

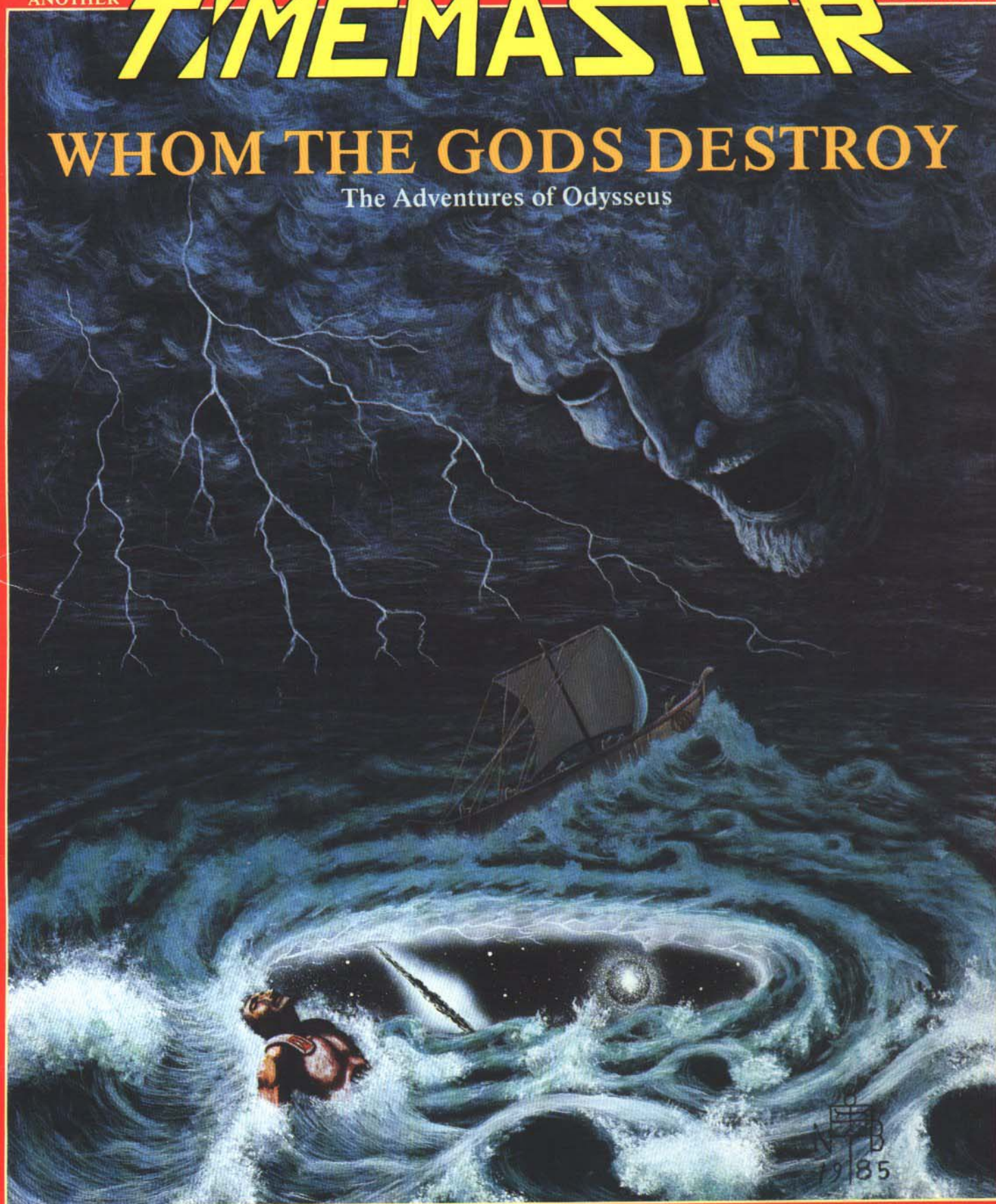
ANOTHER

# TIMEMASTER

ADVENTURE

## WHOM THE GODS DESTROY

The Adventures of Odysseus



by Michael Williams

  
**Pacesetter**



# WHOM THE GODS DESTROY



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# PART 1: THE MISSION

The wine-dark sea spreads before you, storm-tossed, angry, and full of danger. For this is M-6, the Homeric Parallel, where the thrilling events told in the classical Greek poems the *Iliad* and the *Odyssey* actually took place. And the sea, those clouds, the depths of the earth are home for the Greek gods whose immortal hands change the course of things.

At the helm of your ship stands Odysseus—the fighter, the trickster, the sea-faring wanderer. Who knows what dangers he will lead you into? Yet it is crucial to his story, to the very existence of his parallel, and to T-0, your home parallel, that this man arrive safely home.

As if these dangers are not enough, the Demoreans have laid traps amidst the monsters, gods, and hazards of this mythic land—ambushes of confusion, snares of the mind—in a desperate attempt to assure that Odysseus will be the one whom the gods destroy.

*Whom the Gods Destroy™* is a TIMEMASTER adventure scenario for two to eight players. If you are playing in this adventure as a player character (PC), *stop reading now*. If you are running this adventure as a Continuum Master (CM), read this booklet thoroughly.

## HOW TO USE THIS SCENARIO

This adventure contains the following:

**Part 1: The Mission.** You're reading this section now. It contains a description for both CM and players of M-6, the Homeric Parallel, upon which the adventure takes place. It also contains the Players' Briefing, which should be read to the players immediately before the mission begins, and notes for you, the CM, which tell you everything you need to run the adventure.

**NPCs.** This section is on the inside front and back covers. It gives some basic information about attitudes on the Homeric Parallel, statistics for the major NPCs (nonplayer char-

acters), and suggestions for how to play the Homeric NPCs (even the Greek gods!).

**Parts 2 through 6.** These sections make up the actual story of the adventure. Each section centers on a major episode of the *Odyssey* and a separate part of the Demorean plan.

**Part 7: Wrapping It Up.** This section explains how to finish the adventure and determine the agents' success. It includes a Historical Changes Chart for use with the final significance check.

**Six Pregenerated PCs and 3 Maps.** The center pages of this adventure may be removed. They feature six Time Corps agents, whom players can use as their characters in the adventure, and three maps, basically for your use, which show the general path of Odysseus' journey. The maps will help you set up two key encounters on the battleboard.

## Abbreviations

The following abbreviations are used throughout:

STR—Strength	DEX—Dexterity
AGL—Agility	PER—Personality
WPR—Willpower	PCN—Perception
STA—Stamina	USM—Unskilled
	Melee
SP—Specialist	EX—Expert
MS—Master	CM—Continuum
	Master

## Pronunciation Guide

Achilleus	ah/KILL/e/us
Agamemnon	ag/ah/MEM/nahn
Amphinomos	am/fuh/NO/mus
Antinoos	an/tuh/NO/us
Athene	ah/THEE/nah
Charybdis	ka/RIB/diss
Circe	SIR/see
Elpenor	el/PEY/ner
Eumaios	you/MAY/us
Eurylochus	you/RILL/ah/kus
Eurymachus	you/RIM/ah/kus
Odysseus	oh/DISS/yus or oh/DISS/ee/yus
Penelope	pah/NELL/ah/pee
Polites	pah/LIE/tease
Polyphemos	pah/lee/FEE/mus
Poseidon	pah/SIGH/don
Telemachos	tah/LEM/ah/kus

## PLAYERS' BRIEFING

### M-6 The Homeric Parallel

*A General Description by Lucius Raconteus (M.A. University of Bologna, 1420, Time Guard/3)*

Parallel M-6, my fellow Time Corps agents, affords various marvels—some unsurpassingly lovely; some ugly and brutal beyond words—and yet all with their source, their seed, in the intelligence of one man. A thorough study of how a parallel created by the human mind can exist just as an “ordinary” parallel does will be presented in the TIMETRICKS Manual™ soon to be distributed by the Time Corps. As for now, I shall provide only a brief and general description.

A work of imagination stands as a world of its own: within it the characters have consistency, a sense of history, and their own motives. These are the things that make a story real to a reader, and the more completely this world has been conceived, the more real it seems. The two great poems of the blind Greek poet Homer—the *Iliad*, which tells of the Trojan War, and the *Odyssey*, which tells of Odysseus' return to his home on the island of Ithaka after the war is over—are the source of Parallel M6. Within the mind of Homer, the Homeric Parallel had a life of its own, and by means of a special trick of time, Time Corps Agents can participate in that life. Here, the gods influence events. Their actions are as Homer conceived them. The monsters of this parallel are also very real (and deadly) because Homer imagined them so.

The Demoreans see a double advantage to attacks along M-6. Not only can they disrupt the parallel itself, but by disrupting it can influence the ideals and virtues that the Homeric poems offered to Western culture. If the changes on M-6 are profound, changes on T-0 may very well follow.

Indeed, Demorean activity is the

reason you have been gathered at Time Corps Headquarters.

### Agents' Briefing

We know that the Demoreans have penetrated Parallel M-6 at several points along its Odyssey Sector—one of the two clearly defined areas within the parallel. The Odyssey Sector contains basically the characters, places, and events in Homer's epic poem, the *Odyssey*. Since it is a clearly defined area, we can guess as to the general purpose of the penetration.

The Odyssey Sector is the background for the story of Odysseus, King of Ithaka, who leaves the site of the city of Troy (which he and the other Greeks have finally destroyed after a ten years' war) and sets out on his way across the Aegean Sea, back home to his island kingdom. Now according to Homer's story, Odysseus has many perilous adventures: he meets and escapes the huge one-eyed giant, the Cyclops, has an encounter with the beautiful enchantress Circe (who has the power to turn men into pigs), and endures a trip through the Land of the Dead where he must go to seek information about the final leg of his journey. All this before he returns home to find things...well, in somewhat of a mess.

As if Odysseus doesn't have enough problems on his return voyage, the Demoreans are most likely setting additional traps for him—or perhaps adding dangerous and cruel twists to the traps already laid. You see, there's a basic problem in the Homeric Parallel: fellow agents who have adventured in the Iliad Sector have met Odysseus, and they maintain that he's certainly clever—clever enough to take credit for other people's plans and achievements—but perhaps not clever enough to solve some of his own problems. The Demorean motive is, as is often the case, mysterious. Since Odysseus often survives by sheer luck, the Demoreans may try to influence his luck and cause his death. Where and how they intend to do this is the mystery. Your mission is much more clear: you are to see to it

that Odysseus survives his journey, returns to Ithaka, and reclaims his kingdom.

