

The Royal Inscription of Xerxes at Persepolis

A great god is Ahuramazda, who created this earth, who created yonder sky, who created man, who created happiness for man, who made Xerxes king, one king of many, one lord of many.

I am Xerxes, the great king, king of kings, king of countries containing many kinds of men, king in this great earth far and wide, son of king Darius, an Achaemenian, a Persian, son of a Persian, an Aryan, of Aryan stock.

King Xerxes says: By the grace of Ahuramazda these are the countries of which I was king apart from Persia. I had lordship over them. They bore me tribute. What was said to them by me, that they did. My law, that held them: Media, Elam, Arachosia, Armenia, Drangiana, Parthia, Aria, Bactria, Sogdia, Chorasmia, Babylonia, Assyria, Sattagvdia, Lydia, Egypte, Yauna, those who dwell on this side of the sea and those who dwell across the sea, men of Maka, Arabbia, Gandara, India, Cappadocia, the Dahae, the Haoma-drinking Sacae, the Sacae wearing pointed caps, Thrace, men of Âkaufaciya, Libyans, Carrians, and the Nubians.

King Xerxes says: when I became king, there was among these countries one that was in rebellion. Ahuramazda bore me aid. By the grace of Ahuramazda I smote that country and put it down in its place.

And among these countries there was a place where previously Daeva were worshipped. Afterwards, by the grace of Ahuramazda I destroyed that sanctuary of Daeva, and I proclaimed: 'The Daeva shall not be worshipped!' Where previously the Daeva were worshipped, there I worshipped Ahuramazda at the proper time and in the proper manner. And there was other business that had been done ill. That I made good. That which I did, all I did by the grace of Ahuramazda. Ahuramazda bore me aid until I completed the work.

You who may live hereafter, if you should think 'Happy may I be when living, and when dead may I be blessed,' have respect for that law which Ahuramazda has established. Worship Ahuramazda at the proper time and in the proper manner. The man who has respect for that law that Ahuramazda has established and worships Ahuramazda at the proper time and in the proper manner, he both becomes happy while alive and becomes blessed when dead.

King Xerxes says: May Ahuramazda protect me from harm, and my house, and this land. This I ask of Ahuramazda. This may Ahuramazda give to me.

Athens

Location: Athens, Greece.

Government: Archon Eponymous Calliades, Themistocles & Aristides 2 of the 10 Strategoi, Archon Basileus.

Position: Greek City.

Population: 100,000

History

Athens was founded around the 6th century B.C. and it is here that a new democracy was set up by Cleisthenes in 510 B.C.

Athens was overshadowed by the powerful Greek city state of Sparta during the earliest part of its history.

In the year 499 B.C., Athens sent troops to assist the Ionian Greeks of Asia Minor in revolting against the Persian Empire.

This prompted an invasion by King Darius. The Athenian general Miliades defeated Darius at the Battle of Marathon.

A second invasion under the Persian King Xerxes in 480 B.C. would not be so easily defeated.

Xerxes will burn Athens to the ground in the summer after the Battle of Thermopylae.

1. The Acropolis

This structure crowns the top of the tallest hill overlooking the city, and inside a walled enclosure is the Temple of Athena and the Parthenon.

2. Theater of Dionysus

The theater has been carved out of the stone hill below the Acropolis. The acoustics here will carry speech up into the theater very efficiently.

3. Street of Tripods

This road is the most traveled road in Athens and links the Agora to the theater of Dionysius.

4. Line of the Old City

Inside this area are the oldest buildings of Athens.

5. Wall of Themistocles

This wall was built at the instigation of Themistocles, after the Oracle at Delphi was consulted about the upcoming Persian invasion.

6. Inner Ceramicus

The northwest area of the city contains the river Eridanus, and the Sacred Way, a road

leading to the west out of the city to Eleusis. Another road goes northwest to the Academy.

7. Collytus

This hill at the northern end of town contains many of the houses and estates of the rich and influential members of Athenian society.

8. Diomea

The east part of Athens contains most of the homes of the populace. Two roads lead out of this area to the east: The road to Marathon, which travels past Mt. Lycabettus, and the road to Lyceum. A third road passes to the southeast to the stadium.

9. Limnae & The Olympieum

This area holds the grounds used in the Olympic games. It sits on top of a low rise overlooking Limnae, the southern part of town.

10. Stadium

The stadium lies outside the Wall of Themistocles to the southeast of town, past the river Ilissus.

11. Cydathenaecum

To the south below the Acropolis is a small gully passing through a pair of hills.

12. Pnyx

Sitting on top of a small hill on the west side of town is a large building used for Democratic discussions.

13. Areopagus

This hill lies directly to the west of the Acropolis.

14. Prytaneum

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15. Hill of Colonus

Thesaeum

16. Melite & Nymph's Hill

This area is the western side of town where many merchants live.

17. Road to Peiraeus

The port town of Peiraeus can be reached by traveling down this road.

The Acropolis

History

The Acropolis is the highest point in the city of Athens and it is here that the main temple of Athena sits overlooking the city.

1. Panathenaic Way

This is a road leading to the Acropolis through the Agora from Dipylon. During the month of Hecatombaeion (July), which is the first month of the Athenian calendar, a solemn procession is led down this road.

This procession is the high point of the festival of Panathenaia. The procession travels to the top of the Acropolis and a new dress is given to the goddess Athena.

The Panathenaia festival is attended by a great gathering of Greeks from far away lands and there are many sports events and musical contests held during it.

2. Peripatos

This road goes around the Acropolis.

3. Wall of the Acropolis

Stone walls, 20' high, ring the top of the Acropolis.

4. Theater of Dionysus Eleuthereus

This large theater has been carved into the rock of the southern side of the Acropolis. Many famous plays are shown here, including works by Aeschylus, and Sophocles.

One play, "The Persians," by Aeschylus, is not a very popular one today.

5. Propylon

The word means, "What stands before the doors" and this is the entrance to the top of the sacred rock of the Acropolis. There are talks about constructing a larger, more grand building here one day.

6. Statue of Athena

A tall bronze statue of Athena stands upon a pedestal in front of the temple of Athena.

Destroyed during the Persian invasion of 480 B.C., a new, grander statue will be constructed by Phidias.

The new statue will also be visible from the port at Propylaea, and it will stand over 7 meters tall. It will be made from wood, and overlaid in gold leaf. The current statue is built on top of a

wooden frame, and overlaid in bronze. It is also visible from the sea.

Athena stands gazing out of the city to the southwest. A spear rests against her right shoulder while a shield is at her left foot, where a coiled serpent lies.

7. Temple of Athena

The temple of Athena sits on top of the Acropolis. It will be destroyed by the Persians in 480 B.C.

8. Sacred Olive Tree

The sacred olive tree was given to the Athenians centuries ago, when they chose Athana's gift over that of Poseidon. This tree is indeed very old.

9. Aglaureion

This is a sanctuary built into a crack in the cliff face. Dedicated to Aglaurus, a daughter of Cecrops, the first King of Athens. Young men come here to swear a pledge of allegiance to Athens, invoking Aglaurus and other gods.

10. Altar of Athena

A dozen steps lead up to a platform that serves as an altar to the goddess Athena.

11. (Pre-) Parthenon

After the battle of Marathos (490 – 88 B.C.), this structure was begun after a large limestone foundation on top of the Acropolis was leveled for the building.

A sanctuary dedicated to the protector of the city, Athena, this large structure is still under construction at the time of the Persian invasion.

12. Tripod Road

This is the most traveled road in Athens. It leads from the Agora to the theater of Dionysus at the south eastern side of the Acropolis.

It is named after the monuments and tripods erected in memory of the victories at the theater by wealthy citizens that were selected as choirmasters.

The Curse of Athena

The Curse of Athena

Story Goal: To restore the Temple of Athena in Athens by appeasing the god Enyo & then planting a new sacred olive tree in the Acropolis.

Main Villain: The Sorcerer Dardanus

Villain's Allies: Artemisia of Caria, Persian ships and soldiers, the gods Poseidon, Enyo (Destroyer of Cities), Eris (Goddess of Discord), Phobos, and Deimos (Gods of Fear & Dread), and the Daeva (Celestial Beings).

The Gorgon Medusae can serve as an opponent or an ally, depending on how she is treated. Ideally, she should be transformed back into a beautiful sea nymph by the end of the story.

Genre: Myth, action, suspense.

Time Period: August, 480 B.C. – during the sack of Athens, but before the Battle of Salamis.

Setting: Athens, & an island off the southern coast of Greece.

Mood: Mythical / Heroic.

Backstory:

For ages, Poseidon and Athena had been rivals for the attentions of the people of Athens, Poseidon offering the people a spring of water, and Athena offering them an olive tree. The people chose the gift of Athena making her the patron of the city. Ever since, Poseidon has brooded over his loss.

One day, the sea nymph Medusae, who was the most beautiful of the three Gorgon sisters, was courted by the god Poseidon. She ran away from him and hid in the temple of Athena in the Acropolis at Athens. There, the god caught her and raped her on the floor of the temple. When Athena discovered this, she cursed Medusae, turning her into a hideous monster and banishing her to a lonely island.

