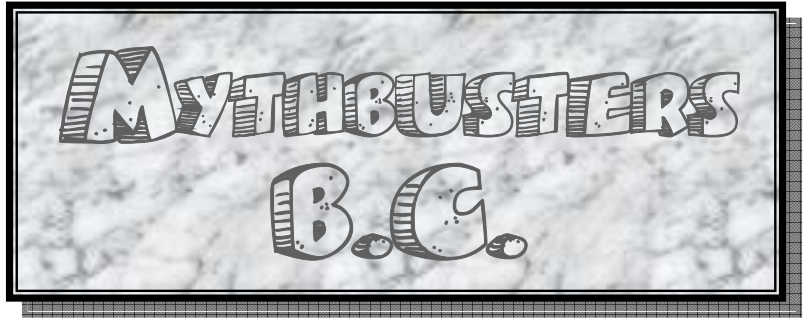
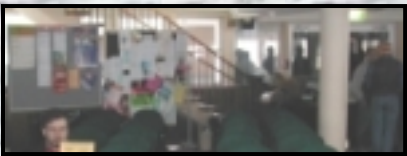


www.pointlessmentalcruelty.com
pmc@pointlessmentalcruelty.com



A Role-Playing Game



Version 3.1

Authors :
**Mark Philp, Daniel Rehorek
and Michelle Steel**



© Pointless Mental Cruelty Productions, 2007

E-Mail Address : pmc@pointlessmentalcruelty.com

Web Site : <http://www.pointlessmentalcruelty.com>

Pointless Mental Cruelty are Daniel Rehorek, Mark Philp, Kimito Wynn, Alexander (Alex) White, Michelle (Shell) Steel and Scott Vandervalk.

Artwork contained in this document is Microsoft clip-art, available from <http://office.microsoft.com/clipart/>

References are made to the “Mythbusters” television series, © 2003 Beyond Properties Pty Ltd.

Photographs contained within the “Delphic Deck” of the 12 Greek Gods are of classical statues, sourced from a variety of museum and university web sites located on the world wide web.

The intellectual property in this document is held by the Authors. No part of this document shall be reproduced, distributed or performed for commercial use without the Author's prior written consent.

Permission is granted for private performance and non-commercial use of the material contained within.

References to any Trademarks, Registered Trademarks or Copyrights held by any company or individual in this document are for non-profit, promotional and recreational use only. Use of these terms should not be construed as a challenge to their ownership.

Please note that this work is a satire.

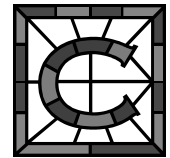
Version : 3.1

Replaces Version : 3.0 (Created August 2006)

Performed : Arcanac on XXV (2007)

Last Updated : Wednesday, 31 January 2007

Contents



Contents	3
Introduction	7
Mythbust ers B.C.	8
What is a Fre e fo m?	9
Overview	10
Re quire me nts	10
Ga me Struc ture	12
Sc ene 1 : Se t-Up	12
Sc ene 2 : Mythbusting	12
Sc ene 3 : Co ncl usion	13
A Brief No te o n the Cha ra cte rs.....	13
Ro om Se t-Up : Tro y	15
Pre -Ga me Pre pa ra tio n.....	15
Game Mechanics	17
The De lphic Re so luti on Sys tem	17
The De lphic Dec k.....	17
Sta tistic s.....	17
Te sts.....	18
Bo nuse s	19
Pe na ltie s.....	20
Co mb at	20
Busting and Co nfirming Myths.....	20
Divine Interventio n and Spe cial Ab ilitie s.....	21
De ath in Tro y (a ka Da ma ge).....	21
De ity Que st List.....	22
Non-Player Characters	23
The Tro ja n He ro e s.....	24
Pria m.....	25
Ante no r.....	25
He c ub a	25
He c to r.....	26
Pa ris.....	26
De ip ho bo s.....	27
Tro lius	27
Ca ssa ndra	28
He le n of Tro y.....	28
Ane a s.....	29
Sa rpe do n	29
Pe nthe sile a	30
The Gre ek He ro e s	31
Ag a me m no n.....	32
Me ne la us.....	32
Ne sto r.....	33
Ac hille s.....	33
Aja x the Gre a te r.....	34
Te uc er.....	34
Aja x the Le sse r.....	35
Dio me des	35

Idomeneus.....	36
Eurypylos	36
Machaon.....	37
Neoptolemus.....	37
1 Set-Up	38
Questionnaire	38
Introduction	39
Game Background : Antenor.....	42
2. Mythbusting	44
The Gauntlet.....	44
Group Locations	45
Notes on Mythbusting	45
The Paradox Rule	45
Mythbusting Guidelines.....	46
Myth 1 : The Fates.....	48
The Myth	48
Background	48
Suggested Equipment / Resources / Requirements.....	48
Notes	49
Myth 2 : The Walls of Troy.....	50
The Myth	50
Background	50
Suggested Equipment / Resources / Requirements.....	50
Notes	51
Myth 3 : Helen of Troy.....	52
The Myth	52
Background	52
Suggested Equipment / Resources / Requirements.....	52
Notes	52
Myth 4 : Achilles	53
Important Information for the Game Master.....	53
The Myth	53
Background	53
Suggested Equipment / Resources / Requirements.....	53
Notes	54
Myth 5 : Neoptolemus.....	55
The Myth	55
Background	55
Suggested Equipment / Resources / Requirements.....	55
Notes	55
Myth 6 : The Bow of Heracles.....	56
The Myth	56
Background	56
Suggested Equipment / Resources / Requirements.....	56
Notes	56
Myth 7 : Troilus and Cressida	57
The Myth	57
Background	57
Suggested Equipment / Resources / Requirements.....	57
Notes	57

Myth 8 : The Palladium	58
The Myth	58
Background	58
Suggested Equipment / Resources / Requirements	58
Notes	58
Myth 9 : The Bones of Pelops	60
The Myth	60
Background	60
Suggested Equipment / Resources / Requirements	60
Notes	60
Myth 10 : The White Horse of Penthesilea	62
The Myth	62
Background	62
Suggested Equipment / Resources / Requirements	62
Notes	63
Myth 11 : Paris	64
The Myth	64
Background	64
Suggested Equipment / Resources / Requirements	64
Notes	64
Myth 12 : The Cunning of the Greeks (Odysseus)	65
The Myth	65
Background	65
Suggested Equipment / Resources / Requirements	65
Notes	66
Counter-Mythbusting Table	66
3. Conclusion	68
The Fall of Troy	68
The Presentation (aka "It's Not A Debrief")	69
Deity Quest List.....	71
Player Sign-Up Sheet.....	72
Questionnaire	73
Player Handouts.....	74
Map of Troy	74
The Heroes of Troy	75
The Heroes of Greece	76
The Myths (I – XII)	77
Physical Experiment Report (An Example)	89
Mental Theorem Dissection (An Example)	90
Social Solution Proposal (An Example)	91
Mercenary Propoganda Campaign (An Example)	92
Physical Experiment Report.....	93
Mental Theorem Dissection	94
Social Solution Proposal.....	95
Academic Presentation	96
The Delphic Cards	97
Name Tags	99

Character Sheets : Natural Philosophers	101
Plato s.....	101
Dionysius of Syracuse	103
Hippomachos the Bythian	105
Asklephion the Healer.....	107
Character Sheets : Sages.....	109
Hypothenor of Samos	109
Nicomachus the Peripatetic	111
Cyrillus the Skeptic	113
Canius the Cynic	115
Character Sheets : Nobles	117
Sarpidon of Miletus.....	117
Azanax the Stoic	119
Xenophon of Athens.....	121
Lyzaniass of Halicarnassus.....	123
Character Sheets : Mercenaries	125
Sochos of Salamis.....	125
Lysandros of Sparta	127
Felix the Elder.....	129
Aristonymus.....	131

Introduction



*"Sons of Atrous," he cried, "and all other Achaeans,
may the Gods who dwell in Olympus grant you to sack the city of Priam,
and to reach your homes in safety;"*

--- "The Iliad", Book I: Homer---

It's a tough job separating truth from legend, but the Mythbusters have heard King Priam's call to serve!

That's right, they'll do more than explain how the Fall of Ilium may or may not be scientifically possible. Through trial, error and the assistance of their test dummy (named Icarus), they'll actually demonstrate it!

There are 12 Classical myths to bust, and the fate of Troy lies in their hands...

Mythbusters B.C. is a 12 Player Freeform set during the 10th year of the Trojan War. Can the walls of Troy forged by Poseidon be destroyed? If Helen is not returned to her husband, will the Trojans fall? Is Achilles REALLY invulnerable? Come defend the doomed city from the Greeks all in the name of philosophy!

Mythbusters B.C.

Mythbusters B.C. is a 3 hour Freeform for 6 – 16 Players that revolves around the 10th year of the Trojan War (i.e. the events described in **The Iliad**, the **Trojan Cycle** and end of the Trojan War). The idea of ‘Busting’ Myths via academic means is based on the **Mythbusters** television series and (sadly) the Writers’ experiences with higher education!

At first glance this Freeform may look a little intimidating, even scary, due to the number of pages and amount of reading required! In reality, it’s not (or we hope it’s not). The key concept is simple enough, and the rest of the information explains the nitty-gritty. As they say, “The devil is in the details...”

Essentially the Freeform is about academia. After 10 years of War, King Priam, the autocrat ruling Troy, has commissioned Groups of academics (the Player Characters) to prove or disprove 12 Myths relating to the fall of Troy in the eyes of the academic community and the Greek Army.

Each of the Characters in the Game is based on a Classical figure, such as a law-reformer, philosopher or playwright, possessing a point of view on how the world works. These Characters are divided into four Groups:

- ✚ **Natural Philosophers :** Academics who observe and test phenomena by conducting physical experiments,
- ✚ **Sages :** Academics who debate and examine ideas via mental and intellectual methods,
- ✚ **Nobles :** Academics who use conventions, such as beliefs, legal precedent and social solutions,
- ✚ **Mercenaries :** Academic exiles that have come to Troy in order to attack the Greeks rather than directly aid the Trojans. They may use any means at their disposal to do this.

Each Group will attempt to ‘Bust’ or ‘Confirm’ Myths by publishing academic papers attacking the 12 Myths in one of the ways:

- ✚ **Physical means :** Conducting experiments or re-creating the Myths,
- ✚ **Mental means :** Postulating arguments or theories that attack the Myths,

✚ Social means : Discrediting the Myths via legal arguments, publicity campaigns and 'other' means.

If all of the Myths are 'Busted' or 'Confirmed' (depending on the Myth), then the Greeks will leave, disheartened and war-weary. Otherwise, Troy's fate will be postulated by the Players at the end of the Game.

In summary, the Players are attempting to further their academic careers and save Troy all at the same time!

What is a Freeform?

A Freeform (or Live-Action Roleplaying Game, also known as a LARP) is a Role-Playing Game where Players literally take on the role of a character, similar to an actor performing on-stage or in a movie. The Player acts as the character rather than describing the character's actions.

Live-Action Games are similar to loosely scripted Murder Mysteries, where each Player has a goal their character wishes to achieve. A movie is a good analogy, save the actors (the Players) are making the script up as they go along, using the information on their Character Sheets to improvise on, and the Directors (the Game Masters) interfere occasionally to keep the Game on-track.

Overview



Requirements

- + Game Masters : 3 – 4
- + Players : 6 – 16
- + 3 – 4 copies of “Mythbusters B.C.”
- + 3 – 4 copies (one for each Game Master) of :
 - The Deity Quest List
 - The Delphic Cards
- + 1 copy of the following Player Handouts from “Mythbusters B.C.” :
 - Freeform Sign-Up Sheet
 - The Questionnaire
 - Map of Troy
 - The 12 Trojan Myths
 - List of Greek Heroes
 - List of Trojan Heroes
 - Presentation Structure (preferably an overhead projection sheet)
- + 1 copy per Player or Group of the following Player Handouts from “Mythbusters B.C.” :
 - Physical Experiment Report (An Example)
 - Mental Theorem Dissemination (An Example)
 - Social Solution Proposal (An Example)
 - Mercenary Propaganda Campaign (An Example)
 - Academic Presentation
- + 12 – 15 copies of each of the Academic Text Sheets :
 - Physical Experiment Report
 - Mental Theorem Dissemination
 - Social Solution Proposal
- + 1 copy of each Character Sheet

+ A pair of scissors, to cut out the Delphic Cards

+ Stationary : Blue tac or masking tape, pens, pencils and
 markers/textas

+ Optional: Name tags (the Character names are very confusing!)
 Classical texts (i.e. a Classical Dictionary, a copy of **The
Iliad**, access to Wikipedia if digitally inclined, etc)

Game Structure

Time	Scene	Outline
0.00 – 0.20	1. Set-Up	<ul style="list-style-type: none"> ✚ Players complete a Questionnaire to assist in choosing a Character. ✚ The Game and Characters are introduced. ✚ Players break into their respective Groups, where the Freeform Game Mechanics are explained.
0.20 – 2.20	2. Mythbusting	<ul style="list-style-type: none"> ✚ The Players 'Bust' or 'Confirm' the 12 Myths of Troy ✚ If Myth # 4 (the Achilles Myth) is 'Busted', Odysseus (the Players' academic nemesis) will begin counter-Mythbusting!
2.20 – 3.00	3. Conclusion	<ul style="list-style-type: none"> ✚ Some bad poetry is read aloud signifying the final attack on Troy by the Greeks! ✚ The Players jump forward in time to 1868 where, using the Academic Texts published throughout the Game, they postulate what really happened at the end of the Trojan War...

Scene 1 : Set-Up

The first 20 minutes of the Freeform sees the Players briefed on the Game Mechanics and the aim of the Game (i.e. 'Busting' and 'Confirming' Myths in order to convince the Greeks to leave).

Scene 2 : Mythbusting

After the introduction, Players via their Groups will begin 'Busting' or 'Confirming' the 12 Myths of Troy in order to prove or disprove the Myths to the Greeks. Groups will need to complete an Academic Text Sheet relating to their area of expertise (or any Sheet for the Mercenary Characters!) in order to publish their findings and results.

If the Players 'Bust' Myth # 4 (the Achilles Myth), then their Greek nemesis not mentioned in the list of Greek Heroes, Odysseus, will begin to counter-Bust the Myths. Players will need to publish another Academic Text in order to re-Mythbust a Myth attacked by Odysseus!

Scene 3 : Conclusion

After 2 hours of Mythbusting, all of the Players will be called to briefly account for their efforts before King Priam, ruler of Troy.

Once the Myths have been recapped, the Greeks begin their final assault against Troy, and some truly horrific poetry in the Homeric style (iambic pentameter!) is read aloud, signifying a shift in time to 1868...

The Freeform ends at the ruins of Troy, re-discovered in the 19th Century by Professor Heinrich Schliemann. The Players will have an opportunity to propose what happened to Troy via a 3 minute presentation, discussing whether the Trojans or Greeks won the War, and the impact of their Characters' research on history.

In true academic style, Professor Schliemann will steal the best presentation and publish it in his own name!

A Brief Note on the Characters

Mythbusters B.C. was originally written as a 12 Player Game ran by three Game Masters. When it was performed, the popularity of the Freeform saw four more Characters written (i.e. the Mercenaries), adding a new element to the mix.

If running Mythbusters B.C. for 6 – 12 Players, the Game can be played with only 3 Game Masters. It is recommended in this case that the Mercenary Characters are not used.

A summary of all of the Characters in the Freeform appears on the next page, including :

- ✚ The Group the Character belongs to,
- ✚ The Character's Name,
- ✚ The philosophies and personas from history the Character is based upon,
- ✚ The Character's Patron God (or lack of one in some cases!),
- ✚ The Character's special ability.

Group	Character	Philosophy	God	Special Abilities
Natural Philosophers (Physical)	Plac to s	Plato (Unive rsa l Truth)	Athe na	Shadows on the Cave Wall +1 Bo nus to Te sts invo lving de sign.
	Dio nysius	Archi mede s (Engi nee ring)	Po se id o n	Prac tic al Engi nee ring +1 Bo nus to engi nee ring Te sts, and +2 if it is po we red by wa ter.
	Hipp o ma chos	Hippa rch o s (Astro no my)	-/ Arte mis *	The Power of Observation Cho o se whe the r 1 st Ca rd Dra wn is a Go d or Go dde ss. If co rre ct, +1 Su cce ss.
	Aske le phion	Hipp o cr a te s (Medi cine)	-/ Apo llo *	The Fa the r of Medi cine Cho o se whe the r 1 st Ca rd Dra wn is a Go d or Go dde ss. If co rre ct, +1 Su cce ss.
Sages (Mental)	Hypo the nor	Pytha go ra s (Ge o me try)	Apo llo	Prac tic al Engi nee ring +1 Bo nus to Te sts invo lving ge o me try and ma the ma tic s.
	Nic ho ma chus	Aristo tle (Eve r ythi ng !)	Athe na	Unyie lding Logi c +1 Bo nus to Te sts invo lving logi c or the o ry.
	Sarpe di on	Tha le s (We alth)	Apo llo	The Ma te r ia l Wo rld +1 Bo nus to Te sts invo lving the ac qui si ti on of go o ds or se rvi ce s.
	Cyr silus	Pyrho (Ske p tic)	-/ Ha de s *	The Fa the r of Medi cine Cho o se whe the r 1 st Ca rd Dra wn is a Go d or Go dde ss. If co rre ct, +1 Su cce ss.
Nobles (Social)	Ca ni us	Dio ge ne s (Cyni c)	-/ Dio nysus *	Phi lo so phi cal Cyni cism Spe ak to any NPC (Men ta l Te st). +1 Bo nus to Te sts re : so cia l and le ga l cu sto ms.
	Azo na x	Ze no (Sto ic)	He p ha e stus	Sto ic En du ra nce +1 Bo nus to Te sts invo lving ex e rti on (i.e. Phy si ca l la bo ur/ lo ng ho urs of re se a rch).
	Xe no phon	So c ra te s (So c ra tic Me tho d)	-/ Athe na *	The So c ra tic Me tho d By a ski ng que sti on s, ca n ma de 2 Dra ws from the De ck, cho o si ng the be st re sult.
	Ly za nias	He ro do tus (His to ry)	Athe na	The Fa the r of His to ry +1 Bo nus to Te sts invo lving lo ca l bac k ground know le dge or ge ne a lo gy.
Mercenaries (Eclectic)	Soko s	So lo n (De mo c ra cy)	Athe na	Law Gi ve r +1 Bo nus to Te sts invo lving le ga l ra mi fi ca ti on s.
	Lysa ndros	Lysa n der (x)	Are s	Del phi c Ble ssings +1 Bo nus to Te sts invo lving go o d luc k!
	Fe li x	Ca to (O ra to ry)	He r me s	Ma ste r Ora to r If Fe li x gi ve s an im pas si on ed spe e ch be fo re a Te st, he re ce iv e s a +1 Bo nus.
	Aris to nym us	Aris to pha ne s (Co me dy)	Dio nysus	So cia l Sa ti re If Aris to nym us is a ble to sa ti ri se so me thi ng be fo re a te st, he ga in s a +1 Bo nus.