### Outfitting

You each have been issued the following:

1. Language implants for Homeric Greek.
2. A bronze helmet (AR 15), small shield, studded leather breastplate (AR 15) to cover your upper and lower torso, a spear, a sword, and a shortbow.
3. A Time Corps Stunner with three clips of ammo, disguised as a ring, a brooch, or a jewel on your helmet.
4. Enough drachmas to equal \$100 in purchasing power (1985); you'll have few places to spend it.
5. One standard Time Corps communicator.
6. Two wool tunics—scratchy, but clean and sturdy.

### Exemption from Regulations

You are hereby exempted from Time Corps Regulation 3 for the duration of this mission. In addition to those needed for your initial trip to the Parallel and your return to 7192 A.D., T-O, your chronoscooters have been equipped with enough power pods to make four jumps forward or backward through time.

### ADVENTURE SUMMARY

Study the plot summary below carefully; it provides a general outline of the direction the adventure is most likely to take. Do not read this information to the PCs.

### The Demorean Plan

As the Players' Briefing suggests, the Demoreans do plan to stop Odysseus from returning to Ithaka and reestablishing his kingdom. Doing so would alter the Homeric Parallel radically—perhaps in such a way that T-O, the PCs' home parallel, would also be altered!

The Demorean plan involves few out and out physical attacks on Odysseus; instead, they intend to cause him to make foolish choices, to withhold information that could be vital to his return, or to make him give up his quest out of sheer despair.

### The Plot

The PCs will join Odysseus' return voyage at the island of Ismaros, where Odysseus' men have just lost a skirmish with the inhabitants. From this point, the journey will take the PCs through five perilous but crucial areas, four of which the Demoreans have already infiltrated in an attempt to influence the outcome of the story:

1. The island home of Polyphemus, a huge, one-eyed monster. This is the site of one of Odysseus' most dangerous early adventures. The Demoreans try to trick the Time Corps Agents into showing their hand.

2. The island of Circe. Circe, the powerful enchantress, is supposed to befriend Odysseus, after giving him a scare or two. However, the Demoreans have substituted one of their own for the enchantress, and she is bent on changing Odysseus into a swine.

3. The Land of the Dead. Odysseus comes here to speak with ghosts, among whom is that of the blind prophet Tiresias. What he learns from Tiresias is the truth, but other ghosts he meets shake his confidence. The Demoreans introduce their own "ghost," who intends to demoralize Odysseus—in more ways than one.

4. Skylla and Charybdis. The Demoreans have not penetrated this area. But Charybdis, the gigantic whirlpool, drags its victims to other time parallels, not to the ocean floor.

5. Ithaka. The final danger awaits Odysseus when he returns home. Dozens of men are staying at his house, abusing the hospitality of his wife and son, and passing themselves off as suitors for his wife's hand in marriage in the belief that Odysseus has been lost at sea. In a secret plot,



Odysseus and a few close friends rid his palace of the menace. Of course, the Demoreans have their own plants among the suitors in a final attempt to thwart Odysseus' return to the throne.

## THE ENCOUNTERS

Each encounter has several parts: players' text, hints for the PCs, encounter background, NPC statistics, and notes for you. For some encounters, one or more of the parts are not needed and therefore do not appear.

Read the *players' text* (text set off by scribed lines) aloud to the players as they begin each encounter. This text describes the situation as the characters would first see it.

Do not read any of the other parts to the players. Use your judgment to determine what should be revealed to them as the encounter unfolds.

Notes for you surround the players' text and describe what happens in the encounter. Refer to this text to keep track of what the NPCs are doing and what happens next.

Action behind the scenes is also described: NPC motivations, secret NPC actions, and the significance of the encounter in relation to the rest of the adventure. This section also indicates if Demoreans are involved and lists significance ratings that may apply.

Hints for the PCs offer bits of helpful information that PCs may discover during the encounter.

Finally, NPC Statistics describe important NPCs appearing in the encounter. Many NPCs appear in more than one encounter. For convenience, complete descriptions of these major NPCs also appear on the inside front and back covers of the booklet.

Occasionally, statistics are not provided for a minor NPC. In such cases, use the NPC as described on page 61 of the *Travelers' Manual* or, if the NPC is one of Odysseus' unnamed shipmates, the Standard Odyssey Crewman statistics on the inside back cover of this booklet.

## NEW DEMOREAN PARANORMAL TALENTS

The Time Corps' previous ventures into the Homeric Parallel have uncovered two entirely new Demorean paranormal talents (PTs), both of which seem to be related to the more familiar Shape Shift. These are PTs of incredible power, and the Time Corps is reassured only by the fact that *the physical laws of the T parallels prohibit their functioning*. However, in many M, R, and A parallels, these PTs are a dangerous reality.

### Alter Shape

**Base:** (Willpower+Personality+Perception) ÷ 3

**Willpower Cost:** 50

**Check:** General

**Time Required:** 1 round

**Range:** Self

**Duration:** Until the user voluntarily abandons the shape or is killed.

This PT is a highly advanced form of Shape Shift, in which the user assumes the form of any sentient being—any being who can think and/or feel. *The sentient being does not have to be unconscious or captive* for the PT to work. All the user must do is spend at least one round observing the being whose form the user assumes.

Basic abilities of the user remain the same no matter what form is taken, although the assumed form may restrict skills. The user may assume the form of a being of any size; Time Corps stunners cannot stun a user who has assumed a larger than man-sized form.

Once the Demorean has altered its shape to that of another sentient being, it cannot use Alter Shape again until after it returns for a rest to its own parallel and time. This PT cannot be used in conjunction with Shape Shift.

### Metamorphose

**Base:** (Willpower+Perception) ÷ 2

**Willpower Cost:** 50

**Check:** Specific

**Column:** Current WPR of intended victim; victim with highest current WPR

**Time Required:** 1 round

**Range:** Sight (see below)

**Duration:** Permanent

Metamorphose allows the Demorean to change the form of other characters into that of any animal. Changed characters retain their full intelligence and Basic Ability scores. Their new forms, however, restrict communication, and depending on the form, some skill use.

The user may affect anyone it can see (with the naked eye) at the instant it uses the PT. Treat those only partially visible (for example, those half-hidden behind a rock or watching out of a window) as visible.

When more than one character is to be metamorphosed, the PT requires a specific check using the Willpower column of the potential victim who has the highest current Willpower. Use the following results key:

**S** = 1 target character metamorphosed.

**L** = 25% of target characters metamorphosed (round up).

**M** = 50% of target characters metamorphosed (round up).

**H** = 75% of target characters metamorphosed (round up).

**C** = 100% of target characters metamorphosed (round up).

## PART 2: THE HEIR OF THE SEA

The PCs enter M6 near the outset of Odysseus' long journey. The hero has only recently left Troy, where he and his followers fought for ten years. The first stop on the return voyage is the island of Ismaros. Odysseus lets his men loot several coastal camps and towns of the Kikonians, but things get out of hand: against their leader's advice, the men move further inland and meet a much tougher group of Kikonians.

### 1. THE ISLAND OF ISMAROS

The familiar surroundings of Time Corps headquarters fade into swirling darkness. The darkness lasts only a moment. Gradually, stars wink into view. You set the chronoscooters on "vanish" and find yourselves standing on a beach near twelve primitive-looking galleys—their sails lowered and oars raised, as if they have been abandoned.

Out of the darkness, a voice calls: "So here are a few more who have sense enough to listen to Lord Odysseus! Or did he order you back for guard duty?" A tall, dark man, wearing the armor of the period, approaches. He removes his helmet, then stares at you curiously. "I don't recall your faces. Who are you?"

This man is Polites, who has stayed behind with a squadron of men to guard the ships while Odysseus goes inland to restrain his troops and restore order. Polites is making conversation; he has no reason to suspect the PCs, and almost any explanation satisfies him. He'll simply nod and walk on.

If the characters make a move for stunners, Polites offers no resistance: he doesn't recognize the stunners as weapons. However, if any of the PCs are foolhardy enough to draw a more conventional weapon, he calls for his squadron of guards, who are nearby. The guards come at a rate of 1d10 every 2 rounds, until their number reaches 30. They fight to the death to protect their ships; should the PCs

kill this squadron of guards, they face the anger of over 500 Greeks when Odysseus returns. The king has them seized and executed as pirates; the Time Corps mission fails.

Polites is a close friend of Odysseus. He is clever and not easily bested: if a PC stuns him, he uses caution with the Time Corps agents for the rest of the journey. Each time the PC who stunned Polites tries to stun someone else in his presence, roll a general Perception check for Polites; if the check is successful, he



notices that the PC makes a similar gesture or handles a similar object before the next target is stunned. Thinking that the disguised stunner is "magic," he tries to steal it.

#### NPC Statistics

##### Polites, Odysseus' Captain

Significance Rating: 300

STR	56	DEX	62	AGL	58
PER	52	WPR	54	PCN	62
STA	48	Unskilled Melee			57

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

Skills: Swords (EX) 87; Theft (EX) 90; Shortbow (SP) 77; Thrown Weapon/Javelin (SP) 74; Military Leadership (SP) 69

30 Ship Guards (Standard Greek Crewmen)

Significance Rating: 1d10

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee			50

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○○

### 2. UPON THE WINE-DARK SEA

For about half an hour, the area around the docked ships has remained dark and quiet: the only light comes from torches set by the ships, the only sound the continual rush of the waves across the beach.

But now something is happening inland. Beyond the rocks, some hundred yards up the beach, you see an angry red light. Shortly, the smell of smoke comes on the hot night wind. You hear the sound of shouting and the rattle of metal against metal.

Wait a few moments, allowing characters to react, position themselves, and guess at what is going on. Then continue:

Suddenly, outlined by the red light in the distance, you make out dark shapes scurrying toward the ships. Dark clouds rush across the red glow, and several of the shapes fall. Other shapes become clearer, more recognizable, as they approach you: a large group of men are coming, some of them gravely wounded. Paying you little regard, they hurry into the campsite and begin to board the ships. One of them, a short, red-haired man bearing a larger soldier on his shoulders, glances at you and shouts:

"Chartis the navigator is wounded,



or can't you see! Hurry and help me get him on my ship!"

Staggering under the weight of the large man, the red-haired soldier wobbles toward the largest of the galleys.

The red-haired soldier is, of course, Odysseus, and if the PCs are kind enough (and clever enough) to give him a hand with his burden, they'll end up on the flagship and have a ringside seat. If the PCs do not end up on Odysseus' flagship, skip Encounters 3 and 4 below.

Of course, if the PCs decide not to board any of the ships, Odysseus and company sail without them, leaving them at the mercy of the 900 Kikonians hot on their heels. If the PCs stay behind, the Kikonians kill them on the beach, the mission fails, and the Demoreans awaiting at points further along in the voyage may do what they will to the wandering Odysseus.

### NPC Statistics

#### Odysseus

*Significance Rating:* 1000

STR	66	DEX	60	AGL	62
PER	70	WPR	50	PCN	80
STA	60	Unskilled Melee			61

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○○

### 3. THE MAN OF MANY WAYS

Use this encounter only if the PCs are aboard Odysseus' ship.