Artemisia of Caria

Artemisia, the ruler of the Ionian city state of Caria, is one of the more influential vassals of the Persians. Her five ships are among the most famous in Xerxes fleet. Aware of the rivalry between the Greek gods, she has become wary of using the Persian fleet against the Greek warships. When general Mardonius gathered together a counsel meeting under King Xerxes, she alone gave the Persian king sound advice:

“Spare your ships, and do not risk a battle; for these people are as much superior to your people in seamanship, as men to women. What so great need is there for you to incur hazard at sea? Are you not master of Athens, for which you did undertake your expedition? Is not Hellas subject to you? Not a soul now resists your advance. They who once resisted, were handled even as they deserved. Now learn how I expect that affairs will go with your adversaries. If you are not over-hasty to engage with them by sea, but will keep your fleet near the land, then whether you stay as you are, or march forward towards the Peloponnesos, you will easily accomplish all for which you are come here. The Hellenes cannot hold out against you very long; you will soon part them asunder, and scatter them to their several homes. In the island where they lie, I hear they have no food in store; nor is it likely, if your land force begins its march towards the Peloponnesos, that they will remain quietly where they are---at least such as come from that region. Of a surety they will not greatly trouble themselves to give battle on behalf of the Athenians. On the other hand, if you are hasty to fight, I tremble lest the defeat of your sea force bring harm likewise to your land army. This, too, you should remember, O king; good masters are apt to have bad servants, and bad masters good ones. Now, as you are the best of men, your servants must needs be a sorry set. These Egyptians, Cyprians, Cilicians, and Pamphylians, who are counted in the number of your subject-allies, of how little service are they to you!”

Rather than have her killed, Xerxes was pleased by her contrarian viewpoint, knowing that she, alone among his counselors, spoke her mind. Nevertheless, he has chosen to attack the Greeks at sea anyway, since he believes that the last battle he fought against the Greeks (at Euboea) was lost because he was not present himself to watch. This time, he will observe the sea battle from a position on the land, while his grand fleet engages the enemy at Salamis.

The Sorcerer Dardanus

Artemisia has fallen in love with the Sorcerer Dardanus. Rejecting her advances, he has fallen out of favor at the Persian court. In order to gain power and influence with Xerxes and to restore the worship of the Daeva to their rightful place, Dardanus has decided to raze the city of Athens to the ground. When the Persian army arrives at Athens he will go directly to the Acropolis to burn down the temple of Athena and to slay the priestesses there.

The Curse of Athena

Dardanus has been granted powers from the Celestial Daeva, sacred beings of light worshiped by those living by the Caspian Sea. If he succeeds in the destruction of the Athenian temple and in slaying the high priestess, the Daeva will give him magic weapons to use against the Greeks. He will then conquer Greece and raise the Daeva to a prominent place in Persian society.

Earth & Water

Xerxes, the king of Persia, has asked for “Earth and Water” as a sign of submission to his empire, but his emissaries have been thrown into a pit by the Athenians. It is now August, 480 B.C. and the Persian army under General Mardonius advances upon the city of Athens after the humiliating Battle of Thermopylae.

Themistocles, the military commander of Athens, has ordered the women and children to evacuate the city, while the men are to report to his fleet of Triremes. Now, the population of 100,000 people are fleeing to the harbors of Munychia and Peiraeus, cramming into ships there which are headed to the city of Troizen on the Peloponnese or to Salamis.

The Last Defense of the Temple of Athena

Everyone has fled the city except for the treasurers, priestesses and a few royal guards sworn to give up their lives to defend the Temple of Athena. . . .

The Main Villain

The Sorcerer, Dardanus and the Celestial Beings, also known as the Daeva.

Notes:

This story has many facets, but the story goal is a simple one: To restore the temple of Athena by placing the sacred olive tree in the Acropolis. The villain seeks to prevent this, intending to set up a temple to the Deava on the ruins of the Acropolis.

Levels of Conflict

The rivalry of Athena and Poseidon frames this story. The other levels of conflict include the war between the Persians and Greeks, the political machinations of Artemisia and Dardanus, and the Curse of Athena itself: The Medusae.

The restoration of Athena’s temple will gain the cursed sea nymph her redemption (unless she was killed by the characters in the quest).

Also inherent in the story is the rivalry between the Zoroastrian’s, led by King Xerxes, and the worshipers of the Daeva – also called the Celestial Beings – whose leader, Dardanus wants to restore to a place of power within Persian society.

The Curse of Athena

Villain: The Sorcerer, Dardanus and the Celestial Beings known as the Daeva.

Villain’s Goal: Destroy the Temple of Athena, along with her priestesses.

Inciting Incident: The burning of Athens by the Persian army.

Scene Outline

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| <p>1. <i>The Burning of Athens</i>
Goal: Escape to a ship leaving the port.
Opposition: Dardanus, Persian soldiers, Enyo.
Setting: The Temple of Athena at the Acropolis in Athens.
Tie-in: Secret passage near the Aglaureion leading to a way out of the city towards the harbor of Peiraeus.</p> | <p>Weakness/Need</p> | <p>Introduction – Inciting Incident</p> |
| <p>2. <i>The Fury of Poseidon</i>
Goal: Survive an attack at sea, and then survive a shipwreck.
Opposition: Artemisia of Caria, Poseidon. Her ships attack, but Poseidon’s storm sinks the Greek ship first.
Setting: A Greek merchant ship traveling the Saronic Gulf to Troizen.
Tie-in: The ship sinks in the storm.</p> | <p>Desire</p> | <p>Rising Action – Significant Event</p> |

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| 3. <i>The Lonely Island</i> | Opponent | Complications – Plot Twist |
| Goal: Not to kill the nymph, who will become a mentor, giving aid and weapons. | | |
| Opposition: The characters themselves. Fear, Elemental. Persian soldiers. | | |
| Setting: Deserted village on a small island, full of life-like statues. | | |
| Tie-in: Told to slay the Medusae and take the sacred olive tree back to Athens. | | |
| 4. <i>The Gray Ones</i> | Plan | Crisis – Decisive Moment |
| Goal: To find the location of the Medusae and acquire Chrysaor, the Golden Sword. | | |
| Opposition: The Two Sisters (Graeae), including Deino and Pemphredo. Enyo is out destroying Athens. | | |
| Setting: Cave in the hills overlooking the ocean. | | |
| Tie-in: Map to the lost temple, given to the characters in a bargain. | | |
| 5. <i>The Gorgon</i> | Battle | Climax - Confrontation |
| Goal: Slay or restore the Gorgon. | | |
| Opposition: A Gorgon (Medusae), Sand Crumblers. | | |
| Setting: An old temple on the island. | | |
| Tie-in: Six Pegasi (flying horses). | | |
| 6. <i>The Olive Tree</i> | Self-revelation | Resolution - Outcome |
| Goal: Bring back sacred olive tree to Athens, restoring it. | | |
| Opposition: Enyo, Dardanus, Persian soldiers, and the Daeva “Anashti” – (which means, “Strife”). | | |
| Setting: The ruins of Athens. | | |
| New Equilibrium: The city of Athens will be ritually restored. The curse of Athena will be gone (either by the redemption or the slaying of the Medusae). | | |

Scene 1: The Burning of Athens

The Entrance

The white walls of the Acropolis are washed in the red glow of fires burning in the lower city. The air is oppressive with the heat and ash of the razing of Athens. A dog runs down the Panathenaic Way, chased by shadowy figures coming out of the smoke. Silence fills the air, except for the rumbling and crackling sounds drifting up from the city.

Quick Glance

On top of the limestone hill overlooking the city of Athens lies the Acropolis, where the unfinished wooden structure of the Parthenon stands next to the Temple of Athena. A monument to the patron of the city, Athena, its stone columns stand surrounded by wooden planks and frames just recently abandoned. The Persian army has arrived, burning and looting in the lower city.

Like the god Athena, most of the population of the city – some 100,000 souls – have fled to the sea, bound for the city of Troizen across the Saronic Gulf. It is a strange twist of fate that Poseidon, a long time rival of Athena, should be the guardian of the lives of so many people now. Only the foolish remain in the city, and there are indeed some priests and treasurers still in the Acropolis, thinking that this is perhaps as good a place as any other to die in, defending the city they love.

- 1. Bronze Statue:** Standing high above the buildings on top of the Acropolis, is a bronze statue of Athena.
- 2. The Sanctuary:** The sanctuary garden of Athena rests behind a tall stone wall, just behind the statue.
- 3. Bronze Doors:** Bronze doors guard the entrance to the sanctuary of Athena and the temple.
- 4. Building Entry:** Six white marble pillars front a smaller building where the few remaining treasurers stand guard over the holy objects too heavy to have been evacuated.
- 5. Treasury:** To the right stands a golden statue, some 6’ tall. A door rests against the opposite wall.
- 6. Plant Boxes:** Flowers grow out of a pair of plant boxes resting by the door to the treasury.
- 7. Bird Bath:** A stone bird bath sits near the back wall.
- 8. Flower Beds:** Wildflowers grow in well kept beds in front of the wall of the treasury.
- 9. Watchtower:** Stone steps lead up to a watchtower.

The Curse of Athena

- 10. **Stone shield:** A large stone shield rests against the wall.
- 11. **Passage:** No dust filters down from the roof of the passage carved into the limestone.

Close Look (20 min)

Persian soldiers begin to come up the slope leading to the Propylon – the entrance to the Acropolis. A few of the remaining temple guards look sternly down the slope, getting ready to die. A wind blows north towards the small treasury building next to the sanctuary where the sacred olive tree grows. Small leaves blow off of the tree, one landing in front of the stone pillars in front of the entryway to the treasury.

- 1. **Bronze Statue:** On top of a marble base with an inscription, the stature stands some 30' high. The statue is visible from the port of Piraeus, more than a few hours march away to the southwest.
- 2. **The Sanctuary:** The top of the sacred olive tree can be seen over the wall. The gift of Athena to the people here, it was chosen over a spring of water offered by Poseidon.
- 3. **Bronze Doors:** The doors have been closed, but there is no lock or bar.
- 4. **Building Entry:** Nothing remains inside the anteroom of the treasury now.
- 5. **Treasury:** Next to the golden statue of Athena rest two sturdy oak chests, too heavy to have been moved quickly, or perhaps forgotten in the evacuation. The door is made from the wood of an oak.
- 6. **Plant Boxes:** An oak staff leans against the plant boxes.
- 7. **Bird Bath:** A fountain has been built into the bird bath, but no birds rest here.
- 8. **Flower Beds:** A discarded shovel leans against the wall next to the opening to the back of the treasury.
- 9. **Watchtower:** This tower can be reached by a short flight of stairs carved into the stone walls. It overlooks the city of Athens, burning now from a hundred fires.
- 10. **Stone Shield:** The shield is carved from granite, and bears the image of an olive tree.
- 11. **Passage:** The passage goes down at a steep angle, but there are steps carved to prevent one from falling.