* = Does not possess a Patron God.

Room Set-Up : Troy

Troy is divided into the following areas. You may wish to divide up areas within the Freeform Room into these areas to help Players determine where they are located.

- ✚ **The City of Troy :** There are a number of locations within the city as detailed on the Map of Troy.
- ✚ **Mount Ida :** Mount Ida lies to the South-East of Troy, across the Scamander river. The Experimental Testing Range can be found on a plateau half-way up the mountain side.
- ✚ **The Greek Camp :** The Greeks have set-up an encampment on the shores of Ilium to the west of the city. The main Greek Camp lies between the mouths of the Simoeis and Scamander rivers. The Myrmidons, Achilles' troops, are located at the mouth of the Scamander away from the main encampment.
- ✚ **Other Locations :** Players may wish to visit other locations, such as Olympus or the Underworld.

Pre-Game Preparation

Prior to the start of the Freeform, the following Player Handouts should be pinned, tacked or taped to a wall for Players to refer to during the Game :

- ✚ Map of Troy,
- ✚ The 12 Trojan Myths,
- ✚ List of Trojan Heroes,
- ✚ List of Greek Heroes.

Copies of the Academic Text Sheets (Philosophical Experiment, Mental Theorem and Social Solution Sheets) should be placed on a table somewhere in the room where Players can access them to write up their experiments.

It is suggested that a space on a wall be put aside for Academic Text Sheets to be pinned up with blue tac when published. When an Academic Text that 'Busts' or

'Confirms' a Myth is published, Game Masters should remember to remove the relevant Myth from the wall where it is displayed when they place the Text on the wall.

It is advisable to ensure the Example Sheets are easily accessible for each Game Master.

Game Mechanics



The Delphic Resolution System

The Delphic Deck

The Delphic Resolution System uses a Deck of 12 Cards that reflects each of the 12 key Greek Gods:

God	Statistic	Domains
1. Zeus	All	Air, Justice, Nobility, Thunder & Lightning.
2. Hera	Social	Family, Fertility, Home, Marriage & Vengeance.
3. Hades	Physical	Death, Earth, and Wealth.
4. Poseidon	Physical	Earthquakes, Horses, Sea & Water.
5. Apollo	Mental	Archery, the Arts, Medicine & the Sun.
6. Athena	Physical/Mental	Combat, Painting, Sculpture & Wisdom.
7. Ares	Physical	Combat, Hunting & Military.
8. Aphrodite	Social	Beauty, Etiquette & Love.
9. Artemis	Mental	Purity, the Moon & Wild Animals.
10. Hephaestus	Mental	Crafts, Fire, & Technology.
11. Dionysus	Social	Drama, Revelry & Wine.
12. Hermes	Social	Deception, Oratory, Trade & Travel.

Statistics

Each Character possesses three Statistics that appear on their Character Sheet as an Academic Text. Each Text represents a +1 to its associated Statistic.

The three Statistics are:

Physical: This Statistic covers physical actions, such as archery, athletics and combat.

Mental: This Statistic covers mental actions such as construction, knowledge, theory and research.

Social: This Statistic covers social actions such as diplomacy, etiquette, negotiation and parley.

Value	Description
1	Below-Average
2	Average
3	Heroic
4	Legendary!

Statistics are rated from 1 – 4. They represent the number of Cards a Character can Draw from the Delphic Deck when attempting a Test.

Tests

Statistic + Bonuses – Penalties = No. of Cards a Character Draws from the Deck.

A Test involves a Character attempting either a Physical, Mental or Social action vs another Character, a Non-Player Character (NPC) or Myth. Tests determine the success of the Player's action.

1. The Player begins by informing the Game Master of the value of the relative Statistic (i.e. to hit an NPC, the Player uses their Physical Statistic; to bluff an NPC, the Player uses their Social Statistic; or to build an experimental device, the Player uses their Mental Statistic).
2. Fellow Players, items or situational bonuses are then added to this number.
3. Penalties associated with the NPC are then applied.
4. The Player then Draws a number of Cards from the Delphic Deck equal to the modified number.

Degree of Difficulty = No. of Cards related to the Statistic needed to Succeed.

Each action possesses a Degree of Difficulty. The Player must Draw a number of Cards relating to the appropriate Statistic equal to or greater than the action's Difficulty in order to succeed.

If the action is unsuccessful, then an appropriate result occurs.

- i.e. If a Character is in combat, they sustain a wound; if a Character is in Court petitioning an NPC, the NPC refuses to assist the Character; if a Player is researching a Myth, no information can be found.

Action	Difficulty
<u>Easy Actions</u> Wounding a non-Heroic NPC. Convincing an NPC to do something reasonable.	1 Card
<u>Difficult Actions</u> Wounding a Heroic NPC / Slaying a non-Heroic NPC. Convincing an NPC to do something foolish. Researching the background of a Myth.	2 Cards
<u>Mythic Actions</u> Slaying a Heroic NPC. Avoid being captured by a Greek Hero when leaving Troy. Busting/Confirming a Myth via experimental means. Petitioning a specific God (other than a Character's Deity).	3 Cards

Bonuses

+1 per Bonus.

Players may attempt to add Bonuses to a specific Test as detailed below.

- + Equipment :** **Players may use a piece of appropriate equipment to add a +1 Bonus to the Draw.** i.e. A magical weapon in combat, liquor in a Social situation, or academic work/ to me vs a Myth.
- + Situational :** **Clever Players may try to use the environment, NPC's or other situational factors to their advantage to gain a +1 Bonus to the Draw.** i.e. Fighting an NPC at dawn with the sun in the NPC's eyes, asking an NPC to assist their cause, etc.
- + Role-Playing :** **Players may attempt to justify a +1 Bonus through Role-Playing. The Game Master will need to determine on a case-by-case basis if this warrants a +1 Bonus to the Draw.**
- + Special Abilities :** **Each Character possesses a Special Ability that they may use. Special Ability Bonuses can be applied to a Test made by another Character. All other Special Abilities (i.e. making two Draws) apply only to the Character with the Ability.**

Teamwork :

If Players can work together on a Test, then each additional Player can add a +1 Bonus to the Draw. **Each Player must describe how they are assisting the Test, otherwise their efforts do not add a bonus.**

Penalties

-1 per Penalty.

Myths and NPC's possess Penalties that reduce a Player's chances of succeeding.

Players can, through Role-Playing, negate these Penalties. This is determined by the Game Master on a case-by-case basis.

ie. A Player managed to challenge Ajax the Greater to single combat with the weapon of their choosing, a spear. In this case, Ajax's soldiers and his Axe would not be applied as Penalties to the Test. Still, the Player has a -3 Penalty to the number of Cards they need to Draw – they'd best have a lot of Bonuses, or the result could be painful!

Combat

For a Combat Test, Players need to Draw a minimum of 2 Successes in order to wound a Hero, and 3 Successes in order to slay a Hero. 1 success results in a wound to the Character, equivalent to a -1 to all actions until healed by a Trojan NPC (ie. Hecate, Cassandra, Penthesilea, etc). No successes sees the Character die!

Busting and Confirming Myths

A Group must complete an Academic Text Sheet before attempting to Bust or Confirm a Myth. No sheet, no Test: it's that simple!

Divine Intervention and Special Abilities

Most Characters possess a Patron Deity that they worship or who favours them. If a Player Draws their Patron Deity from the Deck on any Draw, they may petition their Deity to intervene.

When a Deity intervenes:

- ✚ If a Player is trying to slay an NPC, the NPC is wounded instead (i.e. they lose a -1 Penalty until the wound is healed),
- ✚ If a Player is trying to Bust/Confirm a Myth, the God's actions count as an additional success,
- ✚ All other actions are successful.

The Character will have to complete a Quest for the God as soon as possible, otherwise a -1 Penalty will be applied to all Tests after 15 minutes of Game time, representing the God's disfavour. A completed Quest negates this Penalty.

Death in Troy (aka Damage)

If a Character dies, then they lose a point in one of their three Statistics based on the circumstances of their death. The Game Master crosses out the Statistic and records the new value in text on the Player's Character Sheet.

If a Character receives a wound, they receive a -1 to all actions until healed by an appropriate Trojan NPC (i.e. Hecate, Cassandra, Penhesilea, etc) or another Player.

Deity Quest List

Quests should be Role-Played with the Player(s) involved, and should not take longer than 10 – 15 minutes of Game time to complete.

If a Quest is not attempted within 15 minutes of being issued, the Game Master should write the Quest on the Player's Character Sheet in permanent marker. A -1 Penalty to all future Tests will be applied due to the God's wrath. Once the Quest is completed, the appropriate Game Master can cross the Quest out and the Penalty is lifted.

Player	Quest	Complete?
	Pass the Dryads (2 successes) to retrieve the first blossom from the peak of Mount Ida and return it to the Temple of Apollo in Troy.	<input type="checkbox"/>
	Fight the Lion (2 successes) haunting the plains of Ilium to the east of Troy, and bring back its mane to the Temple of Zeus outside of Troy.	<input type="checkbox"/>
	Journey to the Underworld to obtain a bowl of fruit from the Hades' Palace (2 successes), and the God will meet you as you leave His realm.	<input type="checkbox"/>
	Escort Troilus to the Greek Camp to meet with his true love Cressida, so they may share an intimate moment (2 successes).	<input type="checkbox"/>
	Obtain a lock of hair from Helen of Troy, and deliver it to the Greeks as a token for her former husband Menelaus (2 successes).	<input type="checkbox"/>
	Find Pegasus (2 successes), grazing somewhere on the Dardanian Plains, and return him to the Temple of Zeus outside of Troy.	<input type="checkbox"/>
	Challenge a Greek Hero to single combat and earn his respect in battle to appease the Gods (2 successes).	<input type="checkbox"/>
	Journey to the mouth of the Scamander, take a vial of water where it meets the sea and return it to the Temple of Apollo in Troy (Myrmidons: 2 successes).	<input type="checkbox"/>

Non-Player Characters

There are two sets of Non-Player Characters (NPC's) that appear on the following pages:

- ✚ The Trojan Heroes, whom the Players will interact with in order to Bust or Confirm Myths,
- ✚ The Greek Heroes whom the Players will compete, fight and interact with in order to Bust or Confirm Myths.

Each NPC possesses:

- ✚ A Patron Deity,
- ✚ Penalties that are applied against Players if they are involved in a Physical, Social or Mental Test vs the NPC,
- ✚ A brief historical description of the NPC's past,
- ✚ And personality notes relating to how the NPC should be Role-Played.

Game Masters should confer with one another if one of the NPC's modifiers is permanently negated by one of the three Character Groups, if an NPC receives a wound or is slain.

At the beginning of the Freeform, the Players will be advised where to find the list of NPC's they may interact with in the Freeform Room. The Players List describes where the NPC is located and a few notes that relate to each Character.

The Trojan Heroes

Character	Location	Resources
Priam King of Troy	Throne Room	<ul style="list-style-type: none"> • Can only be accessed via Antenor • Permission to leave Troy • Order any Trojan NPC to assist the Players • Can do whatever he likes!
Antenor King's Counsellor	Royal Antechamber	<ul style="list-style-type: none"> • Access to Priam or Hector • Can be convinced to speak on behalf of a Player (+1 Dignitas/Social Draw)
Hecuba Queen of Troy	Royal Chambers	<ul style="list-style-type: none"> • Order any Trojan Noble to assist Players • Access to the Women of Troy
Hector General of Troy	Great Tower of Ilium	<ul style="list-style-type: none"> • Heir to the Throne • Potentially could arrange to see Priam • Permission to leave Troy • The Trojan Army • Knowledge of one Greek General
Paris Prince of Troy	Ladies Apartments	<ul style="list-style-type: none"> • Himself (Myth # 11) • Access to any non-military citizens • Knows the way to Mt Ida • Petition Aphrodite (God)
Deiphobus Prince of Troy	Palace Gates	<ul style="list-style-type: none"> • Access to Hector, Paris, Troilus, Cassandra, Helen and Aeneas • Information on the Greeks movements • Any equipment within Troy • Help you against Paris
Troilus Prince of Troy	Palace Battlements	<ul style="list-style-type: none"> • Himself (Myth # 7) • Access to one Greek Hero • Secret escape route out of Troy
Cassandra Prophetess of Troy	Temple of Apollo	<ul style="list-style-type: none"> • The 12 Myths of Troy (more information) • The Palladium (Myth # 8) • Petition Apollo (God)
Helen of Troy Former Queen of Sparta	Deiphobus' Chambers (Under Guard)	<ul style="list-style-type: none"> • Herself (Myth # 2) • Knowledge of all Greek Heroes • Seduce any man she chooses
Aeneas Commander of the Dardanians	Dardanian Gate	<ul style="list-style-type: none"> • Dardanian Troops • Permission to leave Troy • Controls the Dardanian Gate out of Troy
Sarpedon King of the Lycians	Hesperian Gate	<ul style="list-style-type: none"> • The Lycians (elite troops!) • Knowledge of all Greek Generals • Petition Zeus (God – Son of Zeus)
Penthesilea Queen of the Amazons	Sacred Orchid	<ul style="list-style-type: none"> • The White Horse (Myth # 10) • The Amazonian Army (all women!) • Petition Artemis (God)

Priam

King of Troy

Patron God : Zeus

- 1 for being King of Troy
- 1 for one of the 50 Sons of Priam!

- 1 for Priam's Bodyguards
- 1 vs Social Draws

Priam inherited the Trojan throne after he escaped the massacre of his family by Heracles, the greatest Hero of Greece.

Priam is an autocrat. He is old, grumpy and under pressure to save his city, his family and himself from the Greeks. He is intolerant and wants results. Any Players who are brought before Priam had best ensure they do not waste his time or incur his wrath, otherwise they will incur a -1 Penalty to all Draws inside Troy due to a public dressing down and incurring the King's disfavour! The Penalty remains until the Players redeem themselves.

Antenor

King's Counsellor

Patron God : Hermes

- 1 for Antenor's Stature in the Royal Court
- 1 for Mental and Social Draws (Experience)

- 1 for the Palace Guards

Antenor is Priam's Counsellor and prime advisor. He is an old busy-body who's always interfering in other people's business. No one gains access to Priam without speaking to Antenor first! He is somewhat of an old crank, always complaining and talking of the days before the Greeks arrived. Any Players who gain his favour can ask him to speak on their behalf to any Trojan Hero, gaining a +1 to one Social Draw.

Hecuba

Queen of Troy

Patron God : Artemis

- 1 for being Queen of Troy
- 1 for one of the many Sons of Hecuba!

- 1 for Hecuba's Bodyguards
- 1 vs Social Draws

Hecuba is Queen of Troy, Priam's wife and mother to all of his Heroic sons. She is a reserved woman, somewhat like Queen Elizabeth, who worries for the safety of her family. She usually tends to the duties of managing the Palace. Her influence as a matriarch extends to commanding any of her children, or any Trojan Noble for that matter, to do as she so asks out of respect (and a little bit of fear).

Hector

General of Troy

Patron God : Ares

- ✚ -1 for Hector's Armour
- ✚ -1 for Hector's Common Sense!
- ✚ -1 to Physical Draws

- ✚ -1 for Hector's Sword
- ✚ -1 for Hector's Soldiers

Hector is the first son of Priam, General of the Trojan armies and heir to the Trojan throne. He is also the Trojan's greatest Hero, having been one of the key warriors who have stayed off the Greeks for the past 10 years. Hector can usually be found in the Great Tower of Ilium, defending the Trojan Walls or leading his men into battle.

Hector is somewhat war weary due to his responsibilities. Like Atlas, he believes he holds Troy's security on his shoulders. A family man with a wife and son of his own, Hector is practical, pragmatic and believes in the virtues of common sense. With the Trojan forces under his command, he is one of the few people apart from Priam who can grant permission to leave Troy, but only for a good reason (there's no point risking any more lives for something idiotic). His experience in battle grants him knowledge of the Greek Generals (Agamemnon, Achilles, Ajax the Greater, Diomedes, Idomeneus and Eurypylus).

Paris

Prince of Troy

Patron God : Aphrodite

- ✚ -1 for Paris' Bow
- ✚ -1 for the Paris' Bodyguards

- ✚ -1 for Paris' good looks (Aphrodite's blessing!)
- ✚ -1 to Social Draws

One of the key players in the whole debacle of the Trojan War! A Priest of Apollo prophesied he would lead to the downfall of Troy before his birth; he was abandoned on Mount Ida and raised as a shepherd boy; he is second-in-line to inherit the throne; and Paris was made to choose between 3 Goddesses (Hera, Aphrodite and Athena) who was the most beautiful, which led to the abduction of Helen of Troy.

Paris is vain and spoiled beyond belief, which is reflected in the fact that he's moved on from Helen and currently lurking in the Ladies Apartments, searching for his next love. He is known for his extraordinary good looks, and though the weedy one of the family (unlike the rest of his brothers), he's one of Priam's favourite sons. Due to growing up on the mountain, Paris is able to escort Players out of the city if they have permission to Mount Ida without having to run the Gauntlet. His influence within the Palace allows him to draw on any non-military citizens to do as he commands!

Deiphobos

Prince of Troy

Patron God : Apollo

🚩 -1 for Deiphobos' Spear
🚩 -1 for Deiphobos' Stupidity!

🚩 -1 for the Palace Guards
🚩 -1 to Physical Draws

The greatest of Priam's sons after Hector and Paris and third in line to the throne, Deiphobos is noted as a good warrior. He is currently in charge of the Trojan Palace, a role assigned in order to protect him from the Greeks (rather than the other way round!).

Deiphobos is a brute and a thug, there's no two ways about it. He's all brawn and no brains. His physical stature is what has attracted Helen to him, and he has begun an affair with his brother's wife who's now safely stashed away inside his quarters under guard. As Captain of the Royal Guard, Deiphobos can secure anything with Troy and possesses some information on the Greek's current movements.

Troilus

Prince of Troy

Patron God : Artemis

🚩 -1 for the Palace Guards
🚩 -1 to Social Draws

🚩 -1 for his Love for Cressida / Love-Sickness

Another of Priam's 50 progeny, Troilus is 19 (turning 20 next year, in 6-months) and has fallen in love with Cressida, a Trojan Noble woman whose father defected to the Greeks. It is a tragedy waiting to happen for this love-sick teenager (as Cressida is smitten with Diomedes), who spends his time pining on the battlements, staring longingly out towards the Greek Encampment.

The pining Troilus will warm to anyone who believes in the virtues of love... He possesses knowledge of a secret way out of Troy and can introduce the Players to anyone Greek Hero without having to run the Gauntlet!

Cassandra

Prophets of Apollo

Patron God : Apollo

🚩 -1 for the Divine Favour of Apollo
🚩 -1 to Mental Draws

🚩 -1 for the Temple Guards

Cassandra is Priam's daughter. She was raised from a young age within the Temple due to her divine connection to Apollo. A twin, her brother Helenus has been captured by the Greeks and made to reveal the prophecies of Troy.