The red-haired soldier stands at the stern of the galley, as a surgeon and attendants flock around the wounded Chartis. Most of the other sailors assume places behind the oars, and quickly the ships move out to sea, leaving behind a rain of Kikonian arrows that fall harmlessly into the water.

"Take good care of Chartis, gentle-

men," says the red-haired man. "And thanks to you, my friends, for your aid. Without my navigator I'd be at Zeus' mercy indeed. And, as you know, he has no fondness for me since my plan for the wooden horse helped destroy his favorite city. If I'm ever to see my home in Ithaka and sit upon the throne again, I had best sail wisely and quickly, offending no other gods.

"Thank you again. However, you should go to your oars now, for we are not out of danger."

If the PCs obey Odysseus and go to the rowing benches, they are immediately accepted by the other crew members. Rowing lasts for only about an hour, at which time the oarsmen relax and let the sails propel the ship.

If the PCs object to rowing, Odysseus asks them, simply and quietly, "When did you become better than the others who served beside you through ten years of war?" If any PC has the nerve to ask Odysseus why he does not row himself, the hero smiles, sits behind an oar, and joins in the rowing.

Odysseus is clever and crafty; no matter what the PCs say, he does not seem to be angered or offended. Make sure, however, that he keeps track of any insult and searches for a way to embarrass the offenders sometime later during the voyage.

Zeus, the chief god on the Homeric Parallel, is not actually angry at Odysseus; Odysseus prefers to believe it because it makes him feel important and absolves him of blame for his own failures.

### 4. MESSENGER FROM OLYMPOS

If the PCs are not on Odysseus' ship, skip this encounter.

Not long after sunrise, the ships wend their way among a series of small, rocky islands—dark, sun-scorched, and looking uninhabited. In such tricky waters, the boats lower sails, relying on rudder and oars.

As the flagship steers around an

outcropping of rocks, the air and water tremble from the loud strumming of some kind of musical instrument. As you look for the sound's source, you see seated on a bluff about 30 feet off starboard a large, handsome young man, clad only in a tunic and a winged helmet. The sun glistens on his silver skin. He holds a large silver lyre, from which the strumming comes. The crewmen fall forward in worship, and Odysseus kneels.

Nervously, Odysseus speaks: "What manner of immortal are you, who play so sweetly upon the lyre? What tidings do you bring me, what advice or warning?"

The silver man answers: "Hermes I am, Messenger of the Gods. Though Father Zeus has forbidden the gods to give you warning, he has not forbidden advice. To the west lies an island whereon lives a son of the Sea God Poseidon. This heir of the sea may give you shelter and answer your questions." Pointing grandly to the west, the silver man vanishes.

The silver man is not the Homeric god Hermes at all, but a Demorean who is using Alter Shape. The Demoreans hope to provoke the Time Agents into revealing their presence. Whether or not the PCs uncover the fact that this "Hermes" is a Demorean, they face a couple of difficulties:

1. If they try to stun or otherwise harm the Demorean, their actions create great confusion on board the flagship, because Odysseus and his crew believe that he is indeed Hermes. If Polites is still alive, he is on board the flagship; refer to Encounter 1 for the circumstances which allow him to detect PC attempts to stun "Hermes." If Polites succeeds, he reveals his findings to Odysseus, who attempts to confiscate the weapon. Polites no longer tries to steal the stunner, but in Odysseus' hands it can cause all kinds of mischief. The PC who refuses to hand over the stunner is disobeying Odysseus and has to fight him.



If the PCs have stunned or harmed the Demorean, Odysseus thinks they are the instruments by which a rival god has plotted to harm Hermes. In order to avoid the curse they are sure will follow, Odysseus and his crew abandon the offending PC or PCs on one of the rocky islands. All 40 men on board will fight the PCs to get them off the ship, and it will be only a matter of time until abandoned PCs die of exposure.

2. The PCs will have no luck in persuading Odysseus to avoid the island. If, by some other means, they keep Odysseus from sailing there, penalize them 700 Significance Points and go on to Part 3, "The Great Enchantress."

The Demoreans don't care if "Hermes" is attacked because it will accomplish their purpose and unmask any Time Corps agents on board, and the suspicion aroused may make the PCs less effective protectors of Odysseus!

#### NPC Statistics

Res Tagor, Demorean  
Alias Hermes  
Significance Rating: 0

STR	40	DEX	52	AGL	40
PER	52	WPR	74	PCN	52
STA	40	Unskilled Melee		40	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Laser Pistol (EX) 82

PTs: Dimensional Travel; Shape Shift; Telepathy; Shield 62; Alter Shape 60

#### 5. THE ISLAND OF POLYPHEMOS

From the helm of his flagship, Odysseus shouts to follow the setting sun, and, moving through the rocky islands, the ships veer to the west, traveling over the calm, bright sea until sunset. Finally a large island

comes into view.

As twilight gathers, the ships move into a small harbor. Black poplar trees line the coast, and the ground upon which you beach the ships is moist and soft. Odysseus says, "We will search for the people of this island tomorrow," and orders the crew to forage for game and begin building fires.

Of course, Odysseus establishes a watch, and any PC who wishes may volunteer for this duty. PCs who are more adventurous may explore the island during the night. All they will find are empty sheep and goat pens and some steep and forbidding cliffs facing seaward.

The cave of Polyphemos, the Cyclops, is in one of these cliffs, but an enormous boulder so completely covers the entrance that it is not visible at night. Polyphemos is inside, fast asleep. He opens the cave each morning and takes his flocks out to graze.

#### 6. ENTER THE GIANT

As dawn comes, rosy-fingered, Odysseus gathers his men together.

"Today we explore the island," he proclaims, "for the gods have spoken to me and given aid. Half of my scouting party will come from my ship, half from another in the fleet. But first, have I any volunteers to join me?"

Odysseus will take one NPC crewman for each PC who accompanies him on the scouting party. Those PCs who do not volunteer are drafted: it is either their reward for helping Odysseus get the wounded Chartis aboard back on Ismaros, or, if they did not help, "a chance to show that they can carry their own weight, since they refuse to carry that of a wounded companion." At any rate, all PCs must end up in the search party or face the consequence of disobeying Odysseus' orders.

When the scouting party assembles, read the following:



The poplar forest thins, the landscape grows more rocky as you move inland. A few carelessly tended sheepcotes and goat pens dot the hillside. Sheep and goats graze both inside and outside the fences.

Once you reach the base of the tall cliff toward which you've been climbing, you see the mouth of a large cave and beside it an enormous boulder. A faint trail of smoke rises from the cave entrance.

Odysseus, of course, insists on investigating this cavern more closely. If the PCs decline to explore, Odysseus goes by himself, is trapped alone in the cavern, and is devoured by Polyphemos the first night. The mission fails.

Read the following to whoever enters the cavern:

Near the ground, the cave entrance is narrow, and despite the fact it is much larger some 10 feet above you, you must walk single file to enter the cave.

Once inside, you see a large cavern. Whoever lives here is hardly a tidy housekeeper! Smoke from a banked fire rises toward the ceiling and drifts out the entrance. Bones are scattered about the floor, as are large cheeses almost 3 feet in diameter, barrels of wine, and pails of milk. The bones are those of sheep and goats. Lambs and kids bleat in small pens set against the cavern walls. Several crewmen mutter suspiciously that the amount of food stored here must feed a fairly large lodge or encampment.

Allow the PCs to inspect the cave as closely as they like; actually, there are few clues as to who lives here or what awaits them. Any PC who receives an "M" or better result when he or she uses Investigation skill notices that some of the bones (even larger ones) have been snapped cleanly in two, not merely splintered—an act that takes an incredible amount of strength.

After giving the PCs a short time to poke around the cavern, read the following:

The cavern darkens all of a sudden, as if a black, heavy cloud has passed over the entrance. And there, in the mouth of the cave, stepping over the tall and tapering rocks to enter his home, is an enormous man, fully 40 feet tall. He gazes around the room with the one enormous eye in the center of his forehead. Then he smiles at you, throws a bundle of dried wood



on the floor, and turns to draw the huge boulder into the entrance behind him, closing it off.

Give the PCs a while to react to the situation. Polyphemos is a formidable enemy, and direct combat may cost the PCs at least half the party. Killing the monster creates a new set of problems: the boulder is a heavy one, weighing almost 1000 pounds, and the narrowness of the entrance prevents more than one person at a

time from trying to move or lift the enormous rock. The party is stuck in the cave; when the supplies run out, they will starve to death.

After a moment or so, Odysseus steps forward into the faint light of the banked fire. The monster notices him. Read on:

Odysseus faces the creature from a comfortable distance across the fire. They stare at one another briefly, then the monster speaks, his low voice booming.

"Who are you, strangers? Are you here on business, or are you pirates?"

"We mean no harm," says Odysseus. He glances in your direction, raising an eyebrow. "My name is Nobody. My companions and I have traveled a long while. We seek shelter for the night, and directions."

The large creature laughs.

Polyphemos has seen the rest of the scouting party by now and asks the Greeks what he thinks are subtle questions: Are there more of you? Where is your ship?

If they answer truthfully, Polyphemos troops out the next morning and destroys the fleet, stranding Odysseus and company on the island. The Cyclops, however, is not bright at all; any plausible lie satisfies him.

If the PCs don't volunteer an answer, Odysseus tells the creature that he and his followers are the sole survivors of a shipwreck on the coast and are in need of help. After this exchange, continue to read:

"I suppose," says the monstrous creature, "that you expect hospitality from me. I am Polyphemos the Cyclops, and I am an excellent host! To prove it to you, Nobody, I shall eat you last!"

With that, he picks up one of the crewmen, dashes his head against the cave wall, and pops him in his mouth.

Odysseus stares at you, at a loss for words. He seems completely confused.

The PCs may try to fight the Cyclops, but killing him traps the party in the cave. Polyphemos goes to sleep after he feasts, whether or not the PCs fight him. Next morning, he opens the cavern, drives the sheep and goats outside, and closes the cavern behind him. Thus begins his daily ritual—leaving to tend the sheep, coming home, killing one of the scouting party, and going to sleep. Polyphemos kills NPCs first, then the PCs, and (true to his word) saves Odysseus for last. He continues this until he wipes out the party, or until Odysseus and company escape or kill him.

Odysseus is completely at a loss. PCs will have to find a way out of the cave, or the mission ends here. If the PC plan involves blinding the Cyclops, or if the Cyclops is blinded in combat, go to Encounter 7.