Brief Search (30-40 min)

There is a long skirmish as the Athenian soldiers are killed one by one. The Persians come into the Acropolis and pause to look up at the statue of Athena. A cackling laughter can be heard, and an old woman appears from amid the contingent of soldiers. She raises a knurly staff and a jet of fire shoots out towards the wooden framework surrounding the Parthenon, and towards the olive tree, both erupting into flames. Behind the old woman the soldiers hesitate in awe, and then begin to move aside for someone coming up the road.

- 1. **Bronze Statue:** The inscription identifies the statue as that of Athena Promachos – “Athena who fights in the front line.” A long spear leans against her shoulder and a huge shield stands by her leg. Her right arm reaches out to the sea, as if calling the distant god Poseidon, who was once a rival for the affections of the inhabitants of the city of Athens. A winged object rests in her outstretched right hand.
- 2. **The Sanctuary:** The sanctuary has been abandoned.
- 3. **Bronze Doors:** The doors have a wooden frame, with bronze plating covering the surface.
- 4. **Building Entry:** –
- 5. **Treasury:** Both of the chests bear a sturdy bronze padlock.
- 6. **Plant Boxes:** The oak staff has been enchanted. When grasped, a person will gain the impression of peacefulness and strength. If a prayer to Athena is made, the knowledge of how to use the staff will be revealed.
- 7. **Bird Bath:** Underneath the bath, there is a bronze handle sticking out of a hole in the stone.
- 8. **Flower Beds:** –
- 9. **Watchtower:** Persian soldiers can be seen moving about the city, looking for loot. One large group contingent of solders can be seen moving towards the Acropolis, trapping all inside it.
- 10. **Stone Shield:** There are grooves carved into the floor of the limestone rock that go along the wall. Moss grows in the depressions.
- 11. **Passage:** The passage ends at a wall with a bronze lever attached to a large mechanical lock.

The Curse of Athena

Thorough Investigation (1 hour or more)

As the Parthenon and Temple of Athena begin to burn, a well dressed man wearing Persian bronze scale armour comes into view. The old woman, now revealed to be the god Enyo – the destroyer of cities – continues to laugh as the fires spread. The man glances towards the small treasury and gestures with his scepter. A group of Persian soldiers approach. . . .

- 1. Bronze Statue:** The huge marble base is taller than a man. Athena wears a Corinthian helmet. Sitting in the palm of Athena's hand rests the Nike, the winged god of victory.
- 2. The Sanctuary:** A peaceful air covers the sanctuary, even with the whirlwind of destruction so close by. Anyone resting under the olive tree for a few seconds will regain their fatigue.
- 3. Bronze Doors:** The head of a Gorgon is molded into the surface of the doors. The symbol serves as a magic ward against evil, and will protect the sanctuary from evil spirits unless the doors are destroyed.
- 4. Building Entry:** –
- 5. Treasury:** Both chests are filled with a dozen woolen bags, bound in leather. When opened it can be seen that one chest contains a fortune in gold. The other chest is full of silver coins.
- 6. Plant Boxes:** The staff is enchanted with the gift of prophecy. The staff is recharged by immersing it in fresh water for 2 hours. Salt water will render it useless unless it is purified with olive oil and immersed in fresh water for 2 hours.
- 7. Bird Bath:** If grasped and pulled, a long bronze staff will come out. This can be used to move the stone shield that hides the secret passage.
- 8. Flower Beds:** –
- 9. Watchtower:** The Persian soldiers have not reached the western gates to the city yet. A single ship is still in the harbor of Peiraeus.
- 10. Stone Shield:** The stone shield can be moved easily using the bronze rod if it is found. Otherwise, it will take a team of determined men to move it out of the way, exposing a passage descending into the limestone.
- 11. Passage:** The secret passage opens into the shrine of Aglaureion, who is one of the daughters of Cecrops, the first king of Athens. It is here that the Athenian Ephebes take their pledge of allegiance to their homeland, invoking Aglaurus.

Notes:

Everyone that remains inside the Acropolis are prepared to die. However, one of the priests will be given a vision from Athena, urging some of them to find a new olive tree and to bring it back here to plant in the soil of the ruins in order to restore the temple. The secret door can be opened easily with the bronze staff under the bird bath, but it can also be pushed along the groove by a group of determined men. Emerging from the Aglaureion shrine at the base of the rock face, an escape can be made by traveling west to the open gates and then down the road to the port of Peiraeus where a single merchant ship lies at anchor, just about ready to sail.

Scene 2: The Fury of Poseidon

The Entrance

Dark skies foretell a difficult journey through the Saronic Gulf. Black thunderclouds cover the sky, and the sea is rough, tossing the ship to and fro. Over the horizon, what appears to be a Greek warship comes into view. It is bearing down swiftly on the small merchant ship.

Quick Glance

As the warship comes closer, Ionic warriors – allies of the Persians – can be seen on the decks. A proud woman sits at the helm in the aft of the warship. Rather than attempt to sink the merchant ship by ramming it, the warship draws alongside.

Merchant Ship:

- 1. Deck Boards:** A long, thin deck of planks create a thin aisle down the center of the ship.

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- 2. Main Mast:** The main mast is in the center of the ship.
- 3. Hold:** Down below, the hold is filled with refugees. It is covered with a tarp.
- 4. Pilot Station:** At the aft of the ship is the pilot station.

Trireme:

- 5. Forward Post:** A pair of platforms frame both sides of the Trireme's foredeck.
- 6. Main Deck:** Two wooden decks traverse the length of the warship.
- 7. Access Way:** Down the center of the trireme is an access way.
- 8. Ladders:** –
- 9. Chair:** A large chair is at the aft of the trireme.
- 10. Main Mast:** The mast of the ship has been taken down for battle.
- 11. Fore Mast:** The foremast has also been removed.

Close Look (20 min)

A heavy rain begins to fall, soaking everything. The pelting sounds against the tarp of the merchant ship lull one into a false sense of security as the ship is tossed about in the waves.

The merchant ship is filled with some of the last refugees from Athens, along with whatever treasures they managed to bring with them. A long deck covers the center of the ship, with the hold below covered with tarps.

The long, thin warship is a Trireme, filled with soldiers and men manning the three decks of oars. The masts have been taken down, indicating the ship is ready for battle.

Grappling hooks are thrown, binding the two ships together in a tenuous link. The sea tosses both ships so much that many of the grapples break. A volley of arrows greets those foolish enough to stand on the narrow deck. A dozen Ionian soldiers climb aboard.

Merchant Ship:

- 1. Deck Boards:** The deck is planked in pine, and wood framed railing runs the length of the aisle.
- 2. Main Mast:** The mast is the trunk of a pine tree.
- 3. Hold:** Many treasures lie in the hold, along with a few people
- 4. Pilot Station:** A few steps lead up to a platform at the aft, where the pilot steers the ship with the rudder.

Trireme:

- 5. Forward Post:** The platforms serve as observation posts and a firing platform for archers.
- 6. Main Deck:** –
- 7. Access Way:** There are three decks below the main deck, all filled with soldiers and supplies.
- 8. Ladders:** Two pairs of ladders allow entry to the lower decks from the fore and aft of the ship.
- 9. Chair:** Like a throne, a large chair, covered in cushions is at the aft of the ship between the two steering oars. A hasty tarpaulin has been erected over it.
- 10. Main Mast:** The ship is powered by three rows of oars when the mast is not up.
- 11. Fore Mast:** –

Brief Search (30-40 min)

After a brief skirmish, the Ionians retreat. The winds rise to a terrible gale, forcing the two ships apart. The rain strikes hard against the deck and tarpaulin, making it difficult to hear one another. A loud groaning can be heard as the ship's wooden frame is stretched. Lightning shoots across the sky, and the waves toss the merchant ship around wildly in the storm.

Merchant Ship:

- 1. Deck Boards:** –
- 2. Main Mast:** The wood has a long crack running through it.
- 3. Hold:** Several crates, chests and sacks cover the hold, along with a few barrels.
- 4. Pilot Station:** –

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Trireme:

5. **Forward Post:** Archers stand on the two platforms.
6. **Main Deck:** –
7. **Access Way:** The bottom of the access aisle is where the main mast and foremast are stowed.
8. **Ladders:** –
9. **Chair:** The woman sitting in the chair appears to be a prominent member of Ionian society.
10. **Main Mast:** –
11. **Fore Mast:** –

Thorough Investigation (1 hour or more)

The warship has moved away towards the coastline. But as the captain of the merchant ship struggles to get control, there is a terrible cracking sound and the main mast splits a few feet above the deck. The mast hangs onto the side of the ship after falling, dragging the ship onto its side. Cold salt water rushes into the hold.

Merchant Ship:

1. **Deck Boards:** –
2. **Main Mast:** The crack travels all the way through the wood, and it is ready to break.
3. **Hold:** The chests contain gold, silver, and jewelry. There are sacks of grain, and water barrels.
4. **Pilot Station:** –

Trireme:

5. **Forward Post:** –
6. **Main Deck:** –
7. **Access Way:** –
8. **Ladders:** –
9. **Chair:** The woman is Queen Artemisia of Caria, a town allied with the Persians. She is a close advisor to Xerxes, and she has warned against attacking the Greeks at sea. She commands five Triremes herself.
10. **Main Mast:** –
11. **Fore Mast:** –

Notes:

Have a few volleys of arrows pelt the ship. Then the Trireme will draw up alongside the merchant ship, and a dozen soldiers will come aboard, looking for loot. They are lightly armed naval troops (no bronze scale armour). After a quick skirmish, the warship will retreat, driven away by the storm.