Cassandra is more in touch with the spirit world than reality. She is a mad woman who haunts the Temple of Apollo like a stem Librarian ("Shhhh! Can you hear that?"). Cassandra watches the Palladium, which is housed inside the holy shrine, along with the scrolls and texts of Troy. Players can approach Cassandra for more information on any of the Myths

Helen of Troy

Former Queen of Sparta

Patron God : Aphrodite

🚩 -1 for Helen's Beauty!
🚩 -1 for the Chihuahua

🚩 -1 for Deiphobus' Personal Guards
🚩 -1 to Social Draws

Helen is the Paris Hilton of the Classical World. Every man wants her, and every woman wants to be like her. Pity she's somewhat vapid and spends all of her time gossiping and indulging in love affairs with whomever's around. Currently she is enamoured with Deiphobus, even though she is married to Paris (and technically, Menelaus still!). Helen has a cute little Chihuahua named Bella Dello that she grooms, spoils and walks every day, under the watchful eye of Deiphobus' personal guards.

Players can approach Helen to learn about any of the Greek Heroes as she knows all of them (except Neoptolemus). Her beauty is so great that she possesses the ability to seduce any man, something that Players can discover and use to their advantage (if they can convince Deiphobus she's allowed out of his chambers...).

Aneas

Noble of Troy

Patron God : Zeus

♣ -1 for Aneas' Sword

♣ -1 for the Dardanian Soldiers

♣ -1 to Mental and Social Draws (Cunning)

Aneas is the Commander of the Dardanians, troops allied to Troy. He is a cunning and wily warrior, who has spent the past 10 years surviving the war by his wits.

Aneas controls the Dardanian Gate, one of the ways out of Troy. He is more than happy to help foolish Players leave the city without official permission, in return for gossip or a favour of some kind.

Sarpedon

King of the Lycians

Patron God : Ares

♣ -1 for Sarpedon's Sword

♣ -1 for Glaukos, Sarpedon's Brother

♣ -1 for the Lycians

♣ -1 vs Physical Draws

Sarpedon commands the Lycians, elite troops who are on par with the Myrmidons led by Achilles.

If Ajax the Greater is the Greek poster-boy, then Sarpedon is the Trojan equivalent. A brilliant tactician, an inspired commander and an energetic Hero, he possesses a positive attitude towards the war. Sarpedon's men admire the man, who oozes confidence and good-will to all but the Greeks!

Glaukos, Sarpedon's brother, is also with him at Troy. He is a yes-man to the fullest extent, agreeing with whatever decisions his brother makes.

Penthesilea

Queen of the Amazons

Patron God : Artemis

✚ -1 for being Queen of the Amazons
✚ -1 for the Amazons!

✚ -1 for Penthesilea's Chariot
✚ -1 to Physical Draws

Penthesilea is the current Queen of the Amazons, the toughest woman on Earth! She is known for slaying her sister Hippolyte (wife of Theseus) while hunting, and many believe she will be the last of the Amazons to win glory in battle.

A blunt woman, Penthesilea respects a r te and men who've proven themselves on the field of battle. She does not believe in academics (she cannot read herself!), and treats any Character who displays weakness or no interest in warfare as beneath her. Cocky Players may be in trouble if they make a smart remark, as the Amazons don't take jokes lightly!

The Greek Heroes

Character	Location	Notes
Agamemnon King of the Greeks	Greek Camp HQ	<ul style="list-style-type: none"> • Commands the Greek Army • Possesses the King's Staff • Protected by Bodyguards • Fights in a Chariot
Meneleus King of Sparta	Greek Camp HQ	<ul style="list-style-type: none"> • Wisest of the Greeks • Agamemnon's brother • Helen's 1st Husband • Fights with his valet Eteoneus
Nestor King of Pylos and Chlois	Greek Camp HQ	<ul style="list-style-type: none"> • Oldest living Greek Hero • Former Argonaut • Greek Heroic Historian • Fights in a Chariot
Achilles Greek Noble	Myrmidon Camp (South of Greeks)	<ul style="list-style-type: none"> • Greatest Greek Hero • Has quarrelled with Agamemnon • Is not actively fighting for Greeks • Protected by his friend Patroclus
Ajax the Greater Ajax Telamon, King of Salamis	Greek Camp (North)	<ul style="list-style-type: none"> • Greatest fighting Greek Hero • Fights with a Great Axe and Shield • Does not need help from the Gods!
Teucer Archer, Prince of Salamis	Greek Camp (North)	<ul style="list-style-type: none"> • Greatest Greek Archer • Ajax the Greater's half-brother • King Priam's nephew! • Fights from behind Ajax's shield
Ajax the Lesser Ajax Oileus, King of Locris	Greek Camp	<ul style="list-style-type: none"> • Fights with a Spear • Renowned athlete • Is said to be difficult!
Diomedes King of Argos	Greek Camp (South)	<ul style="list-style-type: none"> • Youngest of the Greek Heroes • 2nd largest Army after Agamemnon • Level-headed and resourceful
Idomeneus King of Crete	Greek Camp HQ	<ul style="list-style-type: none"> • Key Advisor to Agamemnon • Fights with the Axe of the Minotaur • A diplomat
Eurypylos King of Thessaaly	Greek Camp HQ	<ul style="list-style-type: none"> • All-round Greek Hero • 3rd largest Army (40+ ships) • Renowned adventurer
Machaon Healer, King of Messenia	Greek Camp HQ	<ul style="list-style-type: none"> • Greatest Healer in the World • In charge of the Greek field Hospital • A published Natural Philosopher
Neoptolemus Son of Achilles, Greek Noble	Unknown	<ul style="list-style-type: none"> • Achilles' son • Said to be merciless in battle • Neoptolemus' location is unknown

Agamemnon

King of the Greeks

Patron God : Zeus

🚩 -1 for being King of the Greeks (King's Staff)

🚩 -1 for Agamemnon's Bodyguards

🚩 -1 for Agamemnon's Chariot

🚩 -1 vs Social Draws

Agamemnon is the King of the Greeks (it's good to be the King!). He commands the entire Greek Army; has sacrificed a daughter, Iphigeneia, to Artemis in order to sail to Troy; and is here to help his brother, Menelaus rescue his wife, Helen of Sparta. Agamemnon's wife, Clytemnestra, is also Helen's sister. He possesses a great staff which he wields when talking, and uses a sword and spear from the Royal chariot in battle.

An arrogant, loud, strong-willed and stubborn man, Agamemnon acts like a King should, presiding over everyone and everything (including wayward Trojans!). After all, he believes Troy will fall and become a part of the Greek Empire!

Menelaus

King of Sparta

Patron God : Hera

🚩 -1 for Eteoneus (Weapon Carrier)

🚩 -1 for the Passion of Retrieving Helen

🚩 -1 vs Mental Draws (Wisdom)

Menelaus is King of Sparta and Helen's first husband. Before she was whisked away by the young upstart Paris, Menelaus received Helen as his bride after Odysseus and Agamemnon made all of her suitors swear an oath to avenge any insult against her. Lo and behold, that oath was used to mobilise the Armies of Greece in order to beat up the Trojans and get his wife back!

Menelaus is an older man, conservative and a believer in myth and tradition. Polite, well spoken and very much like a British gentleman in demeanour, while Menelaus may be wise, he certainly appears polite and inoffensive.

Nestor

King of Pylos & Chloris

Patron God : Zeus

- ✚ -1 for Nestor's Golden Shield
- ✚ -1 for the Pylian Soldiers

- ✚ -1 for Nestor's War Chariot
- ✚ -1 vs Mental and Social Draws (Experience)

Nestor has been around for a long time. He became King after Heracles killed his family. He is a former Argonaut who sailed with Jason to find the Golden Fleece. He rides a chariot into battle, carrying a shield of solid gold to clobber young whippersnappers in the back of the head with!

Nestor is renowned for reliving his adventures, chewing off the ears of passers by and giving advice to younger warriors. "When I was a lad...", is often a feared expression in the Greek Camp, as it means someone has been cornered for a few hours by the Greek's Heroic Historian!

Achilles

Greek Noble (Leader of the Myrmidons)

Patron God : Poseidon (The tis)

- ✚ -1 for Achilles' invulnerability
- ✚ -1 for the Golden Armour of Achilles
- ✚ -1 for the Myrmidons

- ✚ -1 for Achilles' melancholy/pigheadedness
- ✚ -1 for Patroclus
- ✚ -1 vs Physical Draws

There are many myths associated with the fair-haired Achilles. Some say he was dipped in the River Styx at birth by his mother, the river Goddess Thetis, holding him by his heel to ensure he did not drift downstream. Others speculate that Achilles is not invulnerable, merely blessed by the Gods. Whatever the truth, he is the Greeks' best hero who commands the Myrmidons, the most elite troops of the Greek Army.

Achilles is currently sitting on the sidelines and not participating in the war after a quarrel with Agamemnon over Briseis, a slave girl captured by Achilles but given to the King. He's acting like an emo (a depressed, moody and moping adolescent), remaining in his tent which is a mess due to not having a slave girl to clean it up!

Patroclus is Achilles' close friend, personal assistant and rumoured to also be his lover. He is busy running the Myrmidons, responding to the Greeks and attending to Achilles' needs. Business-like, with slicked-back hair and very little time and patience, Patroclus wants people to cut to the chase, do what they have to do and then move on to the next task.

Ajax the Greater

King of Salamis

Patron God : None!

- ✚ -1 for the Great Axe of Ajax
- ✚ -1 for Ajax's Heroic Stature!
- ✚ -1 vs Physical Draws

- ✚ -1 for the Great Shield of Ajax
- ✚ -1 for the Salaminian Soldiers
- ✚ Never receives assistance from the Gods!

Ajax the Greater, also known as Telamonian Ajax, is the tallest and strongest of the Achaeans, second only to Achilles in skill-at arms. Like Achilles, he was trained by the Centaur Chiron. He commands his armies with a huge axe and shield made of seven ox hides with a layer of bronze.

Ajax is the all-star poster boy of a Greek Hero! He's good looking, tall, strapping, and saves damsels and Greeks in distress. He's so good he doesn't need to call on the Gods for assistance! Some say this is hybris, but Ajax replies that he's just living up to his name.

Teucer

Prince of Salamis

Patron God : Apollo

- ✚ -1 for the Bow of Hercules (poison arrows!)
- ✚ -1 for the Salaminian Soldiers

- ✚ -1 if hiding behind Ajax the Greater's shield
- ✚ -1 vs Archery and Mental Draws (Skill)

Teucer is the son of Telamon, half-brother (little brother!) of Ajax the Greater and nephew of King Priam. This means he's fighting against his cousins housed within the city of Troy!

A sniper both on and off the field of battle, Teucer is able to make obtuse and sarcastic comments about everyone, Greeks and Trojans alike due to the protection his brother offers. The humour helps Teucer cope with the fact he's involved in a feud involving his family, which typically never ends well in the Classical world (i.e. the Furies tear those who slay their own kin limb from limb, or drive them mad!). His ridicule and wit entertains his brother Ajax, who often has to hold down various Greek nobles from returning the jibe with a jab of their own!

Ajax the Lesser

King of Locris

Patron God : Ares

🚩 -1 for the Spear of Ajax the Lesser
🚩 -1 for the Locrian Soldiers

🚩 -1 for living in the shadow of Ajax the Greater
🚩 -1 vs Physical Draws

Ajax the Lesser, also known as Oilean Ajax, is the leader of the Locrian forces at Troy. He wields a spear which he is famous for throwing in battle, and is also known to be an excellent athlete.

Oilean Ajax is frustrated due to sharing his name with that of Telamonian Ajax, the Greek Hero of Heroes! He is known for being boastful, bragging and generally being difficult amongst the Greeks. What they don't realise is he's simply trying to get his name out there! Players can negate the -1 penalty for "Living in the shadow of Ajax the Greater" by acknowledging or flattering Oilean Ajax.

Diomedes

King of Argos

Patron God : Athena

🚩 -1 for Diomedes' energy and youth!
🚩 -1 vs Mental and Physical Draws (Intellect)

🚩 -1 for the Soldiers of Argos

Diomedes is believed to be the third-best warrior on the invaders side after Achilles and Ajax the Great. He comes from one of the great lineages of the Ancient World, his father was one of the Seven against Thebes, he avenged his father's death by restoring his family to the Theban throne, he one of the suitors of Helen and bound by the Oath to save her, and Diomedes is often called upon to work with Odysseus to do the Greek's dirty-work!

Diomedes is the youngest of the Greeks. He is bright, hard-working and level-headed, being somewhat of an over-achiever and rising star. If Ajax the Greater is the Greek's poster boy, then Diomedes is the irup-and-coming talent!

Idomeneus

King of Crete

Patron God : Hermes

🚩 -1 for the Axe of the Minotaur
🚩 -1 vs Social Draws

🚩 -1 to the Cretan Royal Bodyguards

Idomeneus is the current King of Crete. His grandfather imprisoned Theseus in the Cretan maze with the Minotaur. After Theseus escaped, Crete became a protectorate of Greece. Idomeneus possesses the fabled Axe of the Minotaur, a gargantuan weapon which inflicts terrible wounds in battle. Due to his noble heritage and wisdom, the King is one of Agamemnon's trusted advisors.

Idomeneus is a calm regent, whose diplomatic skills and patience have served the Greeks well. Somewhat of a cross between Dumbledore (from **Harry Potter**) and Marcus Aurelius (the King from **Gladiator**, played by the same actor initially!), the Cretan King does not live up to his title (hence the penalty vs Social Draws to Players).

Eurpylus

King of Thessaly

Patron God : Artemis

🚩 -1 for Eurpylus' Personal Bodyguards
🚩 -1 vs Physical Draws

🚩 -1 for the Thessalonian Soldiers

Eurpylus was one of the suitors of Helen and bound by the Oath to avenge her name. He commands the Thessalonians, bringing over 40 ships with him to Troy, hence why he possesses both an army and a unit of personal bodyguards. He is called a valiant warrior and listed amongst the first rank of Greek Heroes.

The Thessalonian King has come to Troy for the fame and glory! An adventurer and thrill-seeker following in the steps of the great Heroes of old (Jason, Hercules, Theseus – you name them!), he's always one of the first to bound, dash or leap into action. Imagine Indiana Jones in the Classical World, seeking fortune and renown...

Machaon

Healer, King of Messenia

Patron God : Apollo

✚ -1 vs Mental Draws

✚ -1 for the Thessalonian Medical Team

✚ -1 for the Sword of Machaon

✚ Can heal any affliction or injury

Machaon is the King of Messenia and commander of a small number of Thessalonians whose duty it is to retrieve the dead and wounded from the field of battle. He is known to be the greatest Healer in the entire world. His medical knowledge has saved the Greeks from the pestilence inflicted by Apollo and restored all wounded Greek Heroes back to full health.

Machaon is a man of science and reason, a Noble academic who has long studied the arts of medicine in order to serve his people. He is somewhat of a Natural Philosopher himself, preferring to discuss, observe, record and study than charge into a fight. Machaon should be played like an enthusiastic University Professor on an expedition relating to his favorite subject!

Neoptolemus

Son of Achilles, Greek Noble

Patron God : Poseidon (Thetis)

✚ -1 while hidden from the Greeks and Trojans

✚ -1 for the Mymidons/Sycroians

✚ -1 for Avenging Achilles (if deceased)

✚ -1 vs Physical and Social Draws (bitter!)

Neoptolemus is the son of Achilles, left on the Island of Syros with his mother when his father went to fight for the Greeks 10 years ago. Almost as good a fighter as Achilles, he fights ferociously, defeating all he engages on the field of battle.

Somewhat more cruel and savage man than his father, Neoptolemus is angry and bitter. Whether this is due to being banned from participating in the war by his family, being forced to come to Troy to fight by the Greeks or (if Achilles dies) having to avenge his father, no one's quite sure. His catch-cry of, "No mercy!" sends chills down the spines of Trojans who've seen him fight in battle!

1 Set-Up



1. Prior to the start of the Game, the Game Masters will need to set-up the Freeform Room. Ensure you are familiar with the layout of the room (i.e. the location of Toy, Mount Ida and the Greek Camp, and where the Player Handouts have been placed).
2. All Players will need to complete the “**Mythbusters B.C. Questionnaire**” below. Their answers will be used by the Game Masters to allocate Characters to individual Players.
3. Once all Characters have been chosen, hand out the Character Sheets and Mythbusting Examples to the Players.
4. Players should spend 5 minutes reading their Character Sheet before the Game begins.

Questionnaire

All Players will need to answer the following three questions prior to the start of the Freeform, preferably at Registration. The Game Masters should use the answers supplied by each Player to allocate Characters, or Character Groups from which Players may choose one of the four associated Characters.

Question 1 : What is the most important question?

- ✚ (a) How is this possible?
- ✚ (b) Why is this possible?
- ✚ (c) Or who can make this possible?

Answer :

- ✚ “How” answers relate to Natural Philosophers.
- ✚ “Why” answers relate to Sages.
- ✚ “Who” answers relate to Noble Characters.

Question 2 : Choose the most appropriate conclusion. Change is...

- ✚ (a) Inevitable.
- ✚ (b) Caused by the physical world.
- ✚ (c) Caused by ideas.
- ✚ (d) Irrelevant.

Answer:

This question can be used to further refine a suitable Character within a specific Group for a Player.

Question 3 : What is your favorite number between 1 – 12?

Answer:

The answer relates to a specific Character in each of the three Groups.

Question 3 :

The number chosen relates to the number of the Character as it appears on the Sign-Up Sheet!

Introduction

Once all Players have read through their Character Sheets, one of the Game Masters will introduce the Freeform.

Game Master

“Welcome to **Mythbusters BC!** In this Freeform, the Mythbusters have been summoned by King Priam to save the city of Troy from the invading Greek armies. They will do this by convincing the Greeks that Troy is unconquerable, using such tools as logic, argument, experimentation, legal precedent, political means and only as a last resort, direct physical action!

“If they succeed in convincing enough of the Greeks to leave, not only will they save Troy, but also further their academic reputations for all time!

“So, who are the Mythbusters?”

“**The Natural Philosophers** are Mythbusters who explore solutions through experimentation and observation.”

[The Game Master should allow each of the Natural Philosophers to introduce themselves briefly in a sentence or two. The Natural Philosophers are :

- + Plac to s (Plato),
- + Dionysius (Engineering),
- + Hippomachos (Astronomy),
- + Askelephion (Medicine)].

“The Sages are Mythbusters who explore solutions through argument, theory and debate.”

[The Game Masters should allow each of the Sage to introduce themselves briefly in a sentence or two. The Sages are :

- + Nicomachus (Aristotle),
- + Hypothenor (Geometry),
- + Cyrillus (Skeptic)
- + Canius (Cynic)].

“The Nobles are Mythbusters who explore solutions through diplomacy, society and ‘other’ means.”