#### NPC Statistics

##### Polyphemos the Cyclops

*Significance Rating:* 200

STR 199 DEX 40 AGL 40  
PER 40 WPR 60 PCN 40  
STA 199 Unskilled Melee 120

#### Current Stamina:

Stamina Regeneration 10/Round

Wounds: ○○○○○○○○○○○○  
○○○○○○○○○○○○○  
○○○○○

#### 7. ESCAPE!

Odysseus listens to any PC plan for escape. Use the Direct Action Check Charts on p. 62 of the *Travelers' Manual* to determine his reaction to PC plans. If any PC remembers the escape used in the *Odyssey*, he or she may try to put it into effect as follows:

1. Odysseus and several PCs sharpen the end of a log, which they then hide in a dark corner of the cave.

2. While Polyphemos sleeps, Odysseus and two chosen PCs take the log and drive it into the Cyclops' eye.

Blinding the monster is tricky. One

of the PCs must stand at the front of the log and guide it toward the eye. Odysseus will stand at the back of the log, providing leverage and strength. Use the PC's Lance, Polearm, or Spear skill score for the log's chance to hit; if he or she has none of those skills, use the Unskilled Melee score. A "C" result blinds the monster. Polyphemos defends on Column 1 on the first attack, since he is asleep. If the attempt to blind him fails, Polyphemos wakes and fights; run combat normally. If the attempt succeeds, or if the PCs blind Polyphemos in any other manner, read the following:

Polyphemos screams and rolls into a corner of the cave, clutching at his face. His screams are deafening, and shake the cavern until Odysseus looks toward the ceiling, as if fearing a cave-in.

Suddenly, you hear the sound of heavy footsteps outside the cavern.

"Polyphemos!" calls a deep, rumbling voice. "Who is harming you?"

Pause to let the PCs react. If he knows his friend is in trouble, the other Cyclops will try to enter the cave. If the PCs wait in silence for a while, read on:

Moaning in pain, Polyphemos answers finally, "Nobody is hurting me! Nobody is hurting me!"

"Well," the voice says, "if that's the case little brother, shut up and let us sleep." His footsteps fade into the distance.

3. The next morning, all surviving members of the party escape when the blinded Polyphemos opens the door. They do so by tying themselves to the bellies of the sheep. When the blinded monster, straddling the narrow exit of the cave, feels for escapees, he feels only the backs of the animals.

There is a 20% chance that he feels one of the sheep carrying a PC; in that case, the PC must make a successful

Luck check or be detected.

If the escape takes place in any way different from the traditional story, penalize the PCs 75 Significance Points for changing a major episode.

#### NPC Statistics

##### Brother Cyclops

*Significance Rating:* 200

STR 199 DEX 40 AGL 40  
PER 40 WPR 60 PCN 40  
STA 199 Unskilled Melee 120

#### Current Stamina:

Stamina Regeneration 10/round

Wounds: ○○○○○○○○○○○○  
○○○○○○○○○○○○○  
○○○○○

#### 8. THE SEA-GOD'S ANGER

Eleven ships have already set sail, sitting a safe half-mile out on a calm sea. The twelfth—the flagship—has hoisted sails and stands ready.

As you scramble aboard to the cheers of the crew, the oarsmen are already rowing rapidly, and a stand of poplars near the shoreline crashes into the sand. Polyphemos bursts through the wreckage of trees, shouting for "Nobody".

As you move safely out to sea, Odysseus calls out to the Cyclops.

"Polyphemos, know that the man you called 'Nobody' is in fact, Odysseus, son of Laertes, sacker of cities. I have paid you in kind for the loss of my crewmen!"

Polyphemos groans, picks up a huge boulder, and casts it toward the ship. It falls far short of its target, and the deck rocks slightly from the impact of the rock on the water.

"Father Poseidon!" the monster screams, "make sure that Odysseus, son of Laertes, never returns home! But if it is fated that he return, let him be delayed and lose many companions, and let him find his household troubled!"

It is many miles before this giant becomes a dim speck in the distance.



## PART 3. THE GREAT ENCHANTRESS

"The Great Enchantress" covers the loss of a good portion of Odysseus' fleet and his subsequent visit to the Island of Circe, the Great Enchantress. According to the Homeric story, she becomes friendly to Odysseus and guides him further on his voyage.

The Demoreans, however, have made one of their famous substitutions. The first Circe the PCs encounter is a very high-ranking Demorean and a mistress of Metamorphose. Although the real Circe has a similar power, she would not use it on Odysseus himself; the Demorean, however, is more than willing to change Odysseus into a donkey or swine. It is up to the PCs to "switch Circes"—to substitute the real, friendly Circe, for the unfriendly Demorean, and to do so without Odysseus' knowledge.

### 1. WHOM THE GODS DESTROY

The sea, which has been bright for the last several hours, is now growing

sluggish, gray, and still. Standing at the bow, Odysseus is nervous.

"I don't like it! Any part of it!" he exclaims. "The sea is always cruel, and now Poseidon seeks revenge for Polyphemos. I sense storms about us."

Soon the sky becomes deadly black, and a wind rises from the north, gathering strength and violence until the ships spin and rock on the water. Suddenly, almost a mile across the waves, a shape rises out of the ocean—a gigantic, manlike being, at least twice the size of Polyphemos, wearing a beard and crown of seaweed. He raises a trumpet; at each blast of the horn, the waters surge above one of the ships, swamping it completely.

The PCs can do absolutely nothing to stop Poseidon, who continues to blow the trumpet until he sinks 11 ships, sparing only the flagship. Remember, any PC action in this situation takes place in the midst of a storm on the high seas.



Poseidon is responding to Polyphemos' plea for revenge. The sea god cannot destroy Odysseus because the king of the gods, Zeus, has forbidden it, but he can destroy almost all his companions.

### 2. LAND HO!

The clouds have cleared, but nobody on board is enjoying the beautiful weather. At the bow of the ship, Eurylochus, one of Odysseus' most trusted captains, stares glumly out across the water. Back at the stern, close by the rudder, Odysseus sits in an equally dark mood, mourning the loss of his comrades.

Then, "Land ho!" shouts Eurylochus, pointing toward the sunset, where another island sits in the distance.

When the ship reaches the shore, read the following.

Odysseus sighs, leaning to pick up a piece of driftwood from the dark sand at his feet, "The storm spun us around and I have no idea where we are. Eurylochus, take a party and scout the area as quickly as you can."

Eurylochus turns to you. "Odysseus says you did well in the cavern of Polyphemos. I could use you in my squadron."

If any PC refuses to join Eurylochus' squadron, Odysseus orders him to do so.

In the Odyssey, Eurylochus was first to meet the enchantress Circe. Of his squadron of men, he was the only one to keep his human form: Circe turned the others into pigs.

PCs who use Paranormal Memory successfully discover that something is wrong with the Circe they meet.

**NPC Statistics**

**Eurylochus**  
(Odysseus' captain)  
Significance Rating: 30

STR	58	DEX	52	AGL	56
PER	52	WPR	62	PCN	60
STA	44	Unskilled Melee			57

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Shortbow (EX) 82; Swords (EX) 87; Outdoor Survival (SP) 73; Military Leadership (SP) 73; Tracking (SP) 70; Boxing (SP) 71; Wrestling (SP) 72

### 3. PERILS BEFORE SWINE

The sound of the waves on the sand and of Odysseus' men gathering wood and driving stakes to create a campsite fades behind you as you follow Eurylochus into the woods.

Ahead, the woods are alive with birdsong and color. A silver kingfisher darts from somewhere over your head, makes a shining whirlwind in the low branches of an oak tree, then breaks apart into four smaller birds—blue, yellow, red, and green.

Intertwined with the sound of the birds you can hear a human voice: a woman singing so beautifully in a minor key that the birdsong fades into the background.

Following the sound of the woman's voice leads the PCs to a small clearing in the woods. Here is a cottage, a small outbuilding, and a pigsty, in which several rather large hogs wallow and root. From within the cottage comes the singing and the sound of a loom at work.

Read the following to those who look in the door of the cottage:

Seated at a loom is a beautiful woman weaving an elaborate rug, the design of which is a map of the Mediterranean Sea. Apparently she spends much time making rugs: several of them lie rolled up in the far corner of the cottage. She smiles and beckons you to enter. Eurylochus relaxes, seems to recognize her, and walks into the cottage.

There isn't enough time for a PC to investigate the woven map too thoroughly before Eurylochus walks

through the door; however, any PC whose player expresses an interest in the map and who makes a successful general Perception check notices that on the map a red thread traces the path of the Odyssey to this point of the journey. The Cyclops, Poseidon, and a sinking ship appear at the appropriate places on the map.

Read the following, whether the PCs go into the hut or stay outside:



The woman turns. Her eyes meet yours. "My name is Circe," she says. "I hope you find my cottage, and especially the lawn and gardens, to your liking. For you see, you will no doubt be here for a long while." She raises her hand and closes her eyes. Eurylochus falls to the ground; his ears take on a pointed shape, and he grows a large, bristling snout. Your squadron commander is a pig!

Then you hear, amid the grunts and squeals of the hogs in the pens behind you, a strange, metallic sound. Standing in the midst of the sty are three creatures, half human, half deer. On their heads are horns and on their feet

hooves, but their bristled yet human-like hands are holding automatic rifles. Circe scrambles for the window of the cottage and draws a pistol from the folds of her robe!

The Demorean, who has used Shape Shift to become like Circe, has used Metamorphose on poor Eurylochus. Anyone who is inside the cottage with the squadron leader is subject to the PT's influence; determine the results of the PT as explained under "New Demorean Paranormal Talents" in Part 1.

Meanwhile, the three deer-men intend to fire their automatic rifles at the party from about 30 feet away. Under normal circumstances, they would have the advantage of surprise; however, they made too much noise and react slowly, so you should begin combat normally by rolling for initiative.

The Demorean Circe tries to escape the party and head off Odysseus, who can be heard approaching, drawn by the gunshots.

If the Demorean Circe manages to reach Odysseus before the PCs can stop her, Odysseus becomes a pig and the mission fails. The real Circe is unconscious and wrapped inside one of the rugs rolled up in the corner of the cottage.

The deer-men are other, lesser Demoreans, who used Alter Shape to assume the form of the Greek hunter Actaeon, a man who was transformed into a stag for watching the goddess Artemis while she bathed. Desiring the additional weapons that antlers would provide, the Demoreans penetrated the Parallel at a recent point in its past and observed Actaeon as his transformation took place. These Demoreans have specific instructions to annihilate anyone who threatens the false Circe and to destroy all Time Corps agents. They fight to the death: this is, after all, a legendary mission!

Penalize the PCs 200 SPs for any firearms they do not confiscate, 10 for each shell casing.