If any Carian soldiers are captured, they will state that they serve Queen Artemisia, who chose to intercept the merchant ship in order to capture the characters and present them to Dardanus the sorcerer. This is because she is in love with him. The captive will also state that Dardanus desires to return the Persians to worshipping the Celestial Beings – the Daeva. But the Daeva are known to be evil beings – the source of every kind of calamity.

This information should be imparted to the characters while the ship is being tossed about wildly in the storm. The ship will then sink after it loses its main mast and capsizes.

Scene 3: *The Lonely Island*

The Entrance

The gritty texture of sand pressed against your face is only washed away briefly by salt water, as the tide washes up to douse you in a chilly embrace. Like the fingers of a great sea monster reaching up for one last touch before giving up on swallowing you, the sea rushes in again and again until you open your eyes, exhausted.

Crystal blue oceans surround the horizon, reflecting a clear blue sky. The ocean seems to stretch on for leagues, with no other land in sight.

In the other direction, a steep slope rises up to fill your eyes. Lush trees and greenery cover the coastline, and a trail winds up into the hills. Following the trail, you find that you are on an island. .

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Quick Glance

After a few hours journey into the trees, you come to a quiet village, covered in fog. Figures stand there in the mist, unmoving. Their silent faces stand guard over an unearthly place.

1. **Observer:** A tall man looks out of the village down the trail running down to the coastline.
2. **Child:** A young child stands at the edge of the closest building.
3. **Onlooker:** Another man looks out towards the trail.
4. **Dog:** A dog stands, unmoving near the well.
5. **Well Woman:** There is a young woman standing next to the well.
6. **Children:** Three children look out towards the trail.
7. **Old man:** An old man sits in a chair on one side of the village, looking towards the well.
8. **Shepherd:** A shepherd leads a flock of sheep through a side street.
9. **Boy:** A young boy, unmoving stares out of the left side of the village.
10. **Well:** A well of mortared stone rests in the center of the small village.

Close Look (20 min)

There are several plain houses clustered around an area containing a well. Although the village is full of people, they are completely silent, and do not move at all. A bird call flutters down from high up, making the scene eerily ominous. You cannot help but wonder if this is the Underworld, ruled by Hades, and if you are some of the souls drifting through the afterlife, without hope.

1. **Observer:** The armoured man and has a sword, shield & crested helmet.
2. **Child:** The young boy stands with both hands upraised. There is an object in his hand.
3. **Onlooker:** The man is well dressed, and stands next to the building on the right side of the village.
4. **Dog:** One paw is lifted off the ground, as if the dog had been running. The dog is looking over her shoulder at the trail.
5. **Well Woman:** The woman appears to be getting ready to draw some water out of the well.
6. **Children:** Three small children stand expectantly together in a crowd.
7. **Old man:** The man has a relaxed appearance.
8. **Shepherd:** There are 8 sheep following the shepherd. The man has a long beard and a grizzled face worn with age. The wrinkled in his skin are very lifelike and realistic.
9. **Boy:** The young boy holds a sling in his hand, and looks over towards the village with a gleam in his eyes. In his right hand he holds a sling stone.
10. **Well:** There is an inscription carved into a bronze plaque affixed to the side of the well.

Brief Search (30-40 min)

The houses are made out of mortared stone white washed clean. The walls sharply reflect the sunshine peering through the mist, which is burning off. What looked like nearly a dozen people standing around the village turn out to be nothing more than statues, carved out of gray stone.

There are symbols carved into the statues. Next to the carvings are words scratched out in Ancient Greek letters, slightly difficult to read but nevertheless legible.

1. **Observer:** The man is frozen into the pose of just starting to draw his sword from its scabbard. There are strange carvings in his shield:

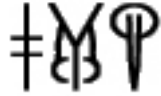


2. **Child:** The child is holding a flask in his hand, offering it up to seemingly give it to a friend. These carvings are engraved in the flask:

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3. **Onlooker:** This man leans on a staff, carved with two entwined snakes that curl around the pole, meeting at the top. These carvings are engraved in the stone staff:



4. **Dog:** Completely lifelike, the dog's statue remains frozen in mid stride. A collar around the dog's neck has these carvings:



5. **Well Woman:** The woman next to the well holds a bronze ladle, which is inserted into the hand tightly, as if the implement were embedded in the stone before the statue was carved. The ladle has an engraving:



6. **Children:** The youngest one is a girl that is holding the hands of an older sister. All three are girls. The youngest girl holds a doll in her left hand with these carvings:



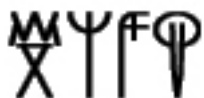
7. **Old man:** The old man is leaning back in a rather ornate looking chair, which is now very weathered and worn. There is a gold crown lying in the dirt under the chair. A carving on the old man's robes has this appearance:



8. **Shepherd:** The sheep are all frozen in place, just like the old shepherd. A crooked staff with a curved top is held up by the shepherd, as if in a warning. A carving has been added to the staff:

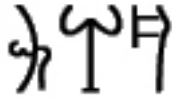


9. **Boy:** There are several urns lying nearby, broken into pieces, and expended sling stones lying nearby. A carving can be found on the surface of the boy's tunic:



10. **Well:** The inscription is in an ancient dialect of Greek and reads:
*I am the servant of Ares, Lord of Battle
And I know the lovely gift of the Muses.*
Next to the plaque is a carving in the stone of the well:

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Thorough Investigation (1 hour or more)

The fog has vanished completely now, leaving a dead stone village with a scattering of extremely lifelike statues in very mundane stances leering about.

The legend of the Curse of Athena comes to mind – where the beautiful sea nymph Medusae was raped in the Temple of Athena on the Acropolis. In anger, the goddess cursed the woman, turning her into a hideous monster whose gaze turns the onlooker into stone.

Then, the sweet clear voice of a young girl calls to you from behind, just at the outskirts of the village. She appears to be rather friendly and you can hear her footsteps approaching....

- 1. Observer:** Next to the carving is the word, “sword” scratched into the surface of the stone in Greek: **Σπαθί**
- 2. Child:** Next to the carving are the words, “olive oil” scratched into the surface of the stone in Greek: **Ελιά**
- 3. Onlooker:** Next to the carving is the word, “medicine” scratched into the surface of the stone in Greek: **Φάρμακο**
- 4. Dog:** Next to the carving is the word, “wild” scratched into the surface of the stone in Greek: **Άγριος**
- 5. Well Woman:** Next to the carving is the word, “woman” scratched into the surface of the stone in Greek: **Γυνή**
- 6. Children:** Next to the carving is the word, “daughter” scratched into the surface of the stone in Greek: **Θυγατέρα**
- 7. Old man:** Next to the carving is the word, “king” scratched into the surface of the stone in Greek: **Βασιλεύς**
- 8. Shepherd:** Next to the carving is the word, “shepherd” scratched into the surface of the stone in Greek: **Ποιμένας**
- 9. Boy:** Next to the carving is the word, “new wine” scratched into the surface of the stone in Greek: **Κρασί νεος**
- 10. Well:** The well water will completely heal and refresh those drinking from it, removing all wounds, injuries and diseases. Next to the carving is the word, “gold” scratched into the surface of the stone in Greek: **Χρυσάφένιος**

Notes:

Everyone starts this scene exhausted. After resting, the best state that can be achieved in this scene is winded. This means that all skill rolls are halved during this scene. Magical healing may be acquired by drinking from the well.

Weapons and Armour may be found in the village houses, allowing the characters to re-equip themselves.

This young woman is Laera, a Nereid living on the island. She is meant to scare the characters into thinking that she is the Gorgon Medusae, but is in fact a friendly, helpful person.

Present the scene with a sense of impending doom, and give the impression the Gorgon is approaching. When Laera comes into the village, she will say hello in a very friendly tone, and will ask why the characters are not looking at her.

Laera scratched the secondary inscriptions next to the carvings on the statues after she had a series of dreams. They are simple words in Ancient Greek letters. The old carvings are Mycenaean words.

Laera will say that she has been receiving visions sent from the gods, and that the characters have been sent by Athena to rebuild her shrine. She believes that her dreams with the symbols have been sent by Athena too.

She will say that the temple of Athena must be restored before the sacred rites of the Daeva – the Celestial Beings – have been completed on top of the Acropolis by Dardanus. Once this occurs, the Daeva will rule over all of Greece, and will continue to spread destruction. In order to restore the temple, a new sacred olive tree must be acquired, but it is guarded by the Gorgon, Medusae. She doesn't know where the Medusae is located, but she believes that the answers might be obtained from the Gray Ones – old gods that guard hidden secrets. They are said to be inside a cave near the top of the island....

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Scene 4: The Gray Ones

The Entrance

A noxious odor ascends from a dark cave high up in the wall of a cliff face. Weeds and low bushes cover the terrain, and there are many sharp rocks scattered around, like piles of excrement dropped by a great beast. After surveying the area, a thin trail can be seen climbing up the cliff face, allowing entry into the dark hole.

Quick Glance

The smell of rotten eggs – sulphur – covers the entrance like a funeral pyre. Cackling laughter can be heard tumbling from the cave, where a red glow washes the walls of the entrance. Then the laughter is replaced by a shriek and loud shouting, arguing back and forth. One cry echoes out over all the others; “Give it to me!”