[The Game Master should allow each of the Nobles to introduce themselves briefly in a sentence or two. The Nobles are :

- + Sarpedion (Materialist),
- + Azonax (Stoic),
- + Xenophon (Socrates),
- + Lyzanius (History)].

[If there are more than 12 Players in the Freeform] : “And finally, there are a number of Mercenary Mythbusters who have come to Troy in order to help the Trojans against the Greeks.”

[The Game Masters should allow each of the Nobles to introduce themselves briefly in a sentence or two. The Nobles are :

- + Sokos (Democracy),
- + Lysandros (Fascism),
- + Felix (Oratory)].

“Together, they have over 360 years of academic experience. We’re here not to just tell the Myths, we’re here to put them to the test!

“Now, if all Mythbusters could break up into their Groups and head off with the following Trojan Heroes, we’ll begin.”

After the introduction, the Players will break up into their respective Groups and be led by a Game Master in the persona of one of the Trojan Heroes to their respective location in Troy :

- + **Natural Philosophers :** Paris will lead the Natural Philosophers to the Experimental Testing Range on Mount Ida.
- + **Sages :** Cassandra will lead the Sages to the Temple of Apollo within Troy.
- + **Nobles :** Antenor will lead the Nobles to the Antechamber in the Trojan Palace.
- + **Mercenaries :** Penthesilea will lead the Mercenaries to the Sacred Orchard of Artemis inside Troy.

Each of the Game Master personas will explain the following to their respective Player Groups :

- + How to complete the Academic Text Sheets
- + Review the Example Myth with the Players

✚ Explain the Game Mechanics in terms of the Example Myth

- Explain the Delphic Deck
- Explain Bonuses
- Explain Penalties
- Explain how this relates in to the Academic Text Sheets (i.e. Players need to complete an Academic Text Sheet before attempting to Bust or Confirm a Myth)
- Explain what happens when a Player Dies
- Explain how to petition a God, quests in return for favours, and mention that Athena possesses a special ability in lieu of this

✚ Discuss Resources (i.e. equipment and NPC's) and Locations in Troy (i.e. Map of Troy)

✚ Advise the Players if they would like more background on the Trojan War, they can speak to Antenor, the King's Counsellor.

Game Background : Antenor

If the Players wish to know more about the background to the Trojan War, Antenor is more than happy to explain how the entire debacle began!

Antenor

“O Muse, give me the words to tell the tale of how all this calamity began before the Court of Troy, so that we may remember why the damned Greeks besiege us night and day!

“As with all stories, it begins with a woman, Helen. The daughter of Almighty Zeus and the Goddess Leda, she is renowned for her beauty throughout the World. Her father, as all fathers do, wished his daughter to marry. When word of Helen's hand was known across the lands, all of Greece came to suit her! A cunning plan by that old fish wit Odysseus saw all gathered swear an Oath (known as the Oath of Tindarus) to avenge any insult against her, or else they'd kill themselves over her. In the end, Helen married Menelaus, King of Sparta, an old and decrepit man!

“Now comes the part of our Paris, son of Priam and Prince of Troy! Being a young Prince in his prime, one night three Goddesses quarrelling over who was the most beautiful came to Paris in a dream.

2. Mythbusting



The Gauntlet

Whenever Players leave Troy, with or without permission, they will need to either fight their way or sneak passed whichever Greek Hero is on patrol. There are some exceptions to this (i.e. if leaving for Mount Ida with Paris, or heading to the Greek Camp with Troilus, for example).

The Game Master should randomly Draw 1 Card from the Delphic Deck to determine which Hero and his soldiers the Players need to deal with :

Card	Greek Hero
1. Zeus	Agamemnon
2. Hera	Menelaus
3. Hades	Nestor
4. Poseidon	Achilles
5. Apollo	Ajax the Greater
6. Athena	Teucer

Card	Greek Hero
7. Ares	Ajax the Lesser
8. Aphrodite	Diomedes
9. Artemis	Idomeneus
10. Hephaestus	Eurypylus
11. Dionysus	Machaon
12. Hermes	Draw 2 Heroes!

Fighting or sneaking past a Greek Hero via the Gauntlet is an Average Action (2 successes required). If Players do not succeed in running the Gauntlet, then they are captured and will need to either talk their way out of the situation, find an opportunity to escape or be taken back to the Greek Camp under guard. If they wish to talk to the Greeks this may not be such a bad idea...

Imprisoned Players may need rescuing! King Priam will call whichever Group is not doing anything (preferentially the Nobles) to the Throne Room and instruct them to rescue their fellow PhiloSophers. Failure to do so will incur the King's wrath.

“He was asked to choose between Mother Hera, the Delightful Aphrodite and the Cunning Athena. Paris chose Aphrodite, who promised him the most beautiful woman in the world as his prize in return.

“Many months and moons passed before Paris was led by Aphrodite’s pull to the lands of the Greeks. While in the Court of Menelaus, his gaze crossed the Spartan Throne Room meeting that of fair Helen, and they instantly fell in love *awww!* The pair of star-crossed lovers fled Greece with Menelaus’ treasury, and returned home here to the lands of Troy!

“The Greeks sent the daft Menelaus and trickster Odysseus here to this very Chamber to ask for Helen’s return. Our Great Priam, in all his wisdom and might, turned the men away, for Helen was the greatest jewel in all the World and has become the Light of Troy!

“Agamemnon, the King of the Greeks, met with his brother Menelaus upon his return. Bitter and broken-hearted, the two men called all the armies of Greece and her allies together to uphold the Oath sworn by Helen’s suitors.

“And so, my Lords and Ladies of the Court, began the Trojan War began some ten years ago.”

Group Locations

Each of the four Player Groups will be based out of one of the locations on the map :

- Natural Philosophers :** Their main location will be the **Experimental Testing Range on Mount Ida**. Anyone who attempts a physical experiment within Troy should incur King Priam's wrath (see Priam for more information).
- Sages :** As the **Temple of Apollo** contains all of Troy's scrolls and texts, this is where the Sages will find and gather information to assist their arguments.
- Nobles :** Being Nobles, they have free reign of the **Trojan Palace**, the heart of King Priam's rule and where most of the Trojan Heroes dwell.
- Mercenaries :** Penthesilea, an Amazonian mercenary herself, is the Mercenary's primary ally in Troy. She is based out of the **Sacred Orchard of Artemis**.

Notes on Mythbusting

The Paradox Rule

If clever Players decide to disprove the existence of the Gods, or create some kind of bizarre paradox that will seriously disrupt Game Play (i.e. invent time travel, Etc), one of the Olympian Gods will intercede to confront them! The Gods require 4 Successes (Defic level!!!) to defeat, and will briefly discuss the situation with the Players who created it.

The discussion should ultimately lead to a Test. If they defeat the God, the paradox succeeds!!! (let's be fair and consistent with the Game Mechanics). The Game Master will then need to calculate how this will disrupt the Game and alter play, and advise their fellow Game Masters of the issue and repercussions.

When calculating a disruption, remember that every action has a consequence, some of which may be unforeseen by the Players (i.e. If the Players disprove the Gods, Odysseus may try to re-prove their existence! This leads to a new series of Role-Playing challenges).

For having to come down to the mortal plane to intervene, the God will assign the Players involved a Quest!

Mythbusting Guidelines

All Myths are considered Difficult Actions (requiring 3 Successes) to Bust or Confirm.

If the Mythbusters are too successful, bored or the Game Masters are bored, Odysseus can be used as a counter-Mythbusting device. Typically Odysseus is activated if Myth # 4 (the Achilles Myth) is 'Busted' by the Players. One of the Game Masters can quickly write up a counter-proposal using one of the Academic Text Sheets, and then circulate it to the Players so they can see that their hard work has just been undone! Specific counter-Mythbusting examples are located in Myth # 12.

All physical experiments should occur outside of Troy, preferably at the Experimental Testing Range on Mount Ida. Any experiments that result in damage to the city or a Trojan NPC will incur King Priam's wrath (see the notes under King Priam for more information).

Any physical experiments should involve Icarus (who gives a +1 Bonus), the Classical version of Buster from the Mythbusters series.

Experiments should have some dramatic effect associated with them (i.e. explosions, loud noises, spectacular effects, etc). Social and Mental experiments are more likely to affect NPC's and have dramatic consequences.

The Sages can use the library contained within the Temple of Apollo without having to speak with Cassandra all of the time!

The Nobles can access the Greek and Trojan Heroes with much greater ease than other Groups.

The Mercenaries can always sneak past the Greeks, avoiding the Gauntlet and successfully creep into the Greek Camp (unless they're being stupid!).

When a Myth is completed (i.e. Busted or Confirmed), the Group who completed it can assign the Myth to one of their members as an Academic Text only if the appropriate paperwork is completed. This adds a +1 to either a Character's Physical, Social or Mental Statistic (depending on how the Myth was completed, or the Player's justification!).

The Player who receives this permanent Bonus should record it on their Character Sheet, as well as the name and description of the Academic Text their results are published in!

Players who display creative and exceptional Role-Playing should be rewarded with a Fate Card.

Finally, when an Academic Text Sheet is published, it should be announced by the relevant Game Master to all Players. The Sheet should be placed with blue tac on the relevant wall, and the 'Busted' or 'Confirmed' Myth should be taken down.

If Odysseus counter-Busts a Myth, pin it back up on the wall!

Myth 1 : The Fates

The Myth

“The Fates (Clotho, the Maiden; Lachesis, the Mother; and Atropos, the Crone) pre-determine the future of all things, and have decreed Troy will fall.”

Background

The Moirae, or three Fates hold the threads of all mortal lives in their hands. Clotho sews the thread into the tapestry of life when we are born, Lachesis guides the thread through the tapestry as we live, and Atropos cuts the thread when we die. They appear white-robed and are the personifications of Destiny.

The Fates are not Gods, but forces of the Universe which even the Gods fear themselves. They can be called upon, just like the Gods (Mythic Action, 3 Successes to succeed).

Cassandra is the mortal who announced this prophecy, channelling the divine voice of Apollo.

Suggested Equipment / Resources / Requirements

- ✚ “The History of the Troad” from the Temple of Apollo (history of Troy)
- ✚ A God, Dryad, Nymph, Muse or other supernatural being (to summon the Fates)
- ✚ A record of the original prophecy (Cassandra’s words sent by Apollo)
- ✚ A spinning wheel and thread (to measure Fate, threads of Fate or change Troy’s Fate in the tapestry of existence)
- ✚ Discrediting Cassandra (the Prophetess who announced the Myth)
- ✚ Rope (to measure Troy’s Fate)
- ✚ Texts from the Temple of Apollo (precedents relating to the Fates)

Notes

How Players plan to disprove Fate is going to be interesting. This should be the first Myth King Priam assigns the Players to encourage them to work together and to practise their Mythbusting skills.

Talking to the Fates should be a completely pointless act and yield very little. How is a mortal going to convince the Fates to change the destiny of Troy?. A better solution is changing the minds of others that the Fates have changed their minds (i.e. From the introduction: "They will do this by convincing the Greeks that Troy is unconquerable, using such tools as logic, argument, experimentation, legal precedent, political means and only as a last resort, direct physical action!").

When this Myth is Busted, the Group who completes the Myth receives up to 3 Fate Cards. Each Fate Card reflects one of the Fates, and grants an automatic success to one Test. Once a Fate Card is used, it is handed back to the Game Master.

Myth 2 : The Walls of Troy

The Myth

“If the invulnerable walls of Troy, built by the hands of Poseidon and Apollo, are breached, then Troy will fall.”

Background

Troy is known for its riches and massive defensive walls. Poseidon and Apollo built the walls of Troy for King Laomedon (Priam's father). Some Myths indicate this was a punishment assigned by Zeus himself. Others state that a mortal, a master mason, was also involved in the construction of the walls as the Gods knew of the Myth associated with the fortifications.

Laomedon agreed to pay the Gods with vines of gold, but reneged on his promise. Poseidon's wrath was then felt by the Trojans, as he flooded the land and demanded the sacrifice of Hesione to a sea monster, which ravaged the coast. Hercules visited Troy during one of his Twelve Labours and killed the sea monster, ending the time of pestilence and punishment.

Suggested Equipment / Resources / Requirements

- ✚ “The Hidden Fortress of Ilium” (text stating that the Walls of Troy lie in the hearts and minds of its people)
- ✚ A magical weapon (to prove the strength of the Walls of Troy)
- ✚ Local quarried stone from Mount Ida (to simulate the Walls of Troy)
- ✚ Rope (to measure Troy's Walls)
- ✚ Scaffolding and siege equipment (i.e. catapult, Greek Fire)
- ✚ Wooden soldiers (Icarus and a few wooden silhouettes manning the walls)

Notes

The Trojan walls are the city's primary defence against the Greeks. Without the city's fortifications, the war would have ended some 10 years ago.

Any damage inflicted to the walls by an experiment will annoy King Priam no end, and may trigger a push by the Greek Army to take advantage of the damaged battlements.

Myth 3 : Helen of Troy

The Myth

“If Helen of Troy does not return to Greece with her husband, the wise Menelaus, King of Sparta, the Gods will not be appeased and Troy will fall.”

Background

The background relating to this Myth is covered by Antenor’s speech at the beginning of the Freeform.

Hera and Athena are two of the key Gods responsible for demanding Helen’s return to Greece. Paris’ slight by choosing Aphrodite as the fairest Goddess and the kidnap of a married woman, a Queen, are the reasons behind the Gods demanding her return.

Suggested Equipment / Resources / Requirements

- + “By His Command!” (Complicated text from the Temple of Zeus defining legal contracts and marriage)
- + 1,001 model ships (to sail back to a simulation of Greece)
- + A copy of the Oath of Tindarus (see the Introduction and Myth # 12)
- + A God, or a Priest (to be appeased)
- + Helen (or Lorus with a blonde wig)
- + Statue of a God and scales (to measure if the God is appeased)
- + The Golden Apple / Apple of Discord (located with Aphrodite)

Notes

Helen will not willingly be returned to the Greeks. Even if she is, they won’t leave Troy – after 10 years, they want the city to fall and spoils of war!!!

Myth 4 : Achilles

Important Information for the Game Master

If the Players Bust this Myth, Myth # 12 may become active, and Odysseus may begin publishing counter-Mythbusting articles if necessary (i.e. Players are too successful).

The Myth

“If the swift-footed Achilles, the invulnerable son of the River Goddess Thetis, leads the armies of Greece in battle, Troy will fall.”

Background

Achilles was the son of the mortal Peleus, King of the Myrmidons and the sea nymph Thetis. When Achilles was born, Thetis tried to make him immortal by dipping him in the river Styx. However, she forgot to wet the heels he held him by, leaving him vulnerable at that spot.

Achilles has recently withdrawn from battle after he is dishonoured by Agamemnon, the commander of the Achaean forces. Agamemnon had taken a woman named Chryseis as his slave, her father Chryseis, a priest of Apollo, begged Agamemnon to return her to him. Agamemnon refused and Apollo sent a plague amongst the Greeks. Agamemnon consented, but then commanded that Achilles' slave Briseis be brought to replace Chryseis. Angry at the dishonour, Achilles refused to fight or lead his Myrmidons alongside the other Greek forces.

Suggested Equipment / Resources / Requirements

- ✚ Achilles (or Icarus in shining armour) and the armies of Greece (wooden silhouettes)
- ✚ Water from the river Styx (to determine the water's effects)
- ✚ Myths on Achilles located in the Temple of Apollo
- ✚ A key ally of Achilles, such as Thetis (his mother) or Patroclus (to talk Achilles out of leading the Greeks in battle)

+ Various chemicals and weapons (to test Achilles' invulnerability)

+ A copy of the Oath of Tindarus (to which Achilles is not a signatory)

Notes

Achilles is currently depressed and sitting out the war on the banks of the Scamander. He will rejoin the Greeks for the invasion of Troy, having made amends with Agamemnon by this time.

Myth 5 : Neoptolemus

The Myth

“If Neoptolemus, son of Achilles, joins the Greek Army at Troy, Troy will fall.”

Background

Neoptolemus is currently on the island of Scyros, where his father Achilles hid, disguised as a woman, to initially avoid going to Troy. He is a noted warrior as well as a skilled orator and well-versed in the Classical arts (i.e. knowledge). His prime attribute is his unyielding cruelty, particularly when taking revenge.

Currently, Neoptolemus is currently competing for the hand of Menelaus' daughter, Hermione. Agamemnon's son, Orestes, is also suiting Hermione and competing against Neoptolemus.

Game Master Information Only : During the fall of Troy, Neoptolemus slays a lot (and we mean a lot!!!) of non-combatants.

Suggested Equipment / Resources / Requirements

- + Neoptolemus (or Kleon in boys clothing!)
- + Boat and map (to travel to Scyros, not an easy task)
- + Birth certificate or genealogical text
- + Convince Neoptolemus to join the Greeks
- + A copy of the Oath of Tindarus (to which Achilles is not a signatory)

Notes

If Achilles dies during the Game, Neoptolemus will arrive to replace him, and he's not as self-absorbed as his father. Also, raising the ire of Achilles by discrediting or harming his son may bring him back into the War! Neoptolemus would find Andromache, one of Hector's wives, very tempting and a worthy prize to not join the Greeks.

Myth 6 : The Bow of Heracles

The Myth

“If the Greeks string the Bow of Heracles and fire an arrow over the Walls of Troy, Troy will fall.”

Background

Heracles was the Classical World's greatest Hero. Due to his amazing strength, Heracles' Bow is impossible for a mortal to string. His Arrows are coated with Centaur and Hydra blood, making them poisonous. Heracles used the Bow to slay many of the creatures he faced throughout his Heroic career.

Philoctetes was a Greek Hero, famed as an archer, received the Bow and Arrows of Heracles after volunteering to light Heracles' pyre.

Philoctetes was wounded by snake-bite that festered and had a terrible smell. The Greeks left Philoctetes on the island of Lemnos due to his wailing and the sight and odour of the bite. He now lives as a hermit in a cave on the isle, crying day and night in pain.

Suggested Equipment / Resources / Requirements

- ✚ The Bow and Arrows of Heracles (or a replica of the Bow and Arrows)
- ✚ Icarus (A Greek)
- ✚ Boat and map (to travel to Lemnos, not an easy task)
- ✚ Local quarried stone from Mount Ida (to simulate the Walls of Troy)
- ✚ “The Myths of Heracles” (to prove that Philoctetes does not possess the Bow)
- ✚ Heracles (talk to Heracles as he's a Demi-God!)

Notes

See Myth # 12 for Odysseus' counter-Myth.

Myth 7 : Troilus and Cressida

The Myth

“If Troilus, son of Priam and Prince of Troy, does not reach the age of twenty, Troy will fall.”

Background

Troilus was the son of Apollo from Hecuba, wife of King Priam of Troy. In one Myth about Troilus, an oracle prophesies that Troy will not be defeated as long as Troilus reaches the age of twenty a live.