## NPC Statistics

Krask Alat, Demorean  
Alias Circe

Significance Rating: 0

STR	46	DEX	48	AGL	46
PER	52	WPR	80	PCN	60
STA	44	Unskilled Melee			46

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Disguise (EX) 80; Pistol (EX) 78;

PTs: Dimensional Travel, Shape Shift, Telepathy, Metamorphose 70.

### 3 Deer-men, Demoreans

Significance Rating: 0

STR	50	DEX	50	AGL	50
PER	40	WPR	70	PCN	50
STA	50	Unskilled Melee			50

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

Skills: Automatic Rifle (EX) 80; Outdoor Survival (EX) 80; Tracking (EX) 70

PTs: Dimensional Travel; Shape Shift; Telepathy; Alter Shape 54

### Circe the Enchantress

Significance Rating: 400

STR	46	DEX	68	AGL	48
PER	80	WPR	46	PCN	78
STA	42	Unskilled Melee			47

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Investigation (EX) 98; Dagger/Knife (melee) (EX) 77; Dagger/Knife (thrown weapon) (EX) 98.

Special Power: Ability to change male human beings into animals at will.

## 4. FOREWARNED, FOUR-ARMED

When the combat in Encounter 3 ends, give the PCs 2d10 minutes of game time to decide what to do, to look for the real Circe if they wish to do so, and to hide the Demorean bodies and items. Then run this encounter, *but only if the PCs manage to destroy, stun, or otherwise detain the Demorean Circe, thereby keeping her from confronting and transforming Odysseus.*

“What ho!” A voice calls from the woods in the direction of the beach. The voice is that of Odysseus. He calls again, merrily. He seems to be moving rather slowly.

Give the PCs time to hide the evidence of Demoreans if they choose to do so. Then continue reading:

Odysseus steps into the clearing, his hair and beard neatly combed, oiled and groomed. He smells of some terrible cologne. “I have heard there is a beautiful woman by the name of Circe who lives here,” he calls toward the cottage, while dusting the sleeves of his tunic.

If the PCs give Odysseus a plausible account of the battle that took place, he assumes that the latest information he received from Hermes has been a lie—that the gods do not want him to return home and have sent him to a place “peopled by demons.” At first, he threatens to fall on his sword—“the only honorable act when the gods desert you.” PCs will find it easy to keep him from suicide—he never meant it in the first place. Then he suggests that “I know of a land to the east—the land of the Lotos-Eaters—where people laze around all day and are carefree. Let us go back there.” PCs have to persuade him otherwise, using the procedures in Chapter 10 of the *Travelers' Manual*. If they do not persuade him, Odysseus leaves immediately and without seeing or con-

sulting the real Circe. Penalize the PCs 600 Significance Points and go directly to Part 5: “Skylia and Charybdis.”

If, on the other hand, Odysseus does not learn about the combat, he tells his story, whether or not the PCs have found the real Circe. Read on:

“I heard loud sounds, as though thunder were crashing in the forest. I came with a group of men to see what had befallen you, but I was met by the god Hermes, who told me of the enchantress Circe. He said that many were the men she had changed into animals, but that my good looks and charm would win her...affection. Of course, I sent the rest of my men back and took some time to attend to my appearance. I hope the delay didn't cause you any trouble.”

## 5. THE GREAT ENCHANTRESS

If, the party did not find the real Circe rolled in the rug, Odysseus becomes confused, mistrusts Hermes' message, and decides to embark for Ithaka without further delay. Penalize the PCs 400 Significance Points and go to Part 5.

If the PCs find Circe after Odysseus arrives, any feasible explanation as to why she is unconscious and wrapped in the rug persuades Odysseus, who is more interested in what effect his charm will have on this beautiful enchantress. And sure enough, the real Circe seems to like him. If the PCs' explanation seems believable to you, they have succeeded in their mission so far. However, penalize them 25 Significance Points for a change in a few lines of Book X of the *Odyssey*, and go to Part 4.

If the PCs have managed to stop the Demoreans and restore the real Circe to her proper place, everything goes according to the plot of the *Odyssey*. Odysseus remains with her for a while before continuing.

## PART 4: INTO THE DARKNESS

While on Circe's island, Odysseus learned from her that he and his crew must sail to the Underworld, the Greek land of the dead, there to consult with the ghost of Tiresias, the blind prophet who will advise Odysseus on the final stage of his journey.

It is in the Underworld, however, that the Demoreans will put into effect their most devious plan. According to the *Odyssey*, Odysseus meets not only the ghost of Tiresias, but those of Achilles and Agamemnon, other Greek kings who served with him in the Trojan War. However, the Demoreans have added another very important "ghost": a persuasive and powerful Demorean has used his Disguise skill to assume the appearance of Eumaios, a swineherd for the royal household of Ithaka, who on many occasions took care of Odysseus when he was a boy. Actually, Eumaios is still alive on Ithaka, but Odysseus will naturally assume that Eumaios is dead and that the information this ghost gives must be true.

The Demorean Eumaios tells Odysseus that his wife has remarried and that his son Telemachos is dead. Odysseus despairs and the Demorean use of Demoralize further reduces his Willpower unless the PCs manage to set the situation aright.

### Ability of Ghosts To Appall

Ghosts in the Homeric Underworld cannot be harmed. They come and go as they please and feel neither benevolence nor malice toward mortals. However, by merely manifesting themselves within 20 feet of mortals, the ghosts can Appall them. The result is similar to Demoralize, although using it expends no Willpower, and the severity of the victim's Willpower loss varies with his or her situation (determined by the CM as a rule, though guidelines are set by the encounters in this adventure). The strike number of this ability is determined by averaging the ghost's Personality and Willpower scores.

Any ghost over 20 feet away has no effect and is perceived as a thin column of fog or smoke.

The ability to Appall is not a weapon but an accident of a ghost's manifestation. Some ghosts have learned to control the ability and manifest themselves without harm to the observer's Willpower.

### 1. FAREWELL TO THE ISLAND

You've spent several uneventful days on Circe's island. You've seldom seen Odysseus except in the company of Circe, but he seems to be enjoying himself.



The island itself isn't that bad, except that one always lives with the fear of being changed to a donkey, ape, or pig. So far, it hasn't happened—except to Eurylochus, who would probably win a blue ribbon at most livestock shows. It seems Circe can't do anything for him because she claims she didn't have anything to do with changing him in the first place. Meanwhile, your time has been spent in rest and exercise.

If PCs are interested in taking up a wrestling or boxing challenge from one of the crewmen, run the contest as unarmed combat between the PC and a standard Greek crewman. Wagers are for 1d10 drachma.

Whether or not the PCs are interested in the contests, resume the adventure by reading the following:

Odysseus has called you together this morning, and he seems less cheerful than usual.

"I regret we have to leave this island," he says, as he leans backward so Circe can drop a grape into his mouth. "But destiny calls, as they say. Next stop, I fear, will not be as pleasant as the others. We must visit the land of the dead."

This announcement brings a chorus of groans and grumblings from the members of Odysseus' crew, who are clearly afraid. PCs who ask Odysseus about this leg of the journey learn the following:

1. Not all the men must enter the land of the dead. In fact, it is better that those who do go, go willingly.

2. They must take offerings to the ghosts of the dead, but they cannot let the ghosts have these offerings until Odysseus has talked to the ghost of the blind prophet Tiresias.

3. Tiresias knows the path Odysseus should take to arrive safely in Ithaka, and if he is given some of the offerings, he'll share the information.

### 2. WHEN COMRADES FALL OFF

"I'm not going to the land of the dead!" shouts a voice, and when you look up you see atop Circe's cottage behind you, Elpenor, Odysseus' youngest follower, with a wineskin in his hand. It seems as though Elpenor has had too much to drink.

"Having second thoughts, Elpenor?" asks Odysseus. "Or just double vision? For a moment I thought it was Hermes, speaking to me from above, but your judgment is more difficult to trust."



Elpenor steps forward to the edge of the roof, and reaches into the fold of his tunic.

If, on the other hand, PCs don't use their weapons, Elpenor steps off the roof, breaking his neck anyway. The only difference PC actions make is in the aftermath of the accident.

If PCs use weapons undetected, or if Elpenor falls by himself, read the following:

Odysseus kneels above the young man's lifeless body. Sadly, quietly, he murmurs, "Yes, little Elpenor. As you asked, 'What do you think they'll do to us in the Land of the Dead?'"

"Load the ships, men," he shouts, rising to his feet. "We must be away."

Significance point penalties in this encounter vary, depending on how far the PCs stray from Homer's story.

1. If Odysseus notices the PCs' use of weapons, he is angry, although PCs may persuade him that they were only looking out for his safety. Penalize the PCs 25 points for changing the nature of an event in the *Odyssey*.

2. If PCs find a way to prevent Elpenor's death, penalize them 50 points for changing an event in the Odyssey.

STR	50	DEX	50	AGL	50
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee			50

**Wounds:** ○○○○○○○○  
○○○

"There is our destination," Odysseus says calmly, pointing to a tall, narrow cave in a towering cliff-face.

Now Odysseus gathers volunteers to accompany him; true to his word, he orders nobody to accompany him, although if the PCs have caused Elpenor's death and Odysseus is aware of this, he'll suggest strongly that "perhaps they'll have some obligation best fulfilled on the banks of the Styx river, in front of the dead themselves."

Bringing a large black ram up onto the deck and offering a prayer to each of the twelve Olympian gods (the major gods of classical Greece), Odysseus cuts the throat of the animal and collects its blood in a large bronze bowl. "This is for Tiresias," he explains, "to assure that he tells us the truth."

With these things accomplished, Odysseus and those who accompany him follow a narrow stone walkway leading into the darkness of the cave. Beside the walkway flows the River Styx, for this is where it empties into the sea.

Odysseus looks back at you, his eyes glittering in the closing darkness. "I

He smiles. "I suppose that if I had told you that in the sunlight, you might not have followed me."

The sunlight narrows to a thin beam and fades behind you as you walk the narrow rock pathway. Beside you flows the Styx River on its route toward the cavern mouth and the open sea. Ahead, Odysseus' torch gives only a feeble light: you cannot see the torch or its bearer—only the flame, hanging like a distant star in the blackness.

The land on the other side of the river, however, glows with a strange, gray light—a light that ends at the opposite bank of the river. In the gray glow, columns of fog—or perhaps smoke or mist—hover and twitch in the still cavern air.

Further along, on your side of the river, you see a large peninsula jutting out into the water. The gray light hovers there, too, and as you walk out onto the peninsula, the columns of fog part for you, staying a good 30 feet away. Odysseus sets down the bowl of blood. "I have a feeling that this is where we wait," he says.

If, by some circumstance, Elpenor escaped death on Circe's island, go on to the next encounter. If Elpenor is dead, continue reading.

Suddenly, one of the columns rushes toward the bowl. Drawing his sword, Odysseus steps between the bowl and the column. The column takes a new shape: the form of Elpenor, his face pale and twisted, his neck held at a bent and horrible angle.