- 1. Cave Entrance:** Large boulders flank the entrance to the cave. Blue-white light is mixed with a reddish glow coming from inside the cave. The high entrance is taller than 5 men, and there is a stream of murky water dribbling out of it.
- 2. Owl Cage:** Immediately to the left of the cave can be seen a large golden cage, housing a white owl which turns its head to look at intruders.
- 3. Cauldron:** A huge black cauldron sits on top of a roaring fire.
- 4. 3 Beds:** Three crude beds line the far wall.
- 5. Willow Chest:** A wooden chest sits next to one of the creaky beds.
- 6. Pine Chest:** A second wood chest, bound in bronze, sits next to a bed.
- 7. Bronze Chest:** Solid bronze, the third chest sits next to the third bed.
- 8. Tapestry:** A large tapestry hangs on the left wall of the cave, suspended from a bronze bracket driven into the rock face. Red fire light reflects off of it.
- 9. Crystal Bowl:** A large white quartz crystal bowl sits next to a golden box.
- 10. Gold Box:** A golden box, 3’ long, 1’ wide and 6” tall rests on top of a white marble pedestal.

Close Look (20 min)

Stepping inside, a pair of extremely old hags can be seen stirring a huge cauldron. They do not have eyes, but are fighting over a large crystal orb, taking turns looking through it.

- 1. Cave Entrance:** The water is mixed with a thick red liquid, and there is the coppery smell of blood in the air.
- 2. Owl Cage:** The owl shimmers in the sunlight reflected off the cave walls.
- 3. Cauldron:** Something noxious is bubbling up from the cauldron, and is spilling out onto the floor, forming a bloody stream that drips out of the cave entrance.
- 4. 3 Beds:** Seemingly as old as the two crones, the beds look like they are about to collapse.
- 5. Willow Chest:** The chest is bound with a sturdy padlock.
- 6. Pine Chest:** A brass lock plate is built into the chest. There are brass studs along the edges of the cover.
- 7. Bronze Chest:** Of solid bronze and some other unidentifiable metal, this chest is covered with dust.
- 8. Tapestry:** A glittering man stands at one end of the tapestry, while a scene of destruction lies at the other.
- 9. Crystal Bowl:** The bowl contains a quartz stirring rod and several crystal spheres.
- 10. Gold Box:** The box has no visible opening, lock, hinges or crease. There are 9 spherical depressions in the surface.

Brief Search (30-40 min)

Three chests are against the far wall next to three very old looking beds. A tapestry is against one wall, and a golden cage contains a white owl, hooting occasionally. There is a golden box next to a large crystal bowl too.

The old women do not notice any intruders, but in their arguing, they accidentally drop their one eye, and it rolls towards the cave entrance....

- 1. Cave Entrance:** –

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2. **Owl Cage:** A simple latch closes the cage, which stands upon a single golden rod driven into the ground.
3. **Cauldron:** The two old crones stirring the cauldron constantly argue with each other and fight over the crystal eye, which they peer out of one at a time.
4. **3 Beds:** –
5. **Willow Chest:** The key to this chest is hidden under Enyo's pillow. Inside can be found a glass flask with a cork stopper, and a small wax writing tablet with a stylus.
6. **Pine Chest:** Two of the metal studs can be moved in an outward direction. The lock may be picked quietly.
7. **Bronze Chest:** There are no visible means to open this chest.
8. **Tapestry:** One of the Celestial Beings, known as the Daeva, the powerful man has an unconcerned look in his eyes, as if he isn't aware of or doesn't care about the scene of death and destruction.
9. **Crystal Bowl:** If one takes the stirring rod and rubs it against the walls of the quartz bowl, a clear, ringing tone will emanate from it, echoing off all of the walls. Then, stirring the spheres will cause them to glow softly in various colors.
10. **Gold Box:** There is ancient Greek writing below each of the spherical depressions. Also, along the top of the box is another inscription: *Chrysaor, the Golden Sword is housed here.*

Thorough Investigation (1 hour or more)

The cauldron bubbles up, causing the noxious smoke to fill the top of the cave. The tapestry shifts into different scenes, depending on who is looking at it. The hooting of the owl causes the Gray Ones to go silent every time it makes a sound. They tilt their heads, as if listening when it does so.

1. **Cave Entrance:** –
2. **Owl Cage:** This is a magic owl. Anyone releasing it will gain a brief vision of the future.
3. **Cauldron:** –
4. **3 Beds:** –
5. **Willow Chest:** The flask contains scotch whiskey, although it won't be invented until the 5th century. The tablet is used by Enyo to destroy cities. Simply write the name of the city on the tablet with the stylus, and then erase it. This will cause the city to be destroyed by some calamity, whether natural or man-made.
6. **Pine Chest:** This chest belongs to Pempfredo. If the studs are not pushed out, a suffumigation (magic gas) will fill the cave when the chest is opened. The gas will put to sleep anyone failing a resistance roll against Natural magick. Inside the chest can be found a bound, leather book with a brass lock. The book contains a set of prophecies dealing with those reading it. Characters may read their Fates here, which will show their future. The book will work once for every person viewing it.
7. **Bronze Chest:** The Graeae who this chest belongs to, Deino, has forgotten how to open it. A sense of fearful dread will fill those touching the chest.
8. **Tapestry:** In one hand, the man holds a model of the Acropolis, crushing it. The tapestry shows what is currently happening in the world, in regard to those viewing it. This shows that the goddess Athena is being supplanted by the Daeva – ancient gods of the Persians.
9. **Crystal Bowl:** The glowing spheres can be placed in the receptacles on the golden box.
10. **Gold Box:** If asked about the box, the Grey Ones will say that this box was placed here by the goddess Athena herself, and it will open for the one that is intelligent enough to open it.
The inside of the box is made out of clear crystal quartz.
In a depression made for it is Chrysaor, the Golden Sword.

Notes:

Laera will stay in the village, and will not accompany the characters into the hills of the island.

The purpose of this scene is to get the Gray Ones to divulge the location of the Medusae's lair.

The Gray Ones can be bargained with, in exchange for the return of their magic eye. They will reveal that the golden box is said to contain a powerful magic sword, but the box will only open for those with the knowledge to do so.

The symbols are Mycenaean (Linear B), a very old form of writing that may have been the precursor of ancient Greek writing. The Greek words which were sent to the Nereid Laera in dreams, match up with the symbols on the statues.

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Two of the chests may be opened quietly before the eye has been given back to the Gray Ones. However, if the magic treasures are taken, the thief will suffer the effects of a random curse.

The patterns on the spheres need to be matched up with the Greek words written next to the spherical holes. The answers to this puzzle can be found in the previous scene. There are 16 spheres, but only nine places to put the spheres. The symbols on the spheres look like this:



The words on the golden box and the appropriate sphere to place in the hole are arranged thus:

1. **Θυγατέρα** (daughter) – symbol #2.
2. **Φάρμακο** (medicine) – symbol #7.
3. **Σπαθί** (sword) – symbol #13.
4. **Γυνή** (woman) – symbol #16.
5. **Ελιά** (olive oil) – symbol #10.
6. **Κρασί νεος** (new wine) – symbol #8.
7. **Άγριος** (wild) – symbol #15.
8. **Βασιλεύς** (king) – symbol #6.
9. **Ποιμένας** (shepherd) – symbol #11.

Scene 5: The Gorgon

The Entrance

Down the far side of the island is a hidden road, long unused, and overgrown with brush. After going down a hillside a space opens up in the trees revealing a clear ocean far below a cliff. The path moves along the edge of the cliff for a few hours pace, and then drops down into an area surrounded by cliffs that drop down to sharp rocks on the beach nearly a hundred feet down. In the center of this grassy area sits an ancient marble temple, overgrown with vines and underbrush.

Quick Glance

A strong wind – tinged with salty ocean air – blows across the area. A ruined house sits near the ancient temple, whose tall pillars block much of the view inside. Although there are clouds overhead, the sun beats down on the clearing. The heat is thrown off by the wind, whose sound appears to be the only resident of this place.

1. **Pronaos:** Two steps up to the main temple floor leads to a second pair of steps and six additional pillars covering the front of this open area. There is an opening in the middle of the wall at the back.
2. **Naos:** This area is lined with small pillars that support an upper gallery looking down into a central

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- area with a single altar stone near the far end of the room.
- Opisthodomus:** This area can be reached by a pair of archways in the naos, or from an opening in the epinaos. It contains four pillars and two stairways leading up to the galleries over the naos.
 - Epinaos:** Identical to the pronaos, this area has six pillars along the open area, and a large opening that reaches the ceiling through the middle of the wall.
 - Gallery:** The gallery goes around three of the four sides of the naos. There are lamp niches along the walls of the gallery that illuminate the area.
 - Altar:** A large white marble slab serves as an unused altar stone. There are no images of any gods anywhere, leaving this place empty of divinities.
 - Warrior:** The statue of a Greek warrior is facing the temple.
 - Hero:** A man, lightly armoured, is frozen into the image of one stealthily approaching the temple.
 - Woman:** A woman stands by the well, quietly gazing in the direction of the temple.
 - Man:** A man bearing simple sword and shield stands looking up the spruce lined pathway on one side of the temple.
 - Ruined House:** A collapsed roof has buried a small house that sits near the temple.
 - Field:** A large field of grass is bounded by spruce trees.

Close Look (20 min)

In front of the temple is a wide area overgrown with grass. Ancient hedge rows and a line of spruce trees travel alongside a path going down either side of the temple, but are now overgrown and unkempt. Although the temple itself is overgrown with vines and brush, it is essentially intact. The temple sits upon a base of marble, with six pillars going down the two short sides and thirteen pillars going down the long sides. All four sides have two short steps leading up to the marble floor.

