6

Skills

Acting 1
Administration 1
Brawl 3
Bureaucracy 1
Drive: Car 2
Endurance 5
Expression: Musical 2
Firearms: Pistols 2
Firearms: Shotgun 2
Forgery 3
Intimidate: Implied 2
Intimidate: Physical 2
Locale Knowledge (The City) 3
Melee: Knife 2
Security: Personal Protection 3
Stealth 3
Streetwise: Urban 2

Survival: Woodland 3

Track: Urban 3

Combat Stats

Combat Points: 13

Wound Ratings: 11

Wounds: 11

Severe Wounds: 5

Deadly Wounds: 2

Fatigue Rating: 6

Fatigue Points: 30

Jump: 2

HTH: 6F (Satyrs can, if they wish, use their hooves or horns to cause 1S damage in hand to hand combat).

Lifting: 120 lbs.

FEAR: 10

WILL: 4

Background Information

Tough: Physical (Primary), Combat Sense
(Primary) Alertness (Primary), Night Vision
(Primary), Obsession: Sex (Secondary),
Obsession: Art (Secondary), Obsession:
Wine (Secondary)

Archetype: Hedonist

Magickal Theory: Chaos

Gender: Male

Hair Color: Brown

Eye Color: Green

Height: 5'8"

Weight: 160 lbs

Nationality: None

Ethnicity: Caucasian

Religion: Dionysus

Billy Priapus, Satyr

Billy Priapus retains his Level 1 Archeologist
and Level 2 Paranormal Researcher:
Believer.

Statistics

The Swing: Blood of Dionysus

Strength	D12
Dexterity	2D6
Wits	2D6
Intelligence	2D6
Attitude	2D6
Charisma	2D6
Perception	2D6
Intuition	2D6

Skills

Academics: Philosophy 4
Academics: Theology 4
Academics: Archeology 1
Academics: History 1
Acting 1
Appraisal 1
Arts: Painting 4
Brawl 1
Computer Use 4
Endurance 3
Etiquette: Political 4
Etiquette: Legal 4
Expression: Musical 2
Finance: Stocks 4
Firearms 2
Forgery 4
Locale Knowledge (Zeugma, Turkey) 4
Medicine 4
Occult: Fey 1
Occult: Folklore 2
Occult: Magick 1
Occult: Mysticism 1
Science: Math 1
Science: Chemistry 3
Stealth 3
Survival: Woodland 3
Linguistics: Accents 1
Linguistics: Dialect 3
Visualization Magick: Alchemy 1

Combat Stats

Combat Points: 13
Wound Ratings: 11

Wounds: 11
Severe Wounds: 5
Deadly Wounds: 2
Fatigue Rating: 6
Fatigue Points: 18
Jump: 2
HTH: 6F (Satyrs can, if they wish, use their hooves or horns to cause 1S damage in hand to hand combat).
Lifting: 120 lbs.
FEAR: 11
WILL: 8

Background Information

Alertness (Primary), Night Vision (Primary),
Obsession: Sex (Secondary), Obsession: Art (Secondary), Obsession: Wine (Secondary),
One Temptation: Sex (Primary), Self Sufficient (Secondary)

Archetype: Hedonist
Magickal Theory: Chaos
Gender: Male
Hair Color: Grey
Eye Color: Brown
Height: 4'9"
Weight: 90 lbs
Nationality: USA
Ethnicity: Caucasian
Religion: Dionysus



Chapter 6

Conclusion

Wise men talk because they have something to say; fools, because they have to say something.

Plato



Epilogue

Three possible endings exist, either the characters manage to retrieve the artifact, S. Post-Albin gets his hands on it, or Billy Priapus becomes a satyr.

Once the jar gets into the Museum, Reginald Canon puts it on display, which places the object too much in the public eye for either Post-Albin or Priapus to comfortably steal it. Both of them use official channels and their respective political clout to get their hands on the jar, which takes several months at least. Until then, things appear to be relatively quiet. However, one of them eventually removes the jar from the exhibit, allowing Dionysus a chance to let it free, and the power struggle for the jar beings again.

S. Post-Albin takes the jar to a ship in the city docks and destroys it in a specially-prepared vault. The characters see no reward from the Museum, and receive no thanks from Post-Albin. He leaves the country to pursue yet another artifact threatening the Society and his religion's existence. However, society is safe from chaos.

Once Billy Priapus becomes a satyr, wanders the countryside, spreading the word of Dionysus slowly, exposing people to the ecstatic mysteries of his worship. He leaves behind his wealth and power, but gains a following amongst all strata of society. While the following is small, it eventually sneaks into public eye, as reports of satanic sex

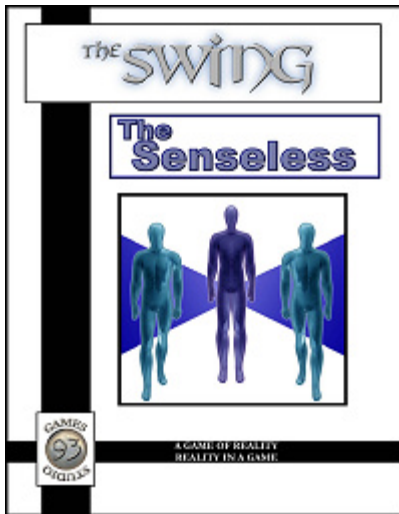
rituals, rampant drug and alcohol abuse, and the rise of a powerful new cult.

Regardless of the outcome, there is one last jar of wine unaccounted for. One jar was shattered in the Saint Francis Church leading to Martin Sileni's transformation. Another was the jar bouncing around with Sileni throughout this adventure. There were three jars mentioned in the archeological digs and in the warehouse manifest...



Also check out....

Other *Tales of the Weird* from author Monte Lin:



"The Senseless" is a short introductory adventure for the Swing role-playing game. The characters run across an abandoned lab where psychological experiments went awry half a century ago. While the adventure does have physical dangers, the crux of the story involves gathering information and sleuthing.

"Spider Asylum" is a short adventure for experienced characters for the Swing role-playing game. The characters come to the Spider Penitentiary to explore a possible spiritual site and discover the Federal prison overrun not by the inmates, but by crazed guards and possessed staff.