Now roll for the effect of the ghost's ability to Appall. If the use of the



**BASIC STATISTICS**  
 STR 46 DEX 48 AGL 58  
 PER 60 WPR 56 PCN 48  
 STA 60 LUCK 54 UMS 52

**Current Stamina:**  
 Stamina Regeneration: 4/round  
 Wounds: ○○○○○○○○○○  
 ○○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (Western Europe 1870-1995)	EX	82
Time Corps Stunner	EX	78
Javelin	SP	62
Outdoor Survival	SP	68
Swimming (see p. 53, <i>Traveler's Manual</i> )		

**Paranormal Talents**  
 Paranormal Memory 35  
 Adaptation 41

**Gabrielle Arneaux**



**BASIC STATISTICS**  
 STR 64 DEX 54 AGL 44  
 PER 44 WPR 60 PCN 42  
 STA 64 LUCK 54 UMS 54

**Current Stamina:**  
 Stamina Regeneration: 5/round  
 Wounds: ○○○○○○○○○○  
 ○○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (Argentina 1855-1979)	EX	81
Time Corps Stunner	EX	84
Martial Arts	EX	86
Outdoor Survival	SP	67
Military Leadership	SP	71

**Paranormal Talents**  
 Paranormal Memory 34  
 Telepathic Probe 40

**Carmen Fillol**



**BASIC STATISTICS**  
 STR 56 DEX 58 AGL 64  
 PER 58 WPR 44 PCN 54  
 STA 52 LUCK 66 UMS 60

**Current Stamina:**  
 Stamina Regeneration: 4/round  
 Wounds: ○○○○○○○○○○  
 ○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (Britain 1835-1962)	EX	79
Time Corps Stunner	EX	88
Spear	EX	90
Outdoor Survival	SP	70
Swimming (see p. 53, <i>Travelers' Manual</i> )		

**Paranormal Talents**  
 Paranormal Memory 33  
 Significance Sensing 41

**Meredith Evans**



**BASIC STATISTICS**  
 STR 56 DEX 48 AGL 56  
 PER 50 WPR 54 PCN 66  
 STA 56 LUCK 70 UMS 54

**Current Stamina:**  
 Stamina Regeneration: 4/round  
 Wounds: ○○○○○○○○○○  
 ○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (Great Britain 1730-1864)	EX	82
Time Corps Stunner	EX	78
Mechanics	EX	71
Sword	SP	69
Swimming (see p. 53, <i>Travelers' Manual</i> )		

**Paranormal Talents**  
 Paranormal Memory 40  
 Telepathic Probe 48

**Cedric Townsend**



**BASIC STATISTICS**  
 STR 54 DEX 62 AGL 60  
 PER 52 WPR 66 PCN 54  
 STA 62 LUCK 60 UMS 57

**Current Stamina:**  
 Stamina Regeneration: 5/round  
 Wounds: ○○○○○○○○○○  
 ○○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (Russia 1842-1970)	EX	90
Time Corps Stunner	EX	92
Pilot	EX	89
Martial Arts	EX	61
Outdoor Survival	SP	75

**Paranormal Talents**  
 Paranormal Memory 40  
 Memory Restoration 45

**Mikhail Truba**



**BASIC STATISTICS**  
 STR 72 DEX 48 AGL 40  
 PER 48 WPR 80 PCN 54  
 STA 52 LUCK 60 UMS 56

**Current Stamina:**  
 Stamina Regeneration: 4/round  
 Wounds: ○○○○○○○○○○  
 ○○○

**SKILLS**

Name	Rank	Score
Historical Specialty (United States 1848-1983)	EX	97
Time Corps Stunner	EX	78
Dagger/Knife	EX	88
Outdoor Survival	SP	80
Wrestling	SP	71

**Paranormal Talents**  
 Paranormal Memory 44  
 Ignore Pain 43

**Purvis "The King" Montgomery**



**PERSONAL DATA:**

Born: July 14, 1955  
 Rank: Trainee/4  
 Nationality: Argentinian  
 Recruited: November 3, 1979

Current Age: 26  
 Ht: 5'9"  
 Wt: 130  
 Hair: Black  
 Eyes: Brown

Early in 1979, Carmen Fillol gladly joined an Argentine experimental colony in Antarctica. An accomplished marine biologist, she was assigned a long-term observation of polar animal life.

Only six hours from base, Carmen was trapped as the November spring thaw loosened part of the polar icecap. Set adrift for a day, she "drifted" straight into the Time Corps, where she presses especially for nautical missions.

**PERSONAL DATA:**

Born: December 27, 1970  
 Rank: Trainee/4  
 Nationality: French  
 Recruited: August 12, 1995

Current Age: 27  
 Ht: 5'2"  
 Wt: 110  
 Hair: Brown  
 Eyes: Brown

Gabrielle Arneaux grabbed headlines throughout the world in the summer of 1992, when she became the first person to circle the world in a balloon. The voyage was a masterpiece of resourcefulness and endurance, and Gabrielle spent the next two years on the lecture circuit, talking about her achievements.

After two years of nothing but talk, Gabrielle longed for the air again and set out to duplicate her voyage of 1992. She was lost over the Pacific, but found by the Time Corps. She continues to prefer missions that involve long travel and adventure in the outdoors.

**PERSONAL DATA:**

Born: September 6, 1830  
 Rank: Trainee/4  
 Nationality: English  
 Recruited: February 17, 1864

Current Age: 36  
 Ht: 5'9"  
 Wt: 150  
 Hair: Brown  
 Eyes: Green

Cedric Townsend was a prominent businessman at a young age. Heir to a Liverpool shipbuilder's fortune, he designed and constructed sleek sailing ships used as blockade runners by the Confederate States in the early 1860s.

Townsend, however, was more ambitious—playing a role in the design of the submarine *Hundley*, used once in combat by the Confederate Navy. Unfortunately for the Confederacy (but fortunately for the Time Corps), Townsend was lost at sea while an observer on the *Hundley*'s final and fatal voyage.

Townsend's sailing knowledge has come in handy for the Time Corps; however, he insists that his sailing be done *above* water!

**PERSONAL DATA:**

Born: July 14, 1955  
 Rank: Trainee/4  
 Nationality: Welsh  
 Recruited: November 3, 1979

Current Age: 26  
 Ht: 5'9"  
 Wt: 130  
 Hair: Black  
 Eyes: Brown

Meredith Evans appeared, for all intents and purposes, to be a mild-mannered college student—that is, until she made preparations for her amazing journey across the Atlantic in a coracle, a small, skin-covered Welsh rowboat.

It seems that Meredith believed that the first Europeans to settle the Americas were not the Spaniards or the Norse, but the Welsh. She planned to prove this possibility by rowing to North America.

A storm at high sea blew her into the arms of the Time Corps, where she continues her interest in history and exploration.

**PERSONAL DATA:**

Born: August 1, 1948  
 Rank: Trainee/4  
 Nationality: American  
 Recruited: December 8, 1983

Current Age: 37  
 Ht: 5'10"  
 Wt: 210  
 Hair: Brown  
 Eyes: Brown

Born in Gulfport, Mississippi, Purvis Montgomery grew up listening to the standard blues and country-western music popular in his area; that is, until he heard Elvis Presley, who quickly became his hero.

Following a rather checkered series of careers (which included being a guide at a reptile farm and a mud wrestling referee), Purvis became an Elvis impersonator after Elvis' death. The career was a rocky one, primarily because Purvis neither looked nor sounded like the real item. Luckily, the Time Corps brought him another kind of stardom.

**PERSONAL DATA:**

Born: December 22, 1942  
 Rank: Trainee/4  
 Nationality: Russian  
 Recruited: November 19, 1969

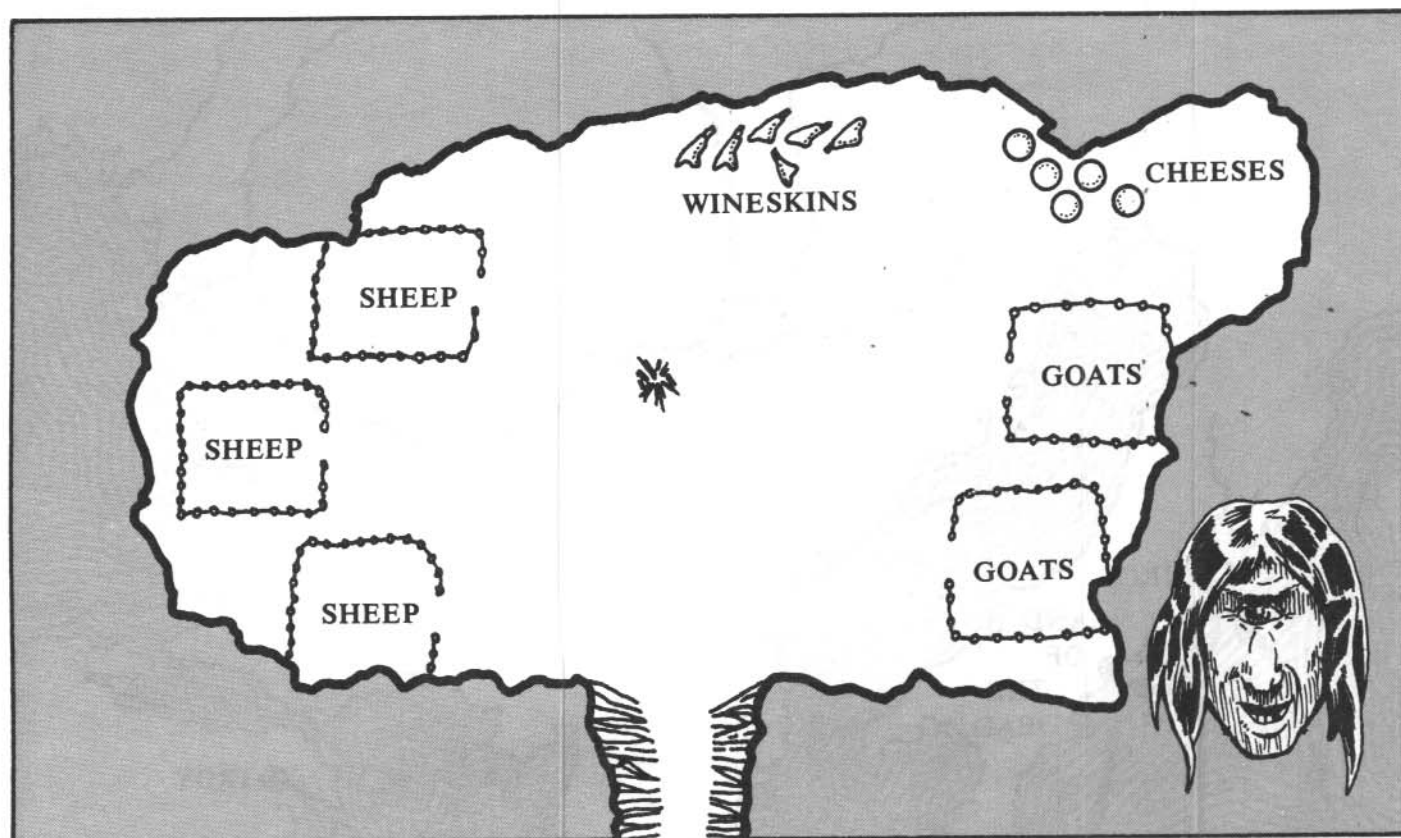
Current Age: 29  
 Ht: 5'11"  
 Wt: 180  
 Hair: Brown  
 Eyes: Blue

Mikhail Truba, a captain in the Soviet Air Force, was a highly promising fighter pilot who used his influence and skill to receive an appointment to the Soviet space program.