- Pronaos:** The area is completely deserted.
- Naos:** Yellow lamp light descends down into the naos, where an altar stone stands. There are no statues anywhere, but there is a soft whistling sound accompanied by a cool breeze that causes the light to flicker.
- Opisthodomus:** Like every other place in the temple, there are no statues anywhere.
- Epinaos:** A small bird nest is housed in the vines climbing up one of the pillars. The singing of birds seems to have a calming effect on those listening to it.
- Gallery:** –
- Altar:** The gentle sound of a crying woman can be heard in the naos.
- Warrior:** Bearing a fierce expression, the statue of the warrior approaches the temple with a large Athenian shield in one hand and a sword in the other. A crested helmet covers his head. A pile of sand sits nearby.
- Hero:** The statue is an old one, judging by the style of his weapons and armour, and it is covered with bird droppings.
- Woman:** –
- Man:** The man, shadowed by an overhead bank of clouds, is standing by a young sapling.
- Ruined House:** Next to the house are a few pots.
- Field:** There are horses milling around the field.

Brief Search (30-40 min)

There are no statues inside the temple at all. However, a faint whispering noise can be heard drifting through the temple, as if the voices of lost souls are trying to shout out a warning, but cannot break the veil between this world and the next. Occasionally, a pile of sand can be seen lying about the temple, but after looking away for a moment, the sand piles will have vanished.

- Pronaos:** Two steps up to the main temple floor leads to a second pair of steps and six additional pillars covering the front of this open area. There is an opening in the middle of the wall at the back.
- Naos:** This area is lined with small pillars that support an upper gallery looking down into a central area with a single altar stone near the far end of the room.

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3. **Opisthodomus:** –
4. **Epinaos:** Blue birds live in the nest.
5. **Gallery:** –
6. **Altar:** When visitors are noticed, the sound stops, leaving an unsteady silence in the room.
7. **Warrior:** There is the sound of soft whispering, near the statue when one is not looking at it. After turning around to face it, the statue will be gone.
8. **Hero:** A pile of sand, unnoticed before, is next to the statue.
9. **Woman:** –
10. **Man:** Sunlight begins to shine down upon the man and tree as the clouds move out of the way.
11. **Ruined House:** –
12. **Field:** If anyone tries to approach the horses, they will run away.

Thorough Investigation (1 hour or more)

Whispering voices followed by vanishing statues cause the spine to tingle, as if being touched by a dark mystery for a brief moment. The faint sounds of a woman can be heard, crying.

1. **Pronaos:** –
2. **Naos:** –
3. **Opisthodomus:** –
4. **Epinaos:** The blue birds are much beloved by the Medusae, who sometimes listens to their singing.
5. **Gallery:** –
6. **Altar:** The woman calls out in a pleading voice, “Please, get away from me! Go away!”
7. **Warrior:** No trace can be found of the statue that stood so close to the temple just moments ago.
8. **Hero:** While looking directly at the stature, it crumbles into dust and vanishes! There is a whispering sound as it evaporates.
9. **Woman:** –
10. **Man:** The sapling is that of an olive tree.
11. **Ruined House:** A collapsed roof has buried a small house that sits near the temple.
12. **Field:** The horses are in fact, Pegasai. There are a dozen winged horses in the field.

Notes:

The statues are being devoured by Sand Crumblers, which appear as piles of sand that slide about like a snake and use a sonic beam to destroy stone. They are kept as “pets” by the Medusae who doesn’t like the constant reminders of her curse (statues of transformed victims) left around.

Present the Medusae as a pitiable soul, first raped and then cursed by the gods. The Medusae does not want to harm anyone, and will plead for visitors to leave her alone.

If befriended, she will help the characters, telling them to go over to the well. She will instruct the characters to fill a bucket of water and take it to the Pegasai, who will approach to drink from it. After a Pegasus has a draught of well water, the creature will kneel down, accepting a rider. The Pegasai will take the characters back to Athens.

The young sapling of the olive tree can be planted in one of the pots by the ruined house. It will be needed to restore the temple of Athena in the Acropolis.

After the restoration occurs, the Curse of Athena will be lifted, and the sea nymph Medusae will turn into a beautiful woman once again.

Scene 6: The Olive Tree

The Entrance

Night has fallen. Flying into the city of Athens at night is like dropping down into Hades. Fires still burn much of the city, and a great smoke rises from the Acropolis, where the ruins of the Parthenon lie smoldering. The Persian soldiers appear to have left the dead city, but there is still a small detachment on top of the Acropolis, where a great fire has been created on top of the altar to Athena.

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Quick Glance

Burning embers rise from a giant funeral pyre that used to be one of the fairest cities in all of Greece. The Acropolis is covered in the runs of the Temple of Athena and a desolation around it.

1. **Bronze Statue:** The bronze statue of Athena lies on its side, broken.
2. **Ramp:** A ramp going up to the ruins of the Parthenon is on the right side of the wall containing the temple of Athena.
3. **Dead Tree:** A burnt out olive tree, hundreds of years old lies in front of the temple, now dead.
4. **Foundation:** The base of the temple is covered in ash and rubble.
5. **Entryway:** The entryway, called the pronaos, is full of rocks and fallen pillars.
6. **Anteroom:** The main chamber of the temple – the naos – is buried under smoking rubble.
7. **Treasury:** The central chamber of the temple where the treasury once was has been obliterated.
8. **Athena:** A statue of Athena lies on its side, broken.
9. **Altar of Athena:** Outside the temple is a series of steps that rise to a platform used as an altar to Athena.
10. **Bronze Doors:** Bronze doors that used to guard entry into the temple garden now lay broken in the street.
11. **Wall:** A high wall near the back of the temple blocks travel between the lower level and the upper area, where the altar to Athena is.
12. **Sacred Soil:** An area of open ground lies next to the destroyed temple.

Close Look (20 min)

A bright flame coming from behind the temple frames the ruins in a reddish glow. There is a small contingent of Persian soldiers here still, moving about the Acropolis.

1. **Bronze Statue:** –
2. **Ramp:** –
3. **Dead Tree:** The olive tree has been cut down and burned.
4. **Foundation:** –
5. **Entryway:** There are several bodies of Greeks in the rubble.
6. **Anteroom:** –
7. **Central Room:** Nothing remains of the treasury, most of which had been evacuated before the invasion.
8. **Athena:** –
9. **Altar of Athena:** –
10. **Bronze Doors:** –
11. **Wall:** –
12. **Sacred Soil:** –

Brief Search (30-40 min)

The old woman seen at the head of the Persian soldiers when they arrived here is standing on the ramp leading up to the area above the temple where the Parthenon used to stand. There is a large fire burning in a bronze censor. Persian soldiers stand nearby, led by the man seen before leading the men up the Acropolis.

1. **Bronze Statue:** –
2. **Ramp:** –
3. **Dead Tree:** There is a dark presence here by the tree.
4. **Foundation:** –
5. **Entryway:** –
6. **Anteroom:** –
7. **Central Room:** –
8. **Athena:** –
9. **Altar of Athena:** xx
10. **Bronze Doors:** –

The Curse of Athena

- 11. Wall: –
- 12. Sacred Soil: –

Thorough Investigation (1 hour or more)

The old woman begins to laugh again, and the beautiful man next to the dead tree smiles while looking at the newcomers. There are a series of strange voices coming out of the fire on top of the altar, where Dardanus stands next to a contingent of Persian soldiers.

- 1. **Bronze Statue:** –
- 2. **Ramp:** –
- 3. **Dead Tree:** A man is standing by the dead tree, grinning. He is quite beautiful to behold, and there is an unearthly aura around his head.
This is the Daeva, “Anashti,” whose name means, “The Destroyer.”
- 4. **Foundation:** –
- 5. **Entryway:** –
- 6. **Anteroom:** –
- 7. **Central Room:** –
- 8. **Athena:** –
- 9. **Altar of Athena:** There are unearthly voices calling out from the flames. A legion of whispering, gibbering, angry, and gleeful cries echo out of the ceremonial flames. Dardanus has created a sacred flame on top of the altar of Athena, and is in the process of rededicating it to the Celestial Beings – the Daeva.
- 10. **Bronze Doors:** –
- 11. **Wall:** –
- 12. **Sacred Soil:** The sapling found on the island needs to be planted here in order for the restoration of Athena to occur.

Notes:

The characters can land anywhere in the city if they like, but they will need to travel up to the Acropolis in order to slay Dardanus and the Persian soldiers here. The Daeva will attempt to influence various characters to attack one another, instead of the Persians. The old lady is Enya, the Destroyer of Cities. She can be driven away by presenting Chrysaor, the Golden Sword. As soon as the sword is seen by her, the smile will go out of her face and she will slowly fade away.

Aftermath

After the defeat of the Persians, Dardanus, and the Daeva, the sacred olive tree must be planted next to the ruins of the old temple. When this occurs, the city of Athena will be restored (after the Battle of Salamis where the Persians are defeated). If the tree is not planted here, the Persians will win the Battle of Salamis, scattering the Greek fleet and ending the war in Xerxes favor. If Dardanus is not slain, along with Anashti the Daeva, then he will succeed in creating a ceremonial fire at the altar of Athena, dedicating it to the Celestial Beings who will then take over the Persian Empire. The ruin of many nations will follow...

After the tree has planted, the Curse of Athena will be lifted from Medusae, and she will arrive on a white Pegasus, thanking the characters for their help.