Troilus fell in love with Cressida, a Trojan Noble woman who now dwells in the Greek Camp. Some say she was exchanged with the Greeks as a hostage, others believe her father defected to the Greek side, fearing Troy will eventually fall. Before she left Troy, Troilus and Cressida pledged their eternal love to one another.

Troilus has recently had a dream where he saw Cressida sleeping with a boar. He spoke with Cassandra, his sister and the Trojan Priestess of Apollo and asked her to interpret the dream. Cassandra stated that Cressida was now in love with Diomedes, which Troilus does not believe.

Suggested Equipment / Resources / Requirements

- ✚ Troilus (or Icarus with a smitten look on his face!)
- ✚ Astrological or growth charts (to measure age and time)
- ✚ A God or something impressive to protect Troilus

Notes

Troilus is 19 ½, turning 20 next year. He is a love sick fool (refer to Page 20 for more information).

Cressida is currently a slave of Diomedes. She has become smitten with the Hero, and is torn between her first love and her new host.

Myth 8 : The Palladium

The Myth

“If the Palladium, the sacred statue of Troy, is removed from the Temple of Apollo, Troy will fall.”

Background

The Trojan royal family was started by Dardanus. Dardanus is said to have travelled to Asia Minor from the island of Samothrace. Dardanus founded Dardania, located north of Troy. The Kingdom was passed to his grandson Troas, who called the people Trojans and the land Troad, after himself. Ilus, son of Troas, founded the city of Troy. It was to Ilus that Zeus gave the Palladium, which has become the sacred statue of the city. It is said to have fallen from Olympus in answer to the prayers of Ilus.

A Palladium is an image of immemorial antiquity on which the safety of a city was said to depend. The Trojan Palladium is believed to be the image of Pallas, but no one is exactly sure if this is true. Others speculate it to be a statue of Zeus himself, or even Apollo, the Patron of Troy.

Suggested Equipment / Resources / Requirements

- ✚ “The Trad : The Archer’s Blessed Lands” (text arguing that all of Ilium is considered to be part of the city of Troy and sacred to Apollo)
- ✚ A wooden hall (simulating the Temple of Apollo)
- ✚ Heavy duty lifting equipment!
- ✚ The Palladium (or a replica/mock Palladium)

Notes

The Palladium is located within the Temple of Apollo and lies under the ever-watchful eye of Cassandra. The large 5-foot marble monument is heavy (Average Action to carry, 2 successes), and Cassandra won’t let it out of her sight unless the Players swear an Oath to Apollo to return it unharmed! Anyone breaking such an

Oath receives a -1 Penalty for Apollo's Disfavour until they appease the God somehow, perhaps through a Quest assigned by Cassandra.

Myth 9 : The Bones of Pelops

The Myth

“If the bones of Pelops are brought to Troy and used by the Greeks, Troy will fall.”

Background

Tantalus, Pelops' father, wanted to make an offering to the Gods. He cut his son into pieces, made a stew, and then served it to the Gods. Demeter, who was grieving for the loss of her daughter Persephone, absentmindedly accepted the offering and ate Pelops' left shoulder. The other Gods however sensed the plot and brought Pelops back to life, his shoulder replaced with one made of ivory made by Hephaestus.

Later in his life, Pelops wanted to marry Hippodamia. Her father, King Oenomaus of Pisa, had slain thirteen suitors after beating them in a chariot race. Poseidon granted Pelops a winged chariot for the race. Pelops also sabotaged Oenomaus' chariot, with the assistance of the King's charioteer, Myrtilus. Pelops won the race, but discovered Myrtilus had treated Hippodamia poorly and fatally wounded the charioteer. As Myrtilus died, he cursed Pelops for his betrayal. The curse has affected all of the descendants of Pelops ever since (his has been one of the most accursed families in Classical mythology!!!).

Suggested Equipment / Resources / Requirements

- ✚ The Bones of Pelops (or appropriate substitute bones)
- ✚ “A Classical History of the Peloponnese” (life story of Pelops)
- ✚ Determine possible uses for the Bones (perhaps use equipment to test their strength)

Notes

There is a rumour that Diomedes brought Pelops' bones to Troy. He is a descendant of Pelops and a member of the cursed bloodline. They actually are in his backpack, ivory shoulder and all!

What the Greeks intend to do with the Bones is anyone's guess! The shoulder blade of People possesses magical healing properties (i.e. can be used to restore a Statistical point lost due to death).

Myth 10 : The White Horse of Penthesilea

The Myth

“If the white horse of Penthesilea, Queen of the Amazons, eats from the fields of Troy, the Greek ships will burn.”

Background

Penthesilea is an Amazonian Queen. She killed her sister Hippolyte, wife of Theseus, with a spear when they were hunting deer. According to many accounts, this accident caused Penthesilea so much grief that she wished only to die, but, as a warrior and an Amazon, she must do so honourably and in battle. She therefore was easily convinced to join in the Trojan War, fighting on the side of the city's defenders.

Penthesilea received the white horse she rides into battle as a gift from the wife of the North Wind. She has not had an opportunity to allow it to feed from the fields of Troy due to the Greek presence outside of the city.

Another version of this Myth suggests that it is the man-eating horses of King Rhesus of Thrace, a Trojan ally, and not Penthesilea's mount that needed to eat the grass from the fields of Troy. The King arrived late to the Trojan War due to his lands being attacked by Scythia. He was killed in his tent earlier in the War and his horses stolen by Odysseus and Diomedes. The mares are currently in Diomedes' camp.

Suggested Equipment / Resources / Requirements

- ✚ The white horse or King Rhesus' four man-eating horses (or replicas)
- ✚ A field (possibly near or on Mount Ida, or outside Troy if the Players are brave!)
- ✚ “The Myths of Hercules” (everything's mentioned in the Myths of Hercules at one time or another, including the Amazons and the man-eating horses of Thrace).

Notes

Penthesilea's horse is a pure bred Amazonian mare that only she rides. Anyone wanting to borrow her horse had best make an exceptional argument, otherwise the Queen may decline (or worse!).

Diomedes has stabled the four man-eating horses of King Rhesus with his herd in the Greek Camp.

Achilles is attracted to Penthesilea (possibly due to her blunt-tongue and warrior-like nature).

See Myth # 12 regarding Odysseus' counter-Mythbusting argument.

Myth 11 : Paris

The Myth

“It was prophesied at the birth of Paris, son of Priam and Prince of Troy, that he will be the undoing of his birthplace and doom Troy to fall.”

Background

Just before the birth of Paris, his mother Hecuba dreamed that she gave birth to a flaming torch. This dream was interpreted by a seer as a foretelling of the downfall of Troy, and he declared the child to be the ruin of his homeland. Unable to harm their son, King Priam and his Queen asked the Royal herdsman, Agelaus, to take him to Mount Ida and leave him. This was done, but Paris survived by suckling on a she-bear, and after five days the Royal herdsman returned to find him and adopted Paris as his own son.

Paris' met his first love and wife while a shepherd on Mount Ida, the Nymph Oenone. Oenone was renowned in the skills of the arts, prophecy and medicine. When Paris returned to Troy, he left Oenone. Later, he kidnapped Helen (as per Antenor's background in the Introduction) and married her.

Suggested Equipment / Resources / Requirements

- ✚ Agelaus, the Royal herdsman (Information on Paris' birth and upbringing)
- ✚ Texts on Paris' heritage and genealogy.

Notes

See the Introduction regarding the background to the Trojan War as told by Antenor.

Myth 12 : The Cunning of the Greeks (Odysseus)

The Myth

“If the Greek Army is united by the most cunning Hero in aim and purpose, Troy will fall.”

Background

What this Myth entails exactly is unknown. The Greeks are theoretically already working together to invade Troy, their aim and purpose. What is known is that Odysseus, the only famous Hero missing from the Greek Hero List, is known as the most cunning Greek of all time!

Odysseus is potentially the ultimate nemesis of the Players. If left to his own devices, eventually he will create the Wooden Horse and engineer the downfall of Troy.

More importantly, Myth # 12 can become an active Myth if the Players Bust Myth # 4 (i.e. the Achilles Myth), or are just generally too successful for pacing purposes. Odysseus will disrupt the work of the Players by publishing counter-Mythbusting proposals, using the Academic Text Sheets (completed by a Game Master). Game Masters are advised to use Odysseus at their discretion.

Suggested Equipment / Resources / Requirements

- ✚ Knowledge of Ithica and his family (Penelope, his wife, and Telemachus, his son)
- ✚ Prophezing events from “The Odyssey” (Dissuading Odysseus to remain in Troy)
- ✚ Odysseus’ ego (challenge the Hero to a battle of wits! Iocane powder as per “The Princess Bride”)
- ✚ Bribe, reason or threaten Odysseus (any promise elicited from Odysseus are not trustworthy, he is well-known for going back on his word, and often uses the argument, “Any promise made under duress...”).

Notes

Odysseus' location is highly elusive. Players will have to research this (i.e. spy on the Greeks, follow Greeks sneaking around at night, interrogate Greeks, etc). His camp is located on the opposite side of Mount Ida to the Experimental Testing Range.

If Myth # 12 is Busted, then Odysseus' efforts to sneak into Troy under some kind of guise, traditionally the Wooden Horse, will fail.

Counter-Mythbusting Table

As mentioned above, if Odysseus' counter-Mythbusting efforts are triggered, the Game Master should find Academic Text Sheet written by the Group responsible and form a counter-proposal. The counter-proposal should be written up as per the Players sheets and presented to the Group who Busted or Confirmed the Myth. The Myth will need to be attempted for a second time!!!

#	Myth	Academic Text Information
1	The Fates	Article Title : "The Fates are True". Publication : "Time, B.C."
2	Walls of Troy	Publication : "Better Forums and Gardens" The Walls of Troy were not built by the Gods (a Master Mason built the walls), but were merely repaired by the Gods Poseidon and Apollo.
3	Hele n of Troy	Publication : "Kle o (pa tra)" Reaffirm the Oath of Tindarus (i.e. all of the Greeks pledge once again "to avenge any insult against Hele n").
4	Ac hille s	Publication : "He ro e s Illustrate d" Odysseus venturing to the Underworld and measuring the effects of the Styx himself.
5	Ne o pto le mus	Publication : "Play-Gre e k!" "Like father, like son!" – uses genealogy to prove Ne o pto le mus is like his father.
6	Bo w of He ra c le s	Publication : "Bo ws and Ammo" Te uce r actually posse sses the Bo w of He ra c le s!
7	Tro lius	Publication : "B.C.E. Enterta inment We e kly" Ca ssa ndr a love s Dio mede s instea d of Tro lius, luring him out of Troy and into danger

#	Myth	Academic Text Information
8	The Palladium	Publication: "The Ikea: A Barbarian's Guide to Civilized Furniture" Lots of fake Palladiums constructed and one is located in the Temple of Apollo
9	Bones of Pelops	Publication: "Bronze Chef: Shoulderblade Showdown" Pelops became the originator of the Olympic Games, Greeks have learned from the bones Pelops' secrets to combat/health/sport
10	The White Horse	Publication: "The Chimera Hunter!" The Myth relates to King Rhesus' four man-eating horses, located with Diomedes' herd
11	Paris	Publication: "Helen of Troy's Diary! It's raining men, hallelujah!" The Greeks possess Paris' secrets from Oenone (blackmail material/curses/"he did it with a Nymph first!")

Myths counter-Busted by Odysseus should be pinned back up on the wall with a copy of his Academic Text attached to it.

3. Conclusion



The Fall of Troy

After 2 hours of Mythbusting, the Players will be called by King Priam into the Throne Room of the Trojan Palace to report on their efforts. Antenor will use the list of Myths to call upon the Group to briefly review the Myths they have successfully Busted or Confirmed.

After the Myths have been recapped, Troy will fall! One of the Game Masters should describe the ensuing battle in Heroic fashion!

Game Master

“So speak, O Muse, of the Battle of Troy
And the final moments of the War!
We see the Greeks begin by marching forth
Assailing the great walls of mighty Troy.
They venture out before the Trojan host,
To end this endless War once and for all!

“King Agamemnon leads the Achaeans,
Menelaus is not far behind,
Old Nestor riding into his last fight,
And Achilles... Well, oh now never mind!
There's Greater Ajax cleaving with his axe,
His brother Teucer sniping all he sees,
And Lesser Ajax tries to strike a blow
But Diomedes steals his thund'rous glee.
King Idomeneus and the men of Crete
Descend upon the Trojan gates and guards,
And Eurypylus, seeking great renown,
Has found a way into our sacred town!

“But now, my friends, it's time to leave the past
And move through time and space unto an Age
Where men seek answers to such riddles as
Who really won, the Greeks or sons of Troy.

“The year is AD, 1868
And Heinrich Schliemann has discovered Troy
3,000 years after today’s events.
Come join him now as he begins to speak!”

The Presentation (aka “It’s Not A Debrief”)

After the recitation of a trochaic iambic pentameter, Players will be escorted to the Presentation Area in 1868, located in the shadows of the ruins of what was once the city of Troy!

Professor Schliemann’s Assistant

“If everyone could follow me please this way and take a seat right over there ...

[One everyone is seated] “Thank you ladies and gentleman for attending to day’s Symposium at the ruins of what we believe is Troy. As you all know, Professor Schliemann, the world-famous German archaeologist, has spent the past few years here at this site with his research teams, including yourselves, uncovering evidence of the ancient city. Today we’re here to review the archaeological evidence and discuss the implications of the Trojan War.

“Can we have the Group who were working on the Natural Philosophers come over here. They will need to do a presentation on the physical evidence that occurred at the end of the Trojan War.

“If we can have the Group who were studying the Sages organise their presentation on what the dominant belief system of the time was.

“The Group that was studying the Nobles need to make a presentation on the political ramifications of the War.

“And finally, the Group studying the Mercenary forces at Troy should make a presentation on the effects of the Trojan War on World history.

“Professor Schliemann will be here shortly for your presentations.”

Each of the Groups will break off and use the Academic Text Sheets as a basis for their presentations. After 10 minutes, Professor Schlie mann will arrive and the presentations will begin. Professor Schlie mann is an old German Professor who speaks with a slight accent.

Heinrich Schlie mann

“Meine Damen und Herren, Ladies and Gentlemen,

“As you know, we are here today to examine what actually occurred here at Troy, and separate fact from Myth. Our excavations of Troy VII, the seventh layer of the city, have discovered a wealth of archaeological evidence. I’m curious as to your interpretations of what we’ve found.

“Who’d like to begin first?”

If nobody volunteers, then Groups will proceed in the following order:

- ✚ The Natural Philosophers,
- ✚ The Sages,
- ✚ The Nobles,
- ✚ And the Mercenaries.

Groups will be assessed on the following criteria :

- ✚ Audience response (i.e. entertainment),
- ✚ Sophism (i.e. ability to waffle on, sounding somewhat credible),
- ✚ Historical Accuracy (i.e. not to tally fabricate!).

Game Master

“Well.. Congratulations to...” [**Name the Group that gave the best Presentation**]
“Professor Schlie mann was so impressed by your academic work that he plagiarised every word of it, publishing your speech under his own name, becoming known as the Father of Modern Archaeology! However, every year he does remember to send you a Christmas Card with a picture of a wooden horse on the cover! Thank you for Playing Mythbusters B.C!”

Deity Quest List

Quests should be Role-Played with the Player(s) involved, and should not take longer than 10 – 15 minutes of Game time to complete.

If a Quest is not attempted within 15 minutes of being issued, the Game Master should write the Quest on the Player's Character Sheet in permanent marker. A -1 Penalty to all future Tests will be applied due to the God's wrath. Once the Quest is completed, the appropriate Game Master can cross the Quest out and the Penalty is lifted.

Player	Quest	Complete?
	Pass the Dryads (2 successes) to retrieve the first blossom from the peak of Mount Ida and return it to the Temple of Apollo in Troy.	<input type="checkbox"/>
	Fight the Lion (2 successes) haunting the plains of Ilium to the east of Troy, and bring back its mane to the Temple of Zeus outside of Troy.	<input type="checkbox"/>
	Journey to the Underworld to obtain a bowl of fruit from the Hades' Palace (2 successes), and the God will meet you as you leave His realm.	<input type="checkbox"/>
	Escort Troilus to the Greek Camp to meet with his true love Cressida, so they may share an intimate moment (2 successes).	<input type="checkbox"/>
	Obtain a lock of hair from Helen of Troy, and deliver it to the Greeks as a token for her former husband Menelaus (2 successes).	<input type="checkbox"/>
	Find Pegasus (2 successes), grazing somewhere on the Dardanian Plains, and return him to the Temple of Zeus outside of Troy.	<input type="checkbox"/>
	Challenge a Greek Hero to single combat and earn his respect in battle to appease the Gods (2 successes).	<input type="checkbox"/>
	Journey to the mouth of the Scamander, take a vial of water where it meets the sea and return it to the Temple of Apollo in Troy (Myrmidons: 2 successes).	<input type="checkbox"/>



Convention Name : _____

Session (Time / Date) : _____

Group	Character	Philosophy	Player Name
Natural Philosophers (Physical)	Plac to s	Pla to (Unive rsa l Truth)	
	Dionysius	Ar c hime des (Eng ine e ring)	
	Hippoma chos	Hip pa rc ho s (Astro no my)	
	Aske le phion	Hip po c ra te s (Me dic ine)	
Sages (Mental)	Hypo the nor	Pytha go ras (Ge o me try)	
	Nicho ma chus	Aristo tle (Eve rything!)	
	Cyr silus	Pyrho (Ske p tic)	
	Ca nius	Di o ge nes (Cynic)	
Nobles (Social)	Sarpe dion	Tha les (Wealth)	
	Azo na x	Ze no (Sto ic)	
	Xeno phon	So c ra te s (So c ra tic Me tho d)	
	Iyza nias	He ro do tus (Histo ry)	
Mercenaries (Eccle ctic)	So kos	So lo n (De mo c ra cy)	
	Lysa ndros	Lysa nde r (Fa sc ist)	
	Fe lix	Ca to (O ra to ry)	
	Fe lix	Aristo pha nes (Co me dy)	



Questionnaire

Question 1 : What is the most important question?