Truba's first mission as a cosmonaut was to continue testing space lab construction (as was being done by three other Soyuz craft at the time of his liftoff). After only two days in space, Truba reported that his life support systems were failing. Thirty minutes later, the Soviets lost communication with Truba; they kept his failed mission secret, but a greater secret still was the fact that the Time Corps had recruited Mikhail Truba, a space age explorer!

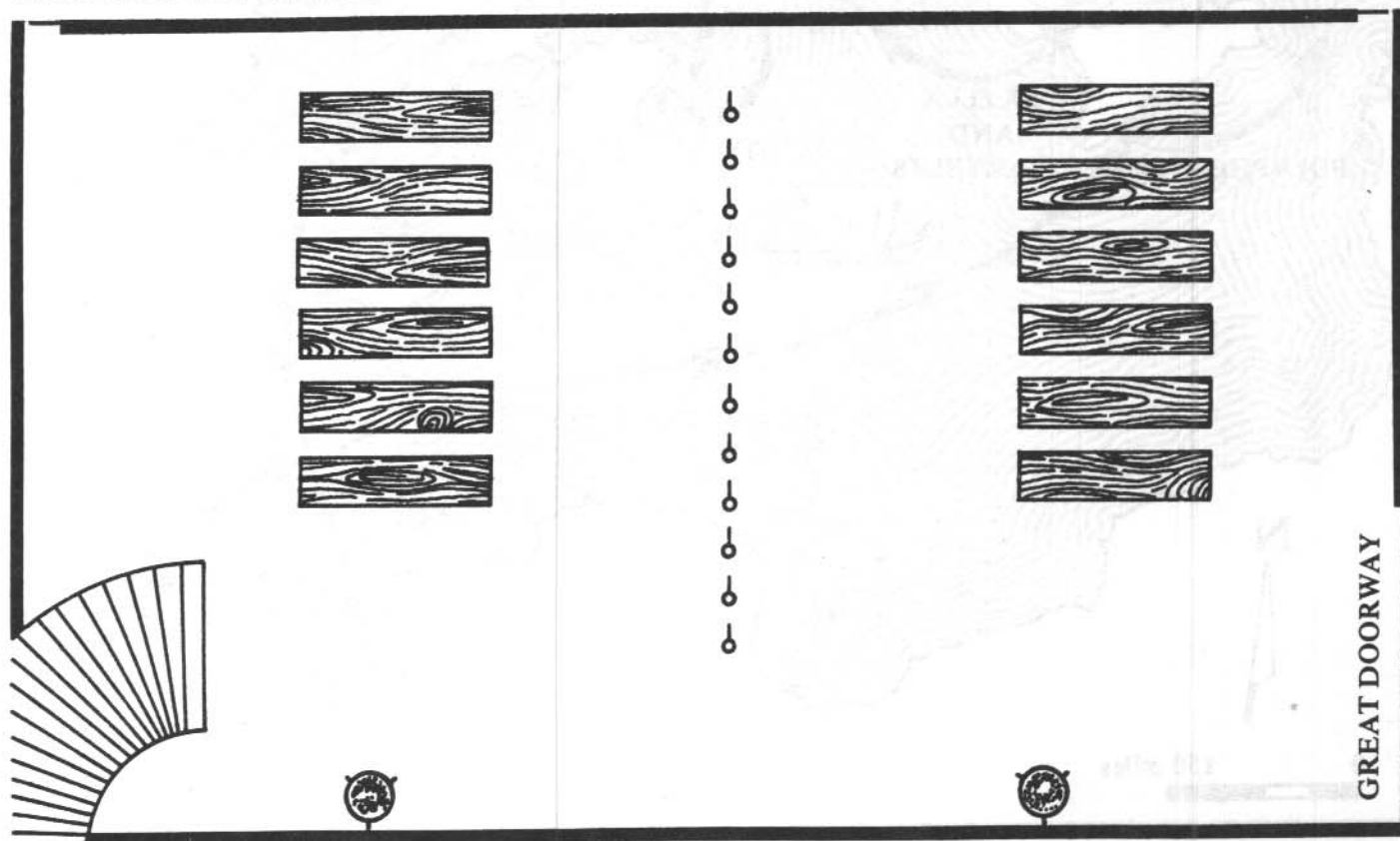
# THE CAVE OF POLYPHEMOS

0 30'



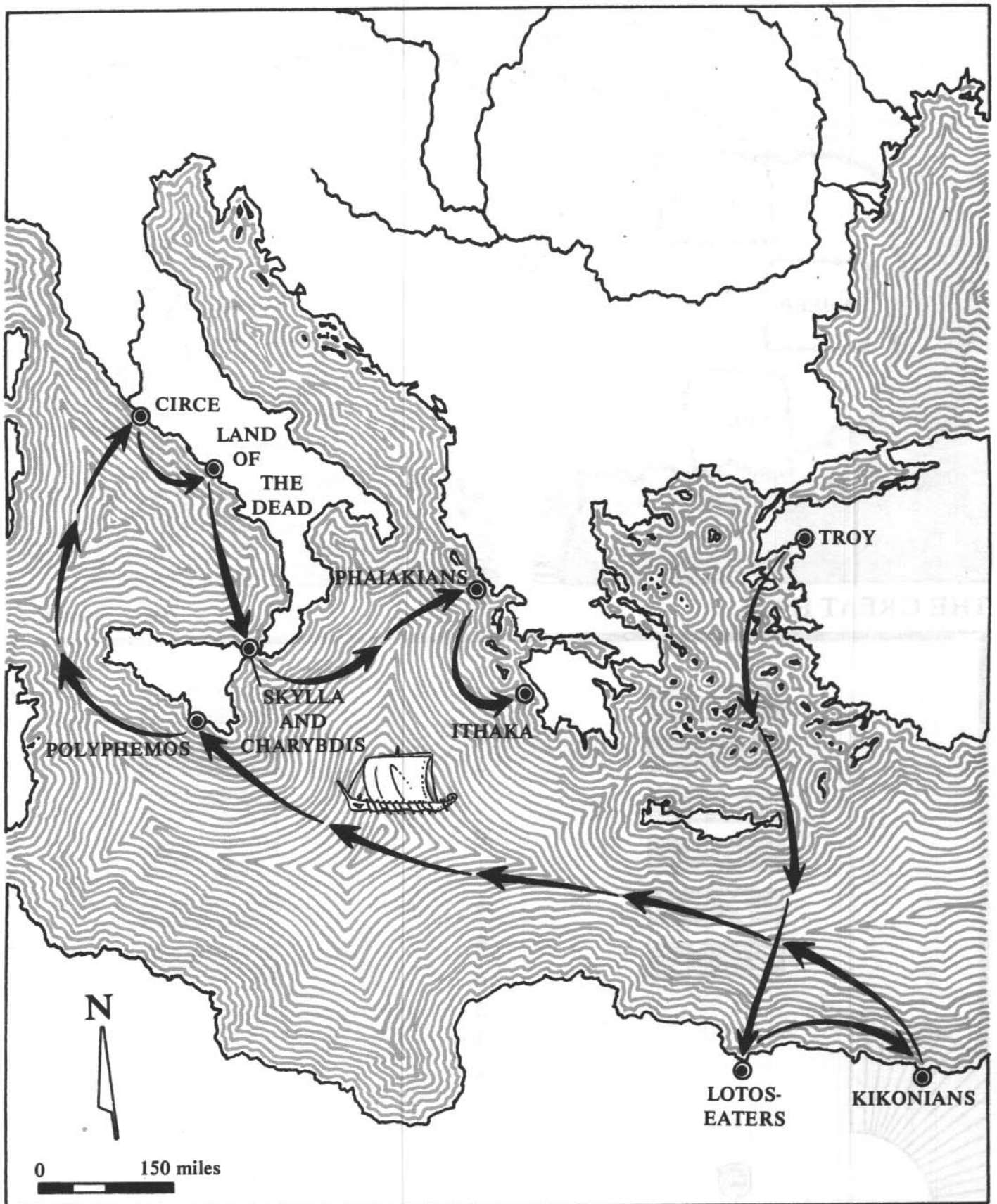
# THE GREAT HALL

0 30'





## THE VOYAGE OF ODYSSEUS



special ability is successful, cross reference the attack margin against the Willpower column of each member of the party to determine the result for that individual. Use the Unarmed Combat Results Key, but deduct Willpower instead of Stamina (and ignore all wounds). PCs take the full Willpower loss dictated by the result; this is the first time they've seen a ghost on this parallel. If Willpower loss is great enough, some PCs may not be able to use their more powerful PTs. Odysseus takes only half the loss—that from the grief of seeing the shade of his former companion.

Continue reading:

The ghost approaches, its eye intent on the bowl of blood.

"Please, Odysseus. One little drink? Amid waters and damp caverns, we are, and yet I am so dry...so dry."

"You know better, Elpenor," replies Odysseus. "As I told you while you were still among the living, this offering is for Tiresias. Nothing has changed since you went below the earth."

"Nothing has changed, you say?" whines Elpenor. "Nothing has changed? What can you know of changes, Odysseus, you who may leave this darkness? But at least do this for me: when you tell this story upon your return to Ithaka, let me be remembered as drunken only, not as the drunken, disloyal coward I was when I questioned your decision." With that, the ghost fades.

Odysseus is more than willing to forget Elpenor's disobedience unless the PCs grow self-righteous and argue against forgetting. If they do, use a normal DAC (see page 62 of the *Travelers' Manual* to discover if they persuade Odysseus).

The Odyssey says nothing of Elpenor's argument with Odysseus on Circe's Island. Odysseus' forgiving silence has lasted for thousands of years.

If the PCs persuade Odysseus to tell the truth and not forgive Elpenor, penalize them 100 points for chang-

ing events in the Odyssey.