The Curse of Athena

Notes & Statistics

Scenes 1, 2, 3, 6

Persian Soldiers

Armour:

Persian Helmet, Cuir-Bouilli:	6
Skull	
Long Linen Tunic, Linen, 2 Layers:	2
Body, Arms, Legs	
Persian Helmet, Bronze:	16
Skull	
Scale Shirt, Bronze over Linen:	8
Chest, Abdomen, Back, Upper Arm	
Long Linen Tunic, Linen, 2 Layers:	2
Body, Arms, Legs	

Weapons:

Thrusting Spear, Bronze	60%
I: -1 F: 1 Br%: 20% D: 3d6 P	
Throw: -10% Parry: +10%	40%
Palta Javelin, Bronze	60%
I: -1 F: 2 Br%: 15% D: 3d6 P	
Throw: -0% Pary: +0%	30%
Akenakes Sword, Bronze	60%
I: -3 F: 3 Br%: 27% D: 4d6 EP	
Throw: -20% Parry: +10%	40%
Akenaka Knife, Bronze	60%
I: -0 F: 1 Br%: 6% D: 2d6 EP	
Throw: -12% Parry: +0%	30%
Sagaris Axe, Bronze	60%
I: -2 F: 4 Br%: 18% D: 3d6 EP	
Throw: -10% Parry: +6%	36%
Round Mace, Bronze	60%
I: -2 F: 3 Br%: 27% D: 3d6 B	
Parry: +5%	35%
Persian Composite Bow	60%
I: -2 F: 4 Br%: 96+% D: 3d6 P	
S: 50 M: 125 L: 150 X: 250	

Shields:

Spara Tower Shield, Wicker	60%
I: -3 F: 3 Value: 4 Hits: 80	
Missile: - Parry: +20% Turn: 45	80%
Gerron Figure-Eight Shield, Wicker	60%
I: -2 F: 2 Value: 4 Hits: 65	
Missile: -10% Parry: +10% Turn: 120	70%

Pelta Crescent Shield, Wicker 60%

I: -2 F: 2 Value: 4 Hits: 65

Missile: -35% Parry: - Turn: -

Combat Factors:

Initiative:	
Spear & Spara Shield:	-4
Spear & Garron Shield:	-3
Spear & Pelta Shield:	-2
Akenakes Sword & Garron:	-5
Sagaris Axe or Mace & Pelta:	-4
Extra Damage:	0
Speed Bonus:	0
Hits:	100
Shock:	33%
Morale:	20%
Winded:	50
Exhausted:	100
Burnout:	150
Movement:	
Walk:	2"
Jog: (-10%):	3"
Run (-20%):	4"
Sprint (-30%):	8"

Magick Resistance:

C: 10% N: 10% E: 10% B: 10%

Description:

Besides the native Persians themselves, these soldiers are also from several lands that have been subjugated: Egyptians, Cyprians, Cilicians and Pamphylans.

Most will be lightly armoured and will carry spears and shields. Many Persian soldiers carry a bow.

Some of the elite units carry heavier equipment, such as bronze armour and swords.

Staff of Prophecy

1-2

Spells: Staff (25) / Rune Weapon (25)
/ Diving Truth (1) / Premonition (1) / Guess (2)
/ Foretell (4) / Discovery (5) / Dream (10)

Charges: 20

Conditions: Salt water deactivates staff until it is
Purified with olive oil and immersed in water for 2 hrs

Trigger: touch

Recovery: 25 charges / day

Recovery Condition: immerse in water for 2 hrs

Material & Component Cost: 26£ 8s

This smooth, textured staff is made from the wood of the oak tree, and it is stained with a light finish.

It has been carved with the image of a snake whispering into the ear of a woman, indicating the gift of prophecy.

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Greek runes are carved into the staff, invoking the name of the goddess: Athena Parthenos. The fact that this is a rune weapon means it is unbreakable and deals double damage.

Every 5 levels of a spell will use one charge. After the staff is immersed into clean, fresh water for 2 hours, it will be fully charged again. If it contacts salt water, the staff will lose its powers until it is purified with olive oil and recharged by immersion in water.

Scene 2

Artemisia of Caria & Ionian Soldiers

Armor:

Greek Helmet, Bronze:	16
Skull, Neck	
Greek Cuirass, Bronze:	16
Chest, Abdomen, Back	
Lambrequins, Cuir-Bouilli:	6
Hip, Groin, Thigh	
Greaves, Bronze:	16
Knee, Shin	

Weapons:

Xiphos Sword, Bronze	75%
I: -3 F: 3 Br%: 30% D: 4d6 EP	
Throw: -30 Parry: +5	43%
Javelin	75%
I: -2 F: 3 Br%: 10% D: 4d6 P	
S: 10 M: 15 L: 25 X: 35	

Greek Composite Bow	75%
I: -1 F: 3 Br%: 96+% D: 3d6 P	
S: 40 M: 80 L: 120 X: 150	

Roundshield, Bronze	75%
I: -3 F: 5 Value: 16 Hits: 80	

Combat Factors:

Initiative:	
Xiphos Sword & Shield:	-6
Javelin:	-2
Greek Bow:	-1
Extra Damage:	0
Speed Bonus:	0
Hits:	125
Shock:	42%
Morale:	35%
Winded:	60
Exhausted:	120
Burnout:	180
Movement:	
Walk:	2"
Jog: (-25%):	3"

Run:	4"
Sprint:	8"

Magick Resistance:

C: 10% N: 10% E: 15% B: 15%

Description:

Artemisia leads five Ionian ships with the Persian fleet. The men on board her ship have the same equipment, except that they do not have bronze armour and their skills are 65%. Her ships will sail close enough for them to fire their arrows, and will then maneuver so that they can ram and sink other ships.

Well of Healing

1

Spells: Create Magic Well (33)
/ Healing (5) / Refresh (5)

Charges: 100

Conditions: Drink water from the well

Trigger: -

Recovery: 2 charges/day

Recovery Condition: -

Material Cost: 102£ 3s

Water drunk from this magic well will have the effect of a healing potion, and will heal one wound.

The water will also completely refresh those drinking it.

Scene 3

Nymph

Size: Medium

Hits: 100

Armor: None

Movement: Foot: 8" /r

Attacks:

None

Magick Resistance:

C: 50% N: 75% E: 25% B: 85%

Special:

Mysticism: May use Mystic spells as desired, up to 25 power each day.

Curse: To those destroying the place she protects or to those killing the Nymph.

Youth & Beauty: Extremely beautiful and youthful.

Description:

Nymphs are the spirits of nature. They are female spirits that are the protectors of places in nature, such as a spring, fountain, mountain, river, meadow, or grove of trees.

These female spirits have various names, depending on what type of place they inhabit and protect:

Dryads (forests), Meliae (ash trees), Naiads (springs and rivers), Nereid (the Mediterranean), Oceanids (the sea), Oreads (mountains), Limoniads

The Curse of Athena

Notes & Statistics

(meadows), Limniads (lakes, marshes and swamps) and Napaea (valleys).

Nymphs were given shrines called a nymphaeum, and these usually contained a fountain.

Nymphs are young women who are eternally youthful.

Nymphs have Divine powers watching over them. If anyone destroys their abode or kills them, the person will suffer the effects of a random curse.

Satyrs are the male counterpart of Nymphs. Satyrs spend much of their time pursuing Nymphs.

Nymphs are able to cast up to 25 power of Mysticism spells every day.

Scene 4

Graeae / The Gray Ones

Size: Medium
Hits: Immune to harm
Armor: None
Movement: Instantaneous
Attacks: None

Magick Resistance:

C: 100% N: 100% E: 100% B: 100%

Special:

Fear: The sight of The Gray Ones cause fear in the viewers, who must make a resistance roll against Natural Magick to avoid running away in terror.

Lost Knowledge: The Gray Ones are the guardians of secret knowledge.

Description:

Also known as the Stygian Witches, The Gray Ones are three old women that share one eye and one tooth between the three of them.

Their names are:

Deino – “Dread” – the anticipation of horror;

Enyo “Horror” – the waster of cities; and

Pemphredo “Alarm”.

By some accounts, there is a fourth witch: **Persis**.

The Graeae are guardians of secret knowledge.

In this scene, Enyo will not be present, since she is out destroying Athens.

Chrysaor, the Golden Sword

Spells: Weapon of the Gods (25)
Charges: -
Conditions: Taking up a holy quest actively
Trigger: -
Recovery: -
Recovery Condition: -
Material & Component Cost: 1£ 5s

This magic Xiphos sword has been turned into a holy weapon and will inflict x3 damage against Persians.

This sword is tied to the quest to drive the Persians out of Greece. After the Quest has been fulfilled, the sword will return to normal.

This weapon is unbreakable.

It will inflict 4d6 x2 damage. When used with weapon expertise, it will inflict 4d6 x2 +1d6 damage.

An inscription on the blade reads:

I am the servant of Ares, Lord of Battle

And I know the lovely gift of the Muses.

Scene 5

Medusae

Size: Medium
Hits: 100
Armor: None
Movement: 8” /r
Attacks: None

Magick Resistance:

C: 15% N: 15% E: 20% B: 5%

Special:

Hideously Ugly: The sight of Medusae will turn the viewer into stone unless a resistance roll against natural magick is made.

Blood of Poison: Resistance roll against natural magick or die.

Blood of Resurrection: The power of raising a person from the dead is in some of her blood.

Blood of Creation: Blood drops will create serpents and other magick creatures.

Description:

The Gorgon, Medusae was an extremely beautiful woman that was seduced by Poseidon.

This angered Athena who then cursed Medusae, transforming her into a hideously ugly creature, the sight of which will turn anyone looking at her to stone.

Eventually slain by the hero Perseus, the blood drops of Medusae gave birth to many creatures, including venomous snakes, the warrior Chrysaor, and Pegasus the winged horse.

The blood of Medusae has other powers as well. The blood flowing from one side was a deadly poison, while the blood flowing from the other side had the power to resurrect the dead.

Medusae was mortal, but she had two immortal sisters, the Gorgons Sthenno and Euryale.

Medusae was also called, “The Mistress of the West Gate of Death,” because she lives near the gateway to the underworld.

The Curse of Athena

Notes & Statistics

Sand Crumbler

Size:
Small
Hits: 50
Armor: None
Movement: Slither: 3" /r
Attacks:

Sonic Attack: 65%
5d6 blunt Range: 10'

Magick Resistance:

C: 15% N: 15% E: 25% B: 75%

Special:

Pulverize: Crumbles stone to powder.

Resilience: Immune to weapons.