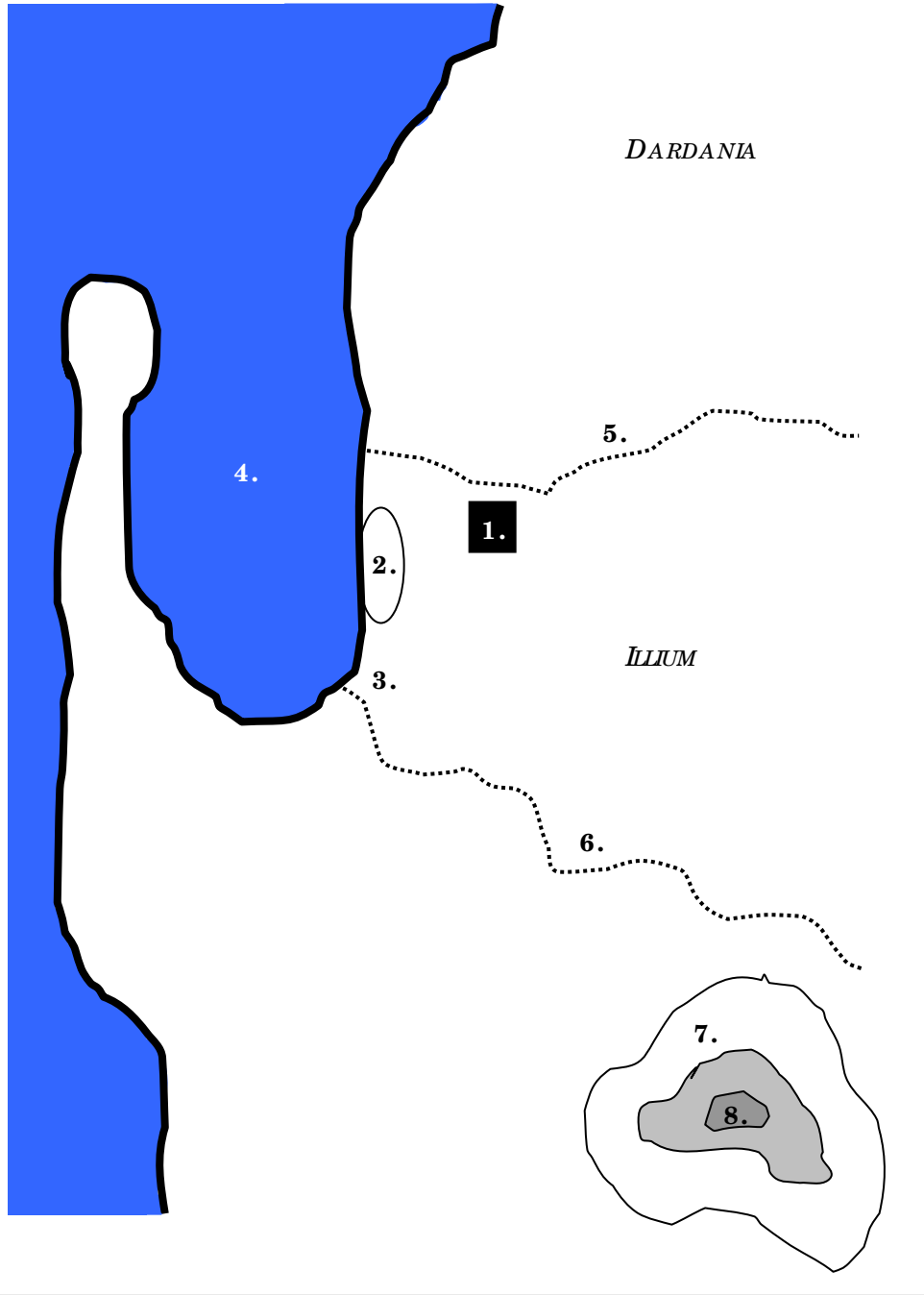
- (a) How is this possible?
- (b) Why is this possible?
- (c) Or who can make this possible?

Question 2 : Choose the most appropriate conclusion. "Change is..."

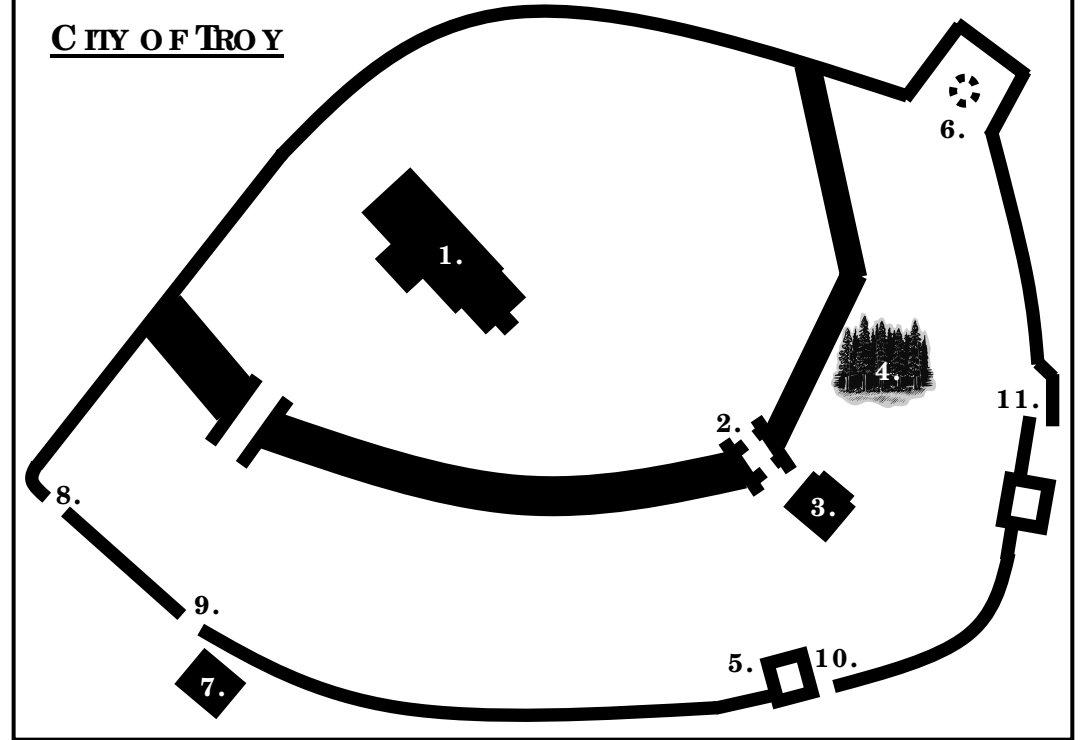
- (a) ...Inevitable."
- (b) ...Caused by the physical world."
- (c) ...Caused by ideas."
- (d) ...Irrelevant."

Question 3 : What is your favourite number between 1 - 12?

MAP OF TROY



CITY OF TROY



KEY - CITY OF TROY

- | | |
|------------------------------|--------------------|
| 1. PRIAM'S PALACE* | 7. TEMPLE OF ZEUS |
| 2. PALACE GATES | 8. HESPERIAN GATE |
| 3. TEMPLE OF APOLLO | 9. WEST POSTERN |
| 4. SACRED ORCHARD OF ARTEMIS | 10. SCAEAN GATE |
| 5. GREAT TOWER OF ILIUM | 11. DARDANIAN GATE |
| 6. WELL | |

* PLACES OF INTEREST WITHIN THE PALACE INCLUDE THE BATTLEMENTS, NOBLE CHAMBERS AND THE THRONE ROOM.

KEY - MAP OF TROY

- | | |
|------------------|-------------------------------|
| 1. TROY | 5. SIMOËIS RIVER |
| 2. GREEK CAMP | 6. SCAMANDER RIVER |
| 3. MYRMIDON CAMP | 7. EXPERIMENTAL TESTING RANGE |
| 4. ACHAEAN SEA | 8. MOUNT IDA |

THE HEROES OF TROY!

PRIAM

LOCATION: The Throne Room

Priam is the King of Troy! He possesses over 50 sons who fight for him against the Greeks. He commands all Trojans and grants permission to leave the city.



Antenor is the King's Advisor. If you wish an audience with the King, you will need to seek his permission. A diplomat, he may speak for you if you win his favour.

ANTENOR

LOCATION: The Palace

HECUBA

LOCATION: Royal Chambers

Hecuba is the Queen of Troy. She can order any of the 50 Royal sons and daughters of Priam to do anything she asks.



Hector is the King's eldest son, General of Troy and the Heir to the Throne. He can grant you troops, knowledge of the Greek Heroes and permission to leave the city.

HECTOR

LOCATION: Tower of Ilium

PARIS

LOCATION: Ladies Apartments

Paris is the King's favourite son, 2nd in Line to the Throne and Helen's Husband. He can travel to Mt Ida without running the Gauntlet and summon Aphrodite.



Deiphobus is the King's brute of a son and 3rd in Line to the Throne. He commands the Palace Guard, is Helen's current lover and can supply any equipment in Troy.

DEIPHOBUS

LOCATION: Palace Gates

TROLIUS

LOCATION: Palace Battlements

Troilus is the King's love-sick son and 4th in Line to the Throne. Cressida, his love, is with the Greeks and he can sneak to their camp without running the Gauntlet.



Cassandra is the daughter of Priam and High Priestess of Troy. She knows Myths of Troy, can summon Apollo and is the Guardian of the Palladium from Myth 8.

CASSANDRA

LOCATION: Temple of Apollo

HELEN

LOCATION: Deiphobus' Rooms

Helen was the Greek Hero Menelaus' wife, is currently Paris' wife, and Deiphobus' lover! She knows all of the Greek Heroes and is the reason for the Trojan War!



Aneas commands the Dardanian Army and married into the Trojan Royal Family. A cunning man, he knows a secret route out of Troy and a lot of local gossip.

ANEAS

LOCATION: Dardanian Gate

SARPEDON

LOCATION: Hespian Gate

Sarpedon is King of the Lycians, elite troops loyal to Troy. He can summon his father Zeus, grant you troops and knowledge of all Greek Heroes.



Penthesilea is the Queen of the Amazons. She rides the White Horse from Myth 10 into battle, leading the Amazons, and can summon Artemis.

PENTHESILEA

LOCATION: Sacred Orchard

THE HEROES OF GREECE!

AGAMEMNON

LOCATION: The Greek Camp

Agamemnon is the King of the Greeks.
What more do you need to know?!?



Menelaus is the King of Sparta and the wisest of the Greeks. He is Agamemnon's brother and Helen's first husband, coming to Troy to take his wife back home.

MENELAUS

LOCATION: The Greek Camp

NESTOR

LOCATION: The Greek Camp

Nestor is King of Pylos and Chloris and the oldest Greek Hero at Troy. A former Argonaut, he is now an Advisor to Agamemnon, riding to battle in his chariot.



Achilles is currently the greatest Hero of Greece! Allegedly invulnerable as per Myth 4, he is currently quarrelling with Agamemnon over a slave girl.

ACHILLES

LOCATION: Scamander River

AJAX THE GREATER

LOCATION: The Greek Camp

Ajax the Greater is the King of Salamis and currently the greatest Hero fighting for the Greeks. He is so good that he has never sought the aid of the Gods!



Teucer is the greatest Greek Archer and Ajax the Greater's little brother. He is also the nephew of King Priam, and snipes at Trojans from behind Ajax's shield.

TEUCER

LOCATION: The Greek Camp

AJAX THE LESSER

LOCATION: The Greek Camp

Ajax the Lesser is King of Locris. He is a renowned athlete and rumoured to be considered difficult by his fellow Greek Heroes.



Diomedes is King of Argos and the youngest of the Greek Heroes. Said to be level-headed and resourceful, he is often seen with Odysseus up to no good.

DIOMEDES

LOCATION: The Greek Camp

IDOMENEUS

LOCATION: The Greek Camp

Idomeneus is the King of Crete. A diplomatic and wise ruler, he is an Advisor to Agamemnon, wielding the Axe of the Minotaur in battle.



Eurypylus is the King of Thessaly and a renowned adventurer. He has come to Troy with the 3rd largest Army in search of fame and glory.

EURYPYLUS

LOCATION: The Greek Camp

MACHAON

LOCATION: Greek Hospital

Machaon is the greatest Healer in the world! A Greek philosopher, he tends the wounded in the Greek's field hospital, often venturing in search of medical supplies.



Neoptolemus is the son of Achilles. He is associated with Myth 5, and his location is currently unknown. Neoptolemus is said to offer no mercy in battle!

NEOPTOLEMUS

LOCATION: Unknown

I.

”THE FATES

(CLOTHO, THE MAIDEN;

LACHESIS, THE MOTHER; AND

ATROPOS, THE CRONE)

PRE-DETERMINE THE FUTURE OF
ALL THINGS, AND HAVE DECREED

TROY WILL FALL.”

II.

“IF THE INVULNERABLE
WALLS OF TROY,
BUILT BY THE HANDS OF
POSEIDON AND APOLLO,
ARE BREECHED,
THEN TROY WILL FALL.”

III.

“IF HELEN OF TROY
DOES NOT RETURN TO GREECE
WITH HER HUSBAND,
THE WISE MENELAUS,
KING OF SPARTA,
THE GODS WILL NOT BE
APPEASED
AND TROY WILL FALL.”

IV.

“IF THE SWIFT-FOOTED ACHILLES,
THE INVULNERABLE SON OF THE
RIVER GODDESS THETIS,
LEADS THE ARMIES OF GREECE
IN BATTLE, TROY WILL FALL.”

V.

“IF NEOPTOLEMUS,
SON OF ACHILLES,
JOINS THE GREEK ARMY
AT TROY,
TROY WILL FALL.”

VI.

“IF THE GREEKS STRING
THE BOW OF HERACLES
AND FIRE AN ARROW
OVER THE WALLS OF TROY,
TROY WILL FALL.”

VII.

“IF TROLIUS,
SON OF PRIAM AND
PRINCE OF TROY,
DOES NOT REACH
THE AGE OF TWENTY,
TROY WILL FALL.”

VIII.

“IF THE PALLADIUM,
THE SACRED STATUE OF TROY,
IS REMOVED FROM
THE TEMPLE OF APOLLO,
TROY WILL FALL.”

IX.

“IF THE BONES OF PELOPS
ARE BROUGHT TO TROY
AND USED BY THE GREEKS,
TROY WILL FALL.”

X.

“IF THE
WHITE HORSE OF PENTHESILEA,
QUEEN OF THE AMAZONS,
EATS FROM THE FIELDS OF TROY,
THE GREEK SHIPS WILL BURN.”

XI.

“IT WAS PROPHECIZED AT
THE BIRTH OF PARIS,
SON OF PRIAM AND
PRINCE OF TROY,
THAT HE WILL BE THE UNDOING OF
HIS BIRTHPLACE
AND DOOM TROY TO FALL.”

XII.

“IF THE GREEK ARMY
IS UNITED BY
THE MOST CUNNING HERO
IN AIM AND PURPOSE,
TROY WILL FALL.”

PHYSICAL EXPERIMENT REPORT (AN EXAMPLE)

TITLE: "Use of High Impact Maneuvers to Subdue Immortal Beasts"
PUBLICATION: "Man's Best Friend" Magazine

AIM

What are you trying to 'Confirm' or 'Bust' to the Academic community?

To see if it is possible to bring Cerberus, guardian dog of the underworld, to the surface world unarmed mimicking the feat of Heracles.

EQUIPMENT *(brackets indicate the math's involved)*

What do you need to conduct the experiment?

Information on Cerberus (Height, Weight, No. Heads (-2), Fire breath (-1))
Book : "Your Perfect Dog : A Trainers Guide" (+1) Cerberus (Model) (+1)
Book : "Wrestling Holds 101" (+1) Asbestos Toga (Cancels Fire Breath)
Box to carry to the surface (wheels?) (Cancels 1 Head) Honey cakes (+1)
Strong Assistant (3 Physical) (+3 Physical)
Science Team (+1)

METHOD

Describe step-by-step the experiment you plan to conduct in order to achieve your Aim.

Model Cerberus built using Icarus and attaching 2 extra heads, made it breathe fire. Using research, calculated the power/weight ratio of Cerberus vs the Power of Heracles, scaled model to 1/100th to model the power of a mortal vs Heracles. Calculated the distance from the Underworld to the surface using a simulated sprint up a Mount Ida.

RESULTS

Explain what actually happened.

Used Honey cakes to lull the dog.

Experimented with wrestling holds on the Model (while wearing the Toga)

Figure 4 Leg hold - No Success

Frog Splash - Success! (Some damage to model)

Assistant gathered the model, put him in the box and quickly sprinted up Mount Ida. Assistant became tired but the distance covered was greater than that calculated to leave the Underworld.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?

Myth Confirmed : It is possible to bring Cerberus from the Underworld to the surface.

No animals were harmed during this experiment

Icharus status : Pending

Final Test was 8 Card Draw for 4 leg hold (2 successes) = Fail

Reattempt with a different hold (+1) 9 Drawn (3 Successes) = Success!

MENTAL THEOREM DISSERTATION (AN EXAMPLE)

Title of Article: "The Way to a Dogs Heart is through his Stomach"

Publication: "Monster Manual IV"

OBJECTIVE

What are you trying to 'Confirm' or 'Bust' to the Academic community?

If it was possible for Heracles to bring Cerberus out of the Underworld without using any weapons.

RESOURCES *(brackets indicate the math's involved)*

What do you need to conduct the experiment?

Research : Cerberus (3 Heads (-2), Fire breath (-1)) History of Heracles (+1)

Research : Myths and History of Cerberus (+1)

Research : Olfactory Glands of Canines (+1)

Research : Behavior Pattern of Cerberus (+1)

Research : Best Cookbook in Athens on honey cakes (+1)

THEORY

Describe step-by-step the theory you plan to use in order to achieve your Objective.

We theorize that it is possible to lure out Cerberus from the Underworld using his favorite foods and tame him with music so that he is unharmed as the Gods intended.

RESULTS

Explain what actually happened.

We calculated the distance required that a dog's nose could sniff out a honey cake (10m) and to see how many honey cakes a man could carry (500). We then calculated how many cakes we would need (5000) to traverse a distance equivalent to a journey to the Underworld. Based on the fact that Heracles was as strong as 10 men we modified our estimates by a similar factor. Concussively Heracles could carry enough honey cakes to travel 50kms, which sufficiently fulfils the above requirements.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?

Myth Confirmed : By adding extra honey to the cakes we postulate that the jaw strength of Cerberus would have been reduced by a factor of 2 thirds negating his enhanced eating abilities.

Final Test was 8 Draws - 1 for fire breath = 2 successes = fail

After Triganomic calculations to calculate the optimal angle of ascent from the Underworld to surface, 9 draws - 1 = 3 successes = Confirmed

SOCIAL SOLUTION PROPOSAL (AN EXAMPLE)

Title: "Exclusive Images of Oiled Heracles wrestling Cerberus!"
Publication: "Who Weekly"

GOAL

What are you trying to 'Confirm' or 'Bust' to the Academic community?

To investigate whether or not it is possible to make the community believe that Heracles brought Cerberus, guardian of the Underworld, to the surface world unarmed, regardless of if it happened or not.

REQUIREMENTS *(brackets indicate the math's involved)*

What do you need to conduct the experiment?

Scribes / Playwrights (+1)	Genealogy Books (+1)
Forum Speakers (+1)	Research on Cerberus (3 Heads (-2) Fire Breathing (-1))
Wandering Poet / Bard (+1)	Strong Public Forum Speaker from group (+3 Social)
Artisan / Sculptor (+1)	Use of Lightning Bolts (Cancel fire breathing)
"History of Heracles (Heracles vs the Hydra)" (Cancels the Heads)	

ACTION PLAN

Describe step-by-step the solution you plan to implement in order to achieve your Goal.