Description:

This creature looks like a pile of sand. It can move very slowly, shifting the sand of it's body as it does so.

This creature eats stone. Medusae and other creatures that cause people to be turned into stone statues often keep these creatures as pets for house cleaning.

Sand crumblers are immune to physical damage as they are made up of sand, but they can be destroyed by fire.

Sand crumblers use a sonic attack to pulverize stone into a powder. They can crumble a statue of a person into powder very quickly, inflicting 5d6 damage each round until 100 hits have been inflicted.

Sand crumblers can also harm living creatures with a sonic attack that has a range of 10 feet.

Pegasus

Size:
Large
Hits: 250
Armor: 0
Movement: Walk: 3" /r

Trot: 6" (5") /r
Canter: 9" (8") /r
Gallop: 18" (16") /r
Back Up: 2" /r
Fly: 24" /r

Attacks:

Bite: 25%
1d6L damage.

Trample: 65%
3d6L (6d6) damage.

Magick Resistance:

C: 30% N: 20% E: 20% B: 30%

Special:

May carry riders.

Description:

Pegasus is the name of the mythical winged horse in Greek mythology. The Pegasus was the offspring of Poseidon and the Gorgon, Medusae. When Perseus slew Medusae, the blood spurting from her neck formed into the winged horse.

Pegasus flew to Mount Helicon and kicked the ground, which caused the birth of the magick spring Hippocrene, whose waters were a great source of inspiration for poets.

This was known as the Fountain of the Muses. Pegasus was tamed by the hero Bellerophon using a magick golden bridle sent by Athena. Bellerophon asked Pegasus to fly to Mount Olympus and Zeus sent an insect to sting the flying horse, which threw Bellerophon to the ground. Afterwards, Pegasus carried the thunderbolt of Zeus through the heavens.

The offspring of Pegasus are winged horses and they come in many different colors. Many heroes have sought out these beautiful flying horses.

The Curse of Athena

Notes & Statistics

Scene 6

Dardanus the Persian Sorcerer

Armour:

Persian Helmet, Bronze:	16
Skull	
Scale Shirt, Bronze over Linen:	8
Chest, Abdomen, Back, Upper Arm	
Long Linen Tunic, Linen, 2 Layers:	2
Body, Arms, Legs	

Weapons:

Thrusting Spear, Bronze	75%
I: -1 F: 1 Br%: 20% D: 3d6 P	
Throw: -10% Parry: +10%	48%
Akenakes Sword, Bronze	80%
I: -3 F: 3 Br%: 27% D: 4d6 P	
Throw: -20% Parry: +10%	50%
Akenaka Knife, Bronze	60%
I: -0 F: 1 Br%: 6% D: 2d6 P	
Throw: -12% Parry: +0%	36%
Persian Composite Bow	75%
I: -2 F: 4 Br%: 96+% D: 3d6 P	
S: 50 M: 125 L: 150 X: 250	

Shields:

Gerron Figure-Eight Shield, Wicker	75%
I: -2 F: 2 Value: 4 Hits: 65	
Missile: -10% Parry: +10% Turn: 120	85%

Combat Factors:

Initiative:	
Spear & Garron Shield:	-3
Akenakes Sword & Garron:	-5
Extra Damage:	0
Speed Bonus:	+2
Hits:	120
Shock:	40%
Morale:	40%
Winded:	75
Exhausted:	150
Burnout:	225
Movement:	
Walk:	2"
Jog: (-10%):	3"
Run (-20%):	4"
Sprint (-30%):	8"

Magick Resistance:

C: 10% N: 20% E: 10% B: 20%

Spells:

Spell Points:	25
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Necromancy	75%
Animate Dead	1-10
Sorcery	75%
Counterspell	1+
Bladeturn (3 levels)	2-6
Deflection (3 levels)	2-6
Weightlessness	3
Absorption	5c+
Weapon Charm	5
Transformation	10
Elementalism, Fire	65%
Light	1
Ignite/Extinguish	2

Description:

Dardanus, whose name means, "Burned up," is a Persian general that worships the old gods of the Daeva.

He intends to destroy Athens and slay all of the priestesses there, hoping to gain great powers from the Celestial Beings.

So far he has learned many of the secrets of magick from the Daeva, including the power to animate the dead.

Daeva / Celestial Beings

Size:	<i>Medium</i>
Hits:	250
Armor:	None
Movement:	Instant travel

Attacks:

None

Magick Resistance:

C: 75% N: 75% E: 75% B: 100%

Special:

Spiritual Attack: **75%**

6d6 spirit damage

Invisibility: May become invisible at will.

Dark Thoughts: May exert his influence a person without first destroying their spirit. Chance to resist is equal to the person's *piety* score.

Influence: May attempt to influence a person after destroying their spirit. Chance to resist is equal to the person's *piety* score -50%.

Dream Warfare: May attack a sleeping person.

Black Magick: May cast Black Magick spells up to 25 power each day.

Evil Eye, Sickness, Contamination: May cast the Evil Eye, spread disease or contaminate food as will.

Animate Dead: May animate the dead, and will teach their worshipers to do this as well.

Earthquakes, Whirlwinds: May cause earthquakes and whirlwinds at will.

Weaknesses:

Daeva are only active after nightfall.

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Notes & Statistics

Daeva cannot possess people, but they can influence them (this is their chief weapon).

A Daeva that is *influencing* a person can be **banished** by a priest.

A Daeva will not enter a building that has been **blessed** by a priest, or where there is a fire burning.

A Daeva will retreat from the **Cross of Jesus Christ**.

All Daeva will flee from **Angels**.

Holy water will harm Daeva at the rate of 6d6 damage, causing great pain. Daeva will flee from holy water.

The Daeva have physical bodies and they can be killed.

Description:

In the traditions of Zoroaster, there is a class of younger gods called the Daeva. These spirits were rejected by Ahura Mazda (the Almighty) because of their inability to discern truth from falsehood. Although not truly evil, the Daeva are thought to be the source of every kind of evil in people, since the Daeva have a great ability to influence the thoughts of mankind.

The Daeva serve as an instrument of Angra Mainyu, the chief spirit of destruction. There are six Arch-Daeva through which Angra Mainyu creates all the horrors of the world:

Akoman – of evil thought.

Indar – who freezes the mind from practicing righteousness.

Naonhaithya – of discontent.

Saurva – of desire and oppression.

Taurvi – the destroyer.

Zauri – the poisoner.

The Daeva live in a netherworld of darkness. They lose all their powers to affect mankind during daylight, but during the hours of darkness they may manifest themselves through their ability to influence people.

After nightfall, the Daeva are said to rush out to corrupt mankind. They are the authors of pain and disease. They cause falling stars, droughts, cyclones and earthquakes.

They avoid flames, and will not go into a place where a fire is burning. However, they are attracted to conversations during mealtime, so if a person breaks silence while eating after nightfall, the Daeva may come inside to spread mischief.

Although the Daeva can appear as humans, they have the ability to remain invisible. While present, they will affect the minds of those nearby, preventing people from discerning truth. In effect, they will remove the consciences of those nearby, who will then begin to behave in a destructive or harmful manner. The Daeva are essentially blind to the discernment of right and wrong. They transfer this blindness to truth to humans when they are present.

The Daeva have been blamed for strife, falsehoods, perversity, greed, heresy, idolatry, sloth, deception, skepticism, dishonor, contamination, envy, slander, scorn, and unnatural lust.

The Daeva can cast the Evil Eye, cause death and sickness, they may contaminate food and they can animate the dead.

Prayers recited by a priest after nightfall will disable the Daeva, rendering them harmless.

While Angels are immortal in essence but inseparable from their bodies, and while men are immortal in essence but separable from their bodies (through death or travel in dreams), the Daeva are mortal and separable from their bodies. Therefore, the Daeva can be slain.

Sorcerers have been known to summon or worship the Daeva, calling them “Celestial Beings,” in order to gain magic powers and forbidden knowledge.

Worshippers of the Daeva are known as the Usij, those devoid of the goodness of mind or heart.

The Persian King Xerxes was known to have searched out the worshipers of the Daeva, destroying their ancient temples.

Scene 5: The Puzzle of the Gray Ones

Here is a complete list of the symbol sets, in Mycenaean, English, and Greek:

1.



Cheese
Τυρί

5.



Horse
Ἴππος

9.



Ointment
Αλοιφή

13.



Swords
Σπαθί

2.



Daughter
Θυγατέρα

6.



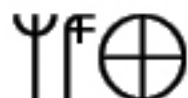
King
Βασιλεύς

10.



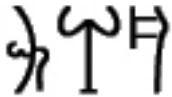
Olive Oil
Ελιά

14.



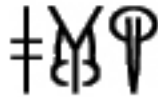
White
Άσπρος

3.



Gold
Χρυσάφενιος

7.



Medicine
Φάρμακο

11.



Shepherd
Ποιμένας

15.



Wild
Άγριος

4.



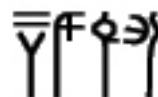
Honey
Μέλι

8.



New Wine
Κρασί νεος

12.



Shipbuilders
Πλοίο
οικοδόμος

16.



Woman
γυνή η

The Completed Puzzle

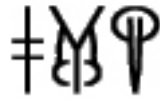
The golden box has these symbol sets in this order: 2, 7, 13, 16, 10, 8, 15, 6 & 11.
Here is what the completed puzzle will look like:

2.



Daughter
Θυγατέρα

7.



Medicine
Φάρμακο

13.



Swords
Σπαθί

16.



Woman
γυνή η

10.



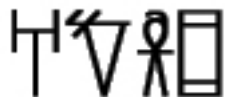
Olive Oil
Ελιά

8.



New Wine
Κρασί neos

15.



Wild
Άγριος

6.



King
Βασιλεύς

11.



Shepherd
Ποιμένας