Firstly, to implement a propaganda campaign using playwrights, forum speakers and poets to retell the Myths. Also, to get a sculptor to create a great statue of Cerberus for the main streets of Troy.

Secondly, to study the genealogy of Heracles and Cerberus to see if the combat could have happened unarmed.

RESULTS

Explain what actually happened.

The propaganda campaign was a success. However, Heracles was the son of Zeus (a God), and Cerberus was the son of Typhon (a Titan). When Zeus fought Typhon, he was forced to at first run away and then use lightning bolts to defeat Typhon. Convinced the public that a lightning bolt was in fact a natural phenomenon and not a weapon.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?

Myth Confirmed : In conclusion, the public readily accepted the fact that a weapon needs to be man made to be such, Thus giving the Heracles Myth wider potential for success. While the Myth was not conclusively confirmed, it is enough to convince the public!

Final Test was 8 cards, no penalties (2 successes + appealed to a God). Myth Confirmed.

MERCENARY PROPAGANDA CAMPAIGN (AN EXAMPLE)

Title of Article : “Heracles Fails! How the Greatest Greek Hero was Beaten by the Final Test!”

Publication : “The Awful Truth”

OBJECTIVE

What are you trying to ‘Confirm’ or ‘Bust’ to the Academic community?

Introducing doubt into the successful conclusion of the 12 Labours of Heracles

REQUIREMENTS *(brackets indicate the math's involved)*

What do you need to conduct the experiment?

Research : Cerberus (3 Heads (+2), Fire breath (+1)) History of Heracles (-1)

Research : Heracles Status (-1)

Research : Heracles Popularity in the Greek Culture (-1)

Research : Incidents of Heracles Acting Unwisely (+1)

Psychological Analysis of Heracles Short Temper (From a Drunk Centaur) (+1)

Exposé of the Contract that he had to do the 12 Labours (+1)

THEORY

Describe step-by-step the theory you plan to use in order to achieve your Objective.

Start a smear campaign on Heracles genealogy, casting doubt as to his origin.

Dispute some of his earlier Labours (indicating possible match fixing!!!).

Emphasize all of the violent and psychotic incidents in his career (negating popularity).

Emphasize the Titan origin of Cerberus and imply that Heracles the mortal would be overmatched.

With sufficient use of playwrights, poets and sculptors, public opinion could be manipulated.

RESULTS

Explain what actually happened.

Public opinion shifts against Heracles and the Greek martial tradition altogether

CONCLUSION

Analyse your Results. Did they ‘Confirm’ or ‘Bust’ the Myth?

What do you have to say about the Myth?

Myth Confirmed : By casting Heracles in doubt, it is possible to overthrow the oppressive Greek city-states for more enlightened rule.

Side Affect : If this is undertaken with no degree of anonymity, Heracles may be come annoyed!



PHYSICAL EXPERIMENT REPORT

Natural Philosophers



TITLE OF ARTICLE : _____

PUBLICATION : _____

AIM

What are you trying to 'Confirm' or 'Bust' to the Academic community?

EQUIPMENT

What do you need to conduct the experiment?

METHOD

Describe step-by-step the experiment you plan to conduct in order to achieve your Aim.

RESULTS

Explain what actually happened.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?





MENTAL THEOREM DISSERTATION

Sages



TITLE OF ARTICLE : _____

PUBLICATION : _____

OBJECTIVE

What are you trying to 'Confirm' or 'Bust' to the Academic community?

RESOURCES

What do you need to conduct the experiment?

THEORY

Describe step-by-step the theory you plan to use in order to achieve your Objective.

RESULTS

Explain what actually happened.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?





SOCIAL SOLUTION PROPOSAL

Nobles



TITLE OF ARTICLE : _____

PUBLICATION : _____

GOAL

What are you trying to 'Confirm' or 'Bust' to the Academic community?

REQUIREMENTS

What do you need to conduct the experiment?

ACTION PLAN

Describe step-by-step the solution you plan to implement in order to achieve your Goal.

RESULTS

Explain what actually happened.

CONCLUSION

Analyse your Results. Did they 'Confirm' or 'Bust' the Myth?

What do you have to say about the Myth?





ACADEMIC PRESENTATION

By Pr. Heinrich Schliemann



TITLE OF ARTICLE : “A Statistical Analysis of the 12th Labour of Heracles :
The Dietary Habits of 3-Headed Immortal Dogs”

PUBLICATION : A Lecture presented to Die Berliner Poly-Technische

INTRODUCTION

This presentation uses archaeological evidence to examine the dietary habits and feeding patterns of said beast, and the range of its feeding and foraging habitat.

EVIDENCE AND EMPIRICAL DATA

Fossilised honey cakes have been found throughout Ancient Greece, including as far away as Athens and Thessaly.

Canine bones, believed to be skulls of the beast removed by Greek Heroes, have been found on the surface throughout the Mediterranean.

Fragments of a Classical Play entitled “Beware of the Beast”, and other documentary evidence detailing eye-witness encounters indicate that said beast roamed near cities and prowled darkened streets at night.

Chemical analysis from stomach contents suggests that the honey cake was the food of choice for such a creature.

Based on a steam-powered animatronic model and information gathered from Classical sources, it is suggested that Cerberus could contain up to 5,000 honey cakes within its stomach before the creature’s movement was impeded and went to sleep.

If the honey cakes were displaced every 10 metres, this would indicate that Cerberus could travel up to 50 kms prior to slumber being induced.

A 50 km walk to the Underworld would seem reasonable, as the largest shafts sunk into the Earth are 5kms deep, and Heroes seem to walk this far within a day.

CONCLUSION

Therefore, it is plausible that Cerberus, the immortal3-headed dog, could have been enticed out of his den by an unarmed Hercules through the offensive use of sweetened breakfast cereals. Although, with sufficient funding, we could continue to explore this fascinating area of cereal-based, monster combat systems, a much under appreciated form of self-defence in these modern times!





ZEUS

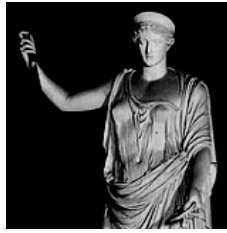


All Attributes

God of Air, Justice, Nobility,
Thunder & Lightning



HERA



Social

Godess of Home, Family,
Fertility & Marriage



HADES



Physical

God of Darkness, Death,
Earth & the Underworld



POSEIDON

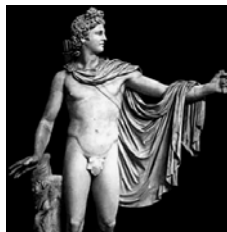


Physical

God of Earthquakes,
Horses, the Sea & Water



APOLLO



Mental

God of Archery, the Arts,
Healing, Prophecy & the Sun



ATHENA

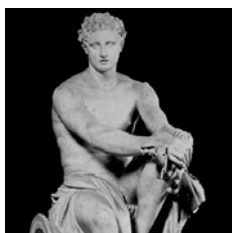


Physical/Mental

Godess of Strategy,
Wisdom & War



ARES

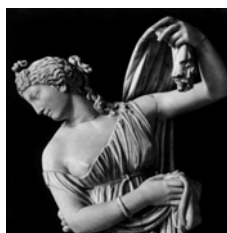


Physical

God of Battle,
Bloodlust & War



APHRODITE



Social

Godess of Beauty, Desire,
Envy, Love & Lust



ARTEMIS



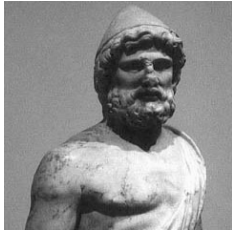
Mental

Godess of Animals, Hunting,
Purity & the Moon





HEPHAESTUS



Mental

God of Artisans, Crafts,
the Forge & Technology



DIONYSUS



Social

God of Drama, Festivals,
Revelry, Wine & Women



HERMES



Social

God of Athletics, Commerce,
Oratory & Travel



THE FATES



+1 Success

Clotho - The Maiden
One of the three Fates



THE FATES



+1 Success

Lachesis - The Mother
One of the three Fates



THE FATES



+1 Success

Atropos - The Crone
One of the three Fates



PLACTOS

A Seeker of Truth

Natural Philosopher

DIONYSIUS

An Engineer

Natural Philosopher

HIPPOMACHOS

An Astronomer & Observer

Natural Philosopher

ASKELEPHION

A Healer

Natural Philosopher

HYPOTHENOR

A Mathematician

Sage

NICHOMACHUS

A Generalist

Sage

CYRCILUS

A Skeptic

Sage

CANIUS

A Cynic

Sage

SARPEDION

A Wealthy Noble

Noble

AZONAX

A Stoic

Noble

XENOPHON

A Questioner

Noble

LYZANIUS

An Historian

Noble

SOKOS

A Democratic Reformer

Mercenary

LYSANDROS

A Benevolent Dictator

Mercenary

FELIX

A Famous Orator

Mercenary

ARISTONYMUS

A Comic Playwright

Mercenary

PLACTOS

AFFILIATION : Natural Philosopher

HOMELAND : Athens

PHILOSOPHICAL SCHOOL : Plato (Universal Truth)

PATRON GOD : Athena

ATTRIBUTES

PHYSICAL : 2

MENTAL : 3

SOCIAL : 1

HISTORY

“But the men who came from white-girt Athenai
Numbered the strong-limbed Plactos amongst them
Who stood out, the bravest and loudest of them all
In all the shapes and forms that inhabit the Earth
Conspicuous was the strong-limbed Plactos in bravely
Ordering also the realms of the muses thusly
Judging that the shape defines the meaning
Both on the plains of the Ilium and in his white-girt homeland.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“A Primer for Platonic Solids”	<i>Article on fundamental 3-d concepts</i>	Physical
“Form is All”	<i>Functional design in nature</i>	Physical
“My Life and Theory in Art”	<i>Structural art theory</i>	Mental
“A Guide to Providing Hypotheses and Proofs”	<i>A student’s guide to basic Platonic theory</i>	Mental
“Prove Me Wrong!”	<i>More on higher order mathematics</i>	Mental
“Atlantis : A State of Mind”	<i>It was supposed to be an allegory!!!</i>	Social

PHILOSOPHICAL ABILITY : SHADOWS ON THE CAVE WALL

Our perception of reality is incomplete. We only see reality as shadows on a cave wall. Plactos can attempt to penetrate to the ‘there’ essence. He gains a +1 Bonus to any Test involving design. How design relates to the Test must be explained to the Game Master.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“Plato's Theory of Forms [i.e. Universal Truths] indicates that the sensory world that is the reality, which we as human beings experience, is only a shadow of a higher realm. In this higher realm, Plato assures us that there exist the Forms that embody the true nature of the pale shadows.”^[1]

Example : Everyone recognises a triangle as it has three sides, regardless of how large or small the triangle is.

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Plato>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



DIONYSIUS OF SYACUSE

AFFILIATION : Natural Philosopher

HOMELAND : Syacuse (Sicily)

PHILOSOPHICAL SCHOOL : Archimedes (Engineering)

PATRON GOD : Poseidon

ATTRIBUTES

PHYSICAL : 3

MENTAL : 2

SOCIAL : 1

HISTORY

“Out of Syracuse Dionysius brought 12 ships and placed them
Next to where the Scamander freely flowed.
Builders of huge walls and great harbors,
Of these the leader was Dionysius of the great war cry,
Whose keen mind and sage speech was sorely tempered
By a dozen boatloads of building materials:
Fierce hammer and strong anvils, mighty yet supple pipes –
Whose frame exceeded that of Dionysius of the great war cry.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Syracusan Defense Journal, Volume XXVII”	<i>Various experimental designs, including an underwater trireme</i>	Physical
“Water Does it Best”	<i>The nature of and fluidity and water</i>	Physical
“Give Me a Place to Stand and I will Move the Earth!”	<i>The use of levers in applied science</i>	Physical
“Treatise on Circles”	<i>Theoretical discussion on calculus and geometry</i>	Mental
“Sicilian Almanac of Triangles”	<i>Lots of trigonometric theorems</i>	Mental
“I am not a Screw Pump!”	<i>A biography of Archimedes, focusing on his mathematics</i>	Social

PHILOSOPHICAL ABILITY : PRACTICAL ENGINEERING

Despite his best efforts to cement him reputation as a Sage, Dionysus’ innate ability in construction and mechanics always seems to overshadow his other achievements. He gains a +1 Bonus to any Test involving engineering (i.e. building something!), and a +2 bonus if it is powered by water.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“Many consider Archimedes one of the greatest, if not the greatest, mathematicians in antiquity... Apart from his fundamental theoretical contributions to maths, Archimedes also shaped the fields of physics and practical engineering, and has been called ‘The greatest scientist ever’. [1]” [2]

ENDNOTES

- [1]. Schmidhuber, J. *Archimedes (287-212 B.C.), Greatest Scientist Ever.*
- [2]. <http://en.wikipedia.org/wiki/Archimedes>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



HIPPOMACHOS THE BYTHNIAN

AFFILIATION : Natural Philosopher

HOMELAND : Bythnia

PHILOSOPHICAL SCHOOL : Hipparchos (Astronomy)

PATRON GOD : None!!!

ATTRIBUTES

PHYSICAL : 3

MENTAL : 1

SOCIAL : 2

HISTORY

“Hippomachos led the wise men of the foam-crashing Bythnia,
They who dwelt where the soil is rich near the Hellespont,
Where the narrow wine-red waters are so perilous
That it made the men of Bythnia cast their eyes to the heavens.
Wise-eyed Hippomachos was the foremost of these sages,
Who counted the stars in the heavens and traced their paths
And thus learn to count the moments of time precisely
Between each foam-crashing wave and the next.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Bythnian Naval Orders XL VI”	<i>Military instructions on navigation</i>	Physical
“A New Comprehensive List of all Stellar Objects”	<i>A comprehensive catalogue</i>	Physical
“A Users Guide to Observation Tools”	<i>Maintenance and use of prisms & telescopes</i>	Physical
“Bythian Almanac of Triangles”	<i>Lots of trigonometric theorems</i>	Mental
“The Gods and the Stars”	<i>An atheistic text, arguing that the stars are not the Gods!</i>	Social
“Mercantile History of the Hellespont”	<i>A naval history of the Dardanelle straits</i>	Social

PHILOSOPHICAL ABILITY : THE POWER OF OBSERVATION

As an astronomer who based his theories on observation and deduction, Hippomachos gain a +1 Bonus to any Test where he has previously observed a Physical action (i.e. previously observing a Greek Hero, a second attempt at an experiment, etc).

THE GODS AND THE STARS

While not an atheist, Hippomachos believes that the Gods do not live in the heavens above. Whenever Artemis is Drawn from the Delphic Deck during any Test, Hippomachos can make a second Test, choosing the better result.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

PHILOSOPHICAL BACKGROUND

“Hipparchus is considered the greatest astronomical observer and, by some, the greatest overall astronomer of antiquity. He was the first Greek to develop quantitative and accurate models for the motion of the Sun and Moon... His other achievements include the discovery of precession, the compilation of the first star catalogue of the western world, and, probably, the invention of the astrolabe.”^[1]

ENDNOTES

[1]. [http://en.wikipedia.org/wiki/Hipparchus_\(astronomer\)](http://en.wikipedia.org/wiki/Hipparchus_(astronomer))

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



HYPOTHENOR OF SAMOS

AFFILIATION : Sage

HOMELAND : Samos

PHILOSOPHICAL SCHOOL : Pythagoras (Geometry)

PATRON GOD : Apollo

ATTRIBUTES

PHYSICAL : 2

MENTAL : 3

SOCIAL : 1

HISTORY

“Hypothenor, son of Panthor, who surpassed all men of his age
With the triangle and in counting with the strength of grip, had already brought down
Twenty men in the wrestling arena in the shadow of Olympus,
Before he turned and smooth brow to the field of numbers.
Much did he learn of this art in the land of the Nile,
And each number became like a friend, individual and powerful,
But best beloved, was the number ‘10’, wherein
All the Earth ad all ideas could be encompasses.
Strange and secret where the ways of smooth-browed Hypothenor,
The strong right arm of the triangle.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“It’s the Truth! It’s the Truth!”	<i>Memoirs of the Olympic Games</i>	Physical
“Healthy Living through Healthy Eating”	<i>Egyptian cookbook – no meat, no beans!</i>	Physical
“Number Theory and Factorial Powers”	<i>Why 10 is the perfect number</i>	Mental
“The 47 th Proposition Explained”	<i>Triangle theories</i>	Mental
“Numbers Rule the Universe”	<i>Numbers controlling and observed in nature</i>	Mental
“Metempsychosis – I was a Trojan Hero”	<i>Biography of a past life</i>	Social

PHILOSOPHICAL ABILITY : PYTHAGOREAM THEOREM

Hypothenor believed in the purity of mathematics, with ten being the ultimate number! He gains a +1 Bonus to all Tests that involve geometry or mathematics.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“We do know that Pythagoras and his students believed that everything was related to mathematics and that numbers were the ultimate reality and, through mathematics, everything could be predicted and measured in rhythmic patterns or cycles. Pythagoras once said that ‘Number is the ruler of forms and ideas and the cause of Gods and demons’ according to Iamblichus. “^[1]

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Pythagoras>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.

NICHOMACHUS THE PERIPATETIC

AFFILIATION : Sage

HOMELAND : Athens

PHILOSOPHICAL SCHOOL : Aristotle (Everything!)

PATRON GOD : Athena

ATTRIBUTES

PHYSICAL : 1

MENTAL : 3

SOCIAL : 2

HISTORY

“Fleet-footed Nichomachus was numbered amongst those
Who had travelled furthest and the most widely –
From white girt Athenai to the newly shined Pella of the North
Did the fleet-footed Nichomachus travel and study and teach.
Thus he sought an understanding : of all the elements,
The one universal truth, the general conditions, of all motion.
Thus he taught the sons of the great, thus he wrote,
Of living beings, both man and beast.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“A Universal Classification of all Creatures of the Aegean Sea”	<i>Textbook on Biology</i>	Physical
“If every Greek is a Mortal, then...”	<i>Introduction to syllogisms and logic</i>	Mental
“To Reach the Natural State”	<i>Philosophical theory on everything progressing to a perfect state</i>	Mental
“What is Metaphysics?”	<i>Background on various universal theories</i>	Mental
“My Favourite 158 Democratic Institutions”	<i>Personal travelogue through various city-states</i>	Social
“The 100 Great Greek Tragedies”	<i>Applying Aristotlean theory to the arts</i>	Social

PHILOSOPHICAL ABILITY : UNYIELDING LOGIC

Possessing a philosophical viewpoint on almost everything, Nichomachus gains a +1 Bonus to all Tests that involve logic or theory.

CYRSILUS THE SKEPTIC

AFFILIATION : Sage **HOMELAND :** A Traveller
PHILOSOPHICAL SCHOOL : Pyrrho (Skeptic) **PATRON GOD :** None!!!

ATTRIBUTES

PHYSICAL : 2 **MENTAL : 4** **SOCIAL : 0!**

HISTORY

“Poets believe in their work
Belief is illusion,
Poetry is an illusion
And an absence of poets is ideal!”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Life without Emotion, Death without Passion”	<i>A bizarre philosophical exercise manual</i>	Physical
“101 Odd Things that Happen to You When You Cross the Street”	<i>Text about skeptics and traffic accidents</i>	Physical
“With the Persian Magi”	<i>A mystic guide to the near East</i>	Mental
“With the Hindu Brahman”	<i>A mystic guide to the near East</i>	Mental
“There is no Difference between Life and Death”	<i>How to avoid death...</i>	Mental
“Without Death, there’s no Taxes!”	<i>How to avoid taxes...</i>	Mental

PHILOSOPHICAL ABILITY : **HEALTHY SKEPTICISM**

With a vast amount of worldly experience from his travels under his belt, Cyrsilus’ skeptical perspective grants him a +1 Success to any Test involving combat, physical injury or death.

ENLIGHTENED SELF INTEREST

Cyrsilus is a skeptic! He does not believe that the Classical Pantheon is the only collection of Gods in the World. Whenever Hades is Drawn from the Delphic Deck during any Test, Cyrsilus can make a second Test, choosing the better result.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“Philosophical skepticism is the philosophical school of thought that critically examines whether knowledge and perceptions are true and whether one can ever have true knowledge.” [1]

“...[Skeptics] ‘asserted nothing but only opined’. [2] In this sense, philosophical skepticism, or pyrrhoism, is the philosophical position that one should avoid the postulation on final truths.” [3]

ENDNOTES

- [1]. http://en.wikipedia.org/wiki/Philosophical_skepticism
- [2]. Liddell, G. H., Scott R. (1940). *A Greek-English Lexicon*. Oxford, U.K.
- [3]. <http://en.wikipedia.org/wiki/Skeptic>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



CANIUS THE CYNIC

AFFILIATION : Sage

HOMELAND : Sinope

PHILOSOPHICAL SCHOOL : Diogenes (Cynic)

PATRON GOD : None!!!

ATTRIBUTES

PHYSICAL : 3

MENTAL : 3

SOCIAL : 0!

HISTORY

“The cynics of outrageous speech were led by unkempt Canius
They who held Sinope on the sweet-tempered shores of the Euxine,
Banished they were for breath-taking speech, and financial irregularities.
Thus Canius traveled the Earth with a mind free of constraint and convention,
Caring little for rules and less for customs, did he challenge all before him
To prove the reason for their beliefs or else be cast them down
Beneath his sharp words and barbed wit, be they kings or pirates.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“D.I.Y. House Holding for a Pittance”	<i>How to live in random pieces of furniture</i>	Physical
“Two Years Behind the Mast”	<i>Techniques to survive capture by Pirates</i>	Physical
“Creative Metalwork, Smelting and Minting”	<i>It's not a guide to counterfeiting coins - honest!</i>	Physical
“Get Out of My Sunlight!”	<i>Natural logic prevails over mortal conventions</i>	Mental
“Logic for Real Dummies”	<i>Use your brain, dummy!</i>	Mental
“1001 Witty Comebacks to Confuse the Rich and Powerful”	<i>How to chastise Nobles and get away with it</i>	Mental

PHILOSOPHICAL ABILITY : **PHILOSOPHICAL CYNICISM**

Bureaucrats feared Canius for his ability to cut through red-tape and power structures with ease (hence the Social Attribute of 0!). He can request to speak with any NPC, requiring a Mental Test to do so. Canius also gains a +1 Bonus to Tests involving social and legal customs.

LEAVE THE GODS TO THEMSELVES!

Canius believed that mortal men live artificially and hypocritically, and had no use for the pretensions of the Gods . Whenever Dionysus is Drawn from the Delphic Deck during any Test, he can make a second Test, choosing the better result.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“[Cynics] rejected the social values of their time, often flouting conventions in shocking ways to prove their point. A popular conception of the intellectual characteristics is the modern sense of the word ‘cynic’, implying a sneering disposition to disbelieve in the goodness of human motives... Cynics challenged listeners to get in touch with their instinct.” [1]

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Cynic>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



SARPEDION OF MILETUS

AFFILIATION : Noble **HOMELAND :** Miletus
PHILOSOPHICAL SCHOOL : Thales (Materialist) **PATRON GOD :** Apollo

ATTRIBUTES

PHYSICAL : 0! **MENTAL : 3** **SOCIAL : 3**

HISTORY

“A leader of the fearless men of the Miletus
Was the golden-touch Sarpedion, beloved of all,
But true only to the sacred shapes of circles and triangle.
Brilliantly shining in his golden amour he strode high amongst those
Of his fearless homeland, and in distant Aegyptus
Where he counted the shadows of the Pyramids and understood
The secrets of the waters and the mysteries of the skies
Much honoured and rewarded was his godlike skill with numbers,
Even the treasury of the fair-haired Helen was open to him.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Milesian Combat Debating Trophy”	<i>Awarded for debate on circles</i>	Mental
“Milesian Combat Debating Trophy”	<i>Awarded for debate on triangles</i>	Mental
“Calculating Mass and Volume through the Observance of Shadows”	<i>Mathematical text</i>	Mental
“My First Million Talents!”	<i>A self-help guide to becoming wealthy</i>	Social
“Create your own Wealth, Don’t Rely on the Gods”	<i>Suggests that the Gods do not influence the fate or mortals</i>	Social
“A Four Star Travel-guide to Memphis”	<i>The best inns in upper-Egypt</i>	Social

PHILOSOPHICAL ABILITY : THE MATERIAL WORLD

Sarpedion is a self-made millionaire whose beliefs in the material world extend beyond his philosophical perspective. He gains a +1 Bonus to all Tests that involve the acquisition of goods and services, being able to afford the most expensive and rarest of material items in the Classical World.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“The most natural epithets of Thales are ‘materialist’ and ‘naturalist’ ... Most agree that Thales’ stamp on thought is the unity of substance, hence Bertrand Russell ^[1]:

‘The view that all matter is one is quite a reputable scientific hypothesis.’” ^[2]

ENDNOTES

[1]. Russel, B. (1959). *Wisdom of the West*. MacDonald, London.

[2]. <http://en.wikipedia.org/wiki/Thales>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)

Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy

en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



AZONAX THE STOIC

AFFILIATION : Noble HOMELAND : Citium
PHILOSOPHICAL SCHOOL : Zeno (Stoic) PATRON GOD : Hephaestus

ATTRIBUTES

PHYSICAL : 2 MENTAL : 2 SOCIAL : 2

HISTORY

“Stony-jawed Azonax led the stoics of Cyprus
Hailing from the book-rich Citium of the wine-blue coast
As patient as the far flung sea wearing down the cliffs,
So the strong-jawed Azonax endured all that came before him.
Many were the stoics of the Citium, well skilled in observation
And rich in experience of the Earth and the Gods-
Not seeking to change the constant flux of life,
But to adapt and to belong.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Self-control, Contentment and the Simple Way of Life”	<i>Basic stoicism</i>	Physical
“How to Live to a Ripe Old Age”	<i>Bodily health through a simple life</i>	Physical
“The Flux of the Universe is Fire”	<i>The universe is constantly changing</i>	Mental
“Knowledge from Experience and Observation”	<i>How to interpret the external world</i>	Mental
“Why We Have Two ears, But Only One Mouth”	<i>Natural phenomena vs mortal interpretation</i>	Social
“You cannot Change the Universe, Only Survive It!”	<i>Stoic lifestyle tips!</i>	Social

PHILOSOPHICAL ABILITY : STOIC ENDURANCE

Azonax’s seemingly inexhaustible patience allows him to gain a +1 Bonus to any task involving exerting himself, such as Physical labour or long hours of research.

RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

"[Stoicism] teaches self-control, fortitude and detachment from distracting emotions, sometimes interpreted as indifference to pleasure or pain, allows one to become a clear thinker, level-headed and unbiased." [1]

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Stoicism>

REFERENCES

"The Internet Encyclopedia of Philosophy" at <http://www.iep.utm.edu/> (viewed December 2006)
 Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



XENOPHON OF ATHENS



AFFILIATION : Noble **HOMELAND :** Athens
PHILOSOPHICAL SCHOOL : Socrates (Socratic Method) **PATRON GOD :** None!!!

ATTRIBUTES

PHYSICAL : 2 **MENTAL : 2** **SOCIAL : 2**

HISTORY

“Xenophon the wild heart came from white girt Athenai
From a great house where daring statues were created,
Whose crafty-eyed gaze belied an inner balance
Achieved through rigorous thought and simple living.
Thus he led by example that the wise should decide,
While all others should strive to know themselves –
And, once that was achieved, to never take another step backwards.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Healthy Bodies for Healthy Minds”	<i>Exercise manual for young and old</i>	Physical
“A Budget Guide to the City-States”	<i>Surviving on little money in Greece</i>	Physical
“People don’t Kill, Ignorance Kills!”	<i>Ignorance is the root of all evil</i>	Mental
“Give and Take in Logic”	<i>Textbook on the Socratic method</i>	Mental
“Stimulating Sysitions”	<i>How to crash a party and confuse the guests</i>	Social
“Don’t be a Prisoner of Remorse”	<i>How to avoid a guilt-ridden life</i>	Social

PHILOSOPHICAL ABILITY : THE SOCRATIC METHOD

By asking a series of fundamental questions about any topic, Xenophon can make two Draws from the Delphic Deck, choosing the better result.

DISDAINS THE WORSHIP OF THE GODS

Xenophon pays lip service to the Gods, instead focussing on the acquisition of wisdom through knowledge. Whenever Athena is Drawn from the Delphic Deck during any Test, he can make a second Test, choosing the better result.

LYZANIAS OF HALICARNASSUS

AFFILIATION : Nobles **HOMELAND :** Halicanassus
PHILOSOPHICAL SCHOOL : Herodotus (History) **PATRON GOD :** Athena

ATTRIBUTES

PHYSICAL : 1 **MENTAL : 2** **SOCIAL : 3**

HISTORY

“Wide-hearted Lyzaniias journeyed far from his birthplace,
Noble temple-laden Halicarnassus of sweet-smelling Caria,
Who visited the ends of the Earth
Searching for truth in the history of Man,
How the Gods punish those who over-reach themselves
And the manner in which truth can be discerned from rumour.
Fearlessly did wide-hearted Lyzaniias strive to protect
The free men of the West from the slavish of the East,
And wide was the respect he earned from them.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Homer and I : Travels in Asia Minor”	<i>In the footsteps of Homer</i>	Physical
“Moral Lessons in History”	<i>Learning from historical examples</i>	Mental
“Separating Truth from Herasay”	<i>A guidebook on cross-referencing sources</i>	Mental
“East is East, and West is West”	<i>About the clash of cultures between Europe and Asia</i>	Social
“How the Gods punish Hybris”	<i>Fables on divine intervention and foolish mortals</i>	Social
“A funny thing happened on the way to the Parthenon...”	<i>Entertaining stories from Greek history!</i>	Social

PHILOSOPHICAL ABILITY : THE FATHER OF HISTORY

Due to his vast knowledge of Classical legends, myths, and stories, Lyzaniias gains a +1 Bonus to all Tests where knowledge of the local background or genealogy would benefit the situation.



SOKOS OF SALAMIS



AFFILIATION : Mercenary

HOMELAND : Salamis

PHILOSOPHICAL SCHOOL : Solon (Democracy)

PATRON GOD : Athena

ATTRIBUTES

PHYSICAL : 1

MENTAL : 3

SOCIAL : 2

HISTORY

“Noble-browed Sokos of Salamis strove for
Unity of the people above all
All four classes belonged to the State,
Which then provided for its poor.
Too noble to remain in the political arena
He retired to far-flung Cyprus to meditate
On laws that held true to peoples’ morals.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“A man without same is not worthy of trust”	<i>Ethics for leaders</i>	Physical
“Athenian Legal Vol. XXVII”	<i>Laws on sacrilege and adultery</i>	Mental
“The State Protects its People”	<i>State welfare B.C.</i>	Mental
“The Laws Must Fit Your Morals”	<i>Morality in the legal system</i>	Mental
“100 Years of Broken Promises”	<i>How Athens Repealed Solon’s Laws</i>	Social
“A Book Lovers Guide to Cyprus”	<i>Things to do in Exile</i>	Social

PHILOSOPHICAL ABILITY : **LAW-GIVER**

Sokos was a legal reformer who believed in democracy. He gains a +1 Bonus to all Tests involving legal ramifications.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“Solon began a series of political reforms that greatly increased citizen participation in Athenian government. He said that he ‘stood with a strong shield before both parties [the common people and the powerful] and allowed neither to win an unfair victory.’” [1]

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Solon>

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.





LYSANDROS OF SPARTA



AFFILIATION : Mercenary

HOMELAND : Sparta

PHILOSOPHICAL SCHOOL : Lycurgus (Fascist)

PATRON GOD : Ares

ATTRIBUTES

PHYSICAL : 3

MENTAL : 2

SOCIAL : 1

HISTORY

“Iron-bound Lysandros travelled through diverse lands from leaf-deep Sparta,
Through sand-drenched Aegyptus, bright Crete and the hills of Asia
Before he strode ashore on the sacred plains of Ilium.
Oft mocked and satirized, he brooked no patience
With those who sort power for its own sake.
Blessed by the divine oracle of Delphi
He spoke of equality for all within an enclosed State
Of solid currency, of healthy babes and
Morals that held true to peoples’ laws”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Spartan Tour Guide of Crete”	<i>Marching around Crete</i>	Physical
“Spartan Tour Guide of Aegyptus”	<i>Marching around Egypt</i>	Physical
“The Common Sense Book of Spartan Baby and Child Care”	<i>Eugenics B.C.</i>	Physical
“Isolationism Keeps Out Bad Influences”	<i>Good fences make good neighbours</i>	Mental
“Morals Must Fit Your Laws”	<i>Legalism in the moral system</i>	Mental
“The Use of Iron in Currency”	<i>New minting techniques</i>	Social

PHILOSOPHICAL ABILITY : DELPHIC BLESSINGS

Having received the approval and blessing of the Oracle at Delphi, Lysandros receives a +1 Bonus to any Test requiring good luck.

FELIX THE ELDER

AFFILIATION : Mercenary

HOMELAND : Rome!

PHILOSOPHICAL SCHOOL : Cato (Oratory)

PATRON GOD : Hermes

ATTRIBUTES

PHYSICAL : 2

MENTAL : 1

SOCIAL : 3

HISTORY

“Golden-tongued Felix the Elder showed iron resolve
In his implacable hatred for high-walled Carthage,
Despising its tusked elephants and fast-sailing ships
His fervour inspired and terrorised all before him
Likewise he frowned on much over worked art,
Drank only the pure water of seven-hilled Latinum
And feared much the laziness of his Grecian cousins.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“The Three Regrets Trilogy Vol. I: Travel By Land Rather Than By Sea”	<i>Walking is good for you</i>	Physical
“My Campaign Against Hannibal”	<i>Memoirs of his campaign in Hispania</i>	Physical
“The Three Regrets Trilogy Vol. II: Never tell the Wife Your Secrets”	<i>Hints for Roman Patriarchs</i>	Mental
“The Three Regrets Trilogy Vol. III: An Inactive Day is a Wasted Day”	<i>Keeping busy Roman style</i>	Social
“Be Kind to Your Servants, At Least They are Not Carthaginian”	<i>A users manual</i>	Social
“Carthage Must Be Destroyed!!!”	<i>Collected speeches of Cato</i>	Social

PHILOSOPHICAL ABILITY : MASTER ORATOR

As one of the greatest public speakers of the Ancient World, Felix gains a +1 Bonus whenever he gives an impassioned speech before a Test.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

“Cato was also opposed to the spread of Hellenic culture, which he believed threatened to destroy the rugged simplicity of the conventional Roman type... Cato held no public office [later in his career], but continued to distinguish himself in the Senate as the persistent opponent of the new ideas. He was struck with horror, along with many other Romans of the graver stamp, at the licence of the Bacchanalian mysteries, which he attributed to the influence of Greek manners; and he vehemently urged the dismissal of the philosophers (Carneades, Diogenes, and Critolaus), who came as ambassadors from Athens, on account of the dangerous nature of the views expressed by them.” [1].

ENDNOTES

[1]. http://en.wikipedia.org/wiki/Cato_the_Elder

REFERENCES

“The Internet Encyclopedia of Philosophy” at <http://www.iep.utm.edu/> (viewed December 2006)
Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.



ARISTONYMUS

AFFILIATION : Mercenary **HOMELAND :** Athens
PHILOSOPHICAL SCHOOL : Aristophanes (Comedy) **PATRON GOD :** Dionysus

ATTRIBUTES

PHYSICAL : 1 **MENTAL : 2** **SOCIAL : 3**

HISTORY

“Heracles : Sorry old man, but I really can’t help it.
 A lion’s skin over a yellow night dress!
 What’s the idea? What’s your agenda?

Hermes : Peace doesn’t like you : she remembers too well what you did to her,
 When you rubbed garlic in her face!

Demosthenes : Let’s get this a bit closer, so I can oil my brain.

Chorus : The time has come to end our play;
 But you can dance before us;
 And this at least is safe to say –
 No comic poet ‘till today
 Has hit on such a clever way
 Of sending off his Chorus.”

ACADEMIC WORKS

TITLE	DESCRIPTION	ATTRIBUTE
“Evading the Senses”	<i>How to dodge annoyed crowds</i>	Physical
“Mocking Socrates”	<i>How to tease philosophers</i>	Mental
“Mocking Euripides”	<i>How to tease playwrights</i>	Mental
“Monarch on the Roof”	<i>A comedy on politics</i>	Social
“Horse-22”	<i>A comedy on the military</i>	Social
“An Oracle Too Far”	<i>A comedy on religion</i>	Social

PHILOSOPHICAL ABILITY : SOCIAL SATIRE

Being a comic playwright and satirist, Aristonymus gains a +1 Bonus against any target you can deliver a mocking speech about before a Test.



RECENT ACADEMIC WORKS :

TITLE	DESCRIPTION	ATTRIBUTE

PHILOSOPHICAL BACKGROUND

"[Aristophanes] plays are the only surviving complete examples of Old Attic Comedy... Many of Aristophanes' plays were political, and often satirized well-known citizens of Athens and their conduct in the Peloponnesian War and after. Hints in the text of his plays, supported by ancient scholars, suggest that he was prosecuted several times by Cleon for defaming Athens in the presence of foreigners and the like; how much truth there is to this is impossible to say." [1].

ENDNOTES

[1]. <http://en.wikipedia.org/wiki/Aristophanes>

REFERENCES

"The Internet Encyclopedia of Philosophy" at <http://www.iep.utm.edu/> (viewed December 2006)
 Fieser, J. PdH, Dowden, B. The Internet Encyclopedia of Philosophy
en.wikipedia.org, (viewed January 2006). Wikimedia Foundation, Inc.