## NPC Statistics

### The Shade of Elpenor

STR	NA	DEX	NA	AGL	NA
PER	40	WPR	40	PCN	40
STA	NA	Unskilled Melee			50

Special Ability: Appall 40.

## 5. TIRESIAS

The columns of mist or fog surround you, and one of them rushes forward, becoming the solid form of an old man, and in his eyes is the faraway look of blindness.

He approaches the bowl, and Odysseus steps aside, saying, "You are welcome to this offering, Tiresias—more welcome still if you tell me what future paths my journey will take."

"Don't be so dramatic and serious, Odysseus. I like you better when you're clever and plotting," says the old man. "Just a second: I have it down here somewhere."

From the folds of his robe Tiresias produces an attractive, leatherbound book. Opening it to a page he seems to have already marked, he runs his fingers across the raised dots on the paper.

"According to this, Odysseus" Tiresias says, fingers flying across the page, "you're going to be all right. You'll get home safely, although you'll run into trouble when you get there. The last hazard you have to face—that is, if you depart now—is choosing between Skylla and Charybdis. Skylla is a kind of tentacled monster who'll devour a few of your men. Charybdis, on the other hand, is a giant whirlpool, controlled only by the whims of Hades, god of the dead—and surely you can see the hazards in that. Keep sailing due west for two days, then turn northwest along the coast of the mainland. You probably won't be able to avoid both Skylla and Charybdis, but at least you can try. If you find yourselves drawn into the the great whirlpool, you have only the slightest chance of

escaping it; your success hinges on rowing full speed through it—that and some incredible luck.

"If you don't have any more questions, maybe you'll let me read by the warmth of your torches a while. I'd forgotten what a good story your journey makes."

Tiresias can control his ability to Appall and is perfectly harmless. If someone tries to take his book, he vanishes, taking it with him. The book is an English translation of both the *Iliad* and *Odyssey*; obviously, it is written in Braille.

For the renowned Tiresias is actually one Homer Gilbert, formerly of the Time Corps. A fire with Demoreans cost him his eyesight, and instead of taking one of the research jobs offered at Time Corps HQ, Homer "retired" to this parallel, where he took the name Tiresias and soon became famous for his prophecies. When Homer Gilbert died, he became a ghost in the Underworld.

Leatherbound books (for that matter, any bound books) do not belong on the Homeric Parallel, and the first book printed in Braille was published in 1829. But the book is safely left with Homer Gilbert, who uses it to make his "prophecies."

Gilbert, alias Tiresias, volunteers no further information; nor does he go into detail about the information he has offered already. Instead, he smiles and says, "I've said just about all I'm supposed to say, according to this book. It's better to do nothing to change it. No telling what happens when you mess around with such things."

## NPC Statistics

### The Shade of Tiresias

STR	NA	DEX	NA	AGL	NA
PER	60	WPR	72	PCN	110
STA	NA	Unskilled Melee			NA

## 6. THREE FROM THE PAST

Odysseus seems reassured. Still, he sits on the little peninsula, staring at





the smoky columns that surround him.

"Maybe I can learn something about someone else's future," he says, smiling, "or about the weather during the next full moon, or who'll win the next boxing match among the men. If I were inclined to make a few side bets, that information would come in handy."

Suddenly, another shade in the form of a strong, graceful young warrior rushes up to Odysseus.

This is Achilles, greatest of the fighters in the Trojan War. Roll to see if any PC loses Willpower from the ghost's ability to Appall; halve all Willpower losses, because the PCs have already seen a ghost and do not know who Achilles is. Odysseus is unaffected by the ghost's presence; Achilles was dead before Odysseus left Troy. Continue reading:

Odysseus turns to you and says, "We see him again, friends. The greatest

fighter on the plains of Troy—perhaps the greatest who ever lived—Achilles, son of Peleus."

Achilles asks, "What has brought you here, Odysseus? Are you one of us now?"

Odysseus explains his visit, then gazes sadly at the ghost of his friend. "Achilles, be consoled. No man was honored more while he was alive than you. No man was a greater hero."

"That may be so," says Achilles. "But I'd trade it all for a foothold in the world of the living." With that, his ghost fades.

If Tiresias is still present, continue reading:

"The boy always was a complainer," comments Tiresias. "Maybe if he'd filled his head with ideas once in a while instead of stuffing it in a helmet..." Odysseus smiles sadly.

Suddenly, another column of fog forms the shape of another Greek

warrior—this one an older, more distinguished man. "Agamemnon!" Odysseus cries. "I didn't know you were here!"

Since Odysseus did not realize that King Agamemnon, his commander at Troy, was dead, and since the ghost introduces a great doubt into his mind, he is subject to the effects of the ghost's Appall ability. Determine how much Willpower loss (if any) the ability causes, and halve that number to come up with the actual Willpower loss Odysseus suffers. Because the PCs are becoming accustomed to Hades and have no affection for Agamemnon, they suffer no effects from Appall. Continue reading:

"Yes, although I made it safely home," replies Agamemnon, "I was murdered in my own house, by my wife Klytaimnestra. It seems she found another man to interest her in my absence."

"Women are always deceitful,

men always faithful," Odysseus exclaims sympathetically and begins to make a speech on the subject.

"What's this I'm reading about Circe's island?" interrupts Tiresias, and Odysseus falls silent. But Agamemnon, accustomed to giving advice, offers some as he departs:

"Be thankful for your Penelope, Odysseus! For surely she would not do such a thing." And Agamemnon's shade turns to a mist, then vanishes.

"Surely she wouldn't," Odysseus says to nobody in particular. "Or would she?"

Suddenly from behind you, a sad voice whispers, "Little Master. I did not know death had taken you."

Odysseus turns and cries, "Eumaios! My childhood friend! I am still alive, Eumaios, but what of you? What new grief is this?"

This "ghost" is a Demorean who is impersonating Eumaios, the old swineherd and boyhood friend of Odysseus. Eumaios is still living on Ithaka. It is likely that Odysseus has lost Willpower before this encounter; the Demorean's intention is to reduce Willpower to such a degree that Odysseus refuses to adventure any further. Continue reading:

"Sorry to see me dead, young friend?" the ghost asks. "Alas, your sorrows are only beginning. In Ithaka, your wife Penelope has remarried. Do you remember Amphinomos? Well, now he sits on your throne; he rules your household."

"But that household is by right my son's!" exclaims Odysseus.

"And so it would be," answers Eumaios, "were Telemachos alive. But his mother's remarriage drove him to madness. He accused Amphinomos of killing you! He attacked Amphinomos in the great dining hall in front of dozens of witnesses. Amphinomos had to protect himself."

"I have come so far to hear such news!" Odysseus cries out, falling to the ground, and even the columns of fog in the distance seem to grow still.

Obviously Odysseus is hearing lies. The Demorean is also using Demoralize on him but not on the PCs. If the PT is unsuccessful, or succeeds but does not reduce Odysseus' Willpower to 20 or below, Odysseus silently and quickly leads the men from the cavern and sails at once toward Ithaka, a path that leads him directly into Charybdis. Go to Part 5: "Skylia and Charybdis" and resume play there.

If, however, Odysseus' Willpower drops to 20 or below from this assault, he cowers in a corner of the cavern, saying repeatedly, "I am so tired. I shall rest here forever." Under these circumstances, Odysseus cannot be persuaded to continue the journey and does so only if forced. Under these circumstances, he approaches either Skylia or Charybdis in suicidal despair, unaware that things in Ithaka are not nearly as bad as they seem.

The situation can be remedied if the PCs reveal the ghost's story as a lie and expose the ghost as an impostor in the following ways:

1. They can simply ask Tiresias to verify it. In this case go directly to Encounter 7: "Tiresias to the Rescue."

2. If PCs unmask "Eumaios" by seeing through the disguise, by a Thought Probe, or by some other means, the Demorean draws two laser pistols and fires them at Odysseus. Roll for initiative and conduct combat normally. The Demorean fights to the death, firing only at Odysseus. If Odysseus is still alive after the Demorean is dead, go to Encounter 8: "At the Throne of the Dead." If Odysseus is dead, go to Encounter 9: "Out into Light."

## NPC Statistics

### Odysseus

Significance Rating: 1000

STR	66	DEX	60	AGL	62
PER	70	WPR	50	PCN	80
STA	60	Unskilled Melee		61	

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○○

## Shade of Achilles

STR	NA	DEX	NA	AGL	NA
PER	80	WPR	80	PCN	70
STA	NA	Unskilled Melee		NA	

Special Ability: Appall, 80

## Shade of Agamemnon

STR	NA	DEX	NA	AGL	NA
PER	72	WPR	70	PCN	60
STA	NA	Unskilled Melee		NA	

Special Ability: Appall, 71

## Malesk Thrah, Demorean Alias the Shade of Eumaios

STR	40	DEX	60	AGL	40
PER	60	WPR	78	PCN	60
STA	40	Unskilled Melee		40	

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Impersonation (MS) 120;  
Laser Pistol (EX) 75

PTs: Dimensional Travel; Shape Shift; Telepathy; Demoralize 69

## 7. TIRESIAS TO THE RESCUE

If at any time PCs ask Tiresias about the story Eumaios tells, read the following:

Tiresias turns to the pages near the end of the book, and his fingers run across them rapidly.

"For a woman who has given up on her husband's returning, Penelope is spending a lot of time waiting for Odysseus. And for a dead man, Telemachos is spending a lot of time running around the palace. I believe our Eumaios is getting the story mixed up with *Hamlet*, but then, what he's telling isn't a good version of *Hamlet* either."

"Old misty fool!" cries Eumaios, suddenly and rapidly changing into a monstrous, four-armed creature. "At least Odysseus, most imperfect of heroes, will rest in the perfect spot or the dead." The creature draws two



laser pistols and trains them on Odysseus.

Roll for initiative and conduct combat normally. The Demorean fights to the death, firing only at Odysseus. If Odysseus is still alive after the Demorean is dead, go to Encounter 8: "At the Throne of the Dead." If Odysseus is dead, go to Encounter 9: "Out into Light."

### NPC Statistics

#### Odysseus

Significance Rating: 1000

STR	66	DEX	60	AGL	62
PER	70	WPR	50	PCN	80
STA	60	Unskilled Melee			61

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○○

**Malesk Thrah, Demorean**  
Alias the Shade of Eumaios

STR	40	DEX	60	AGL	40
PER	60	WPR	78	PCN	60
STA	40	Unskilled Melee			40

Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Impersonation (MS) 120;  
Laser Pistol (EX) 75  
PTs: Dimensional Travel; Shape  
Shift; Telepathy; Demoralize 69

## 8. AT THE THRONE OF THE DEAD

Odysseus stands above the corpse of the Demorean, his eyes wide, his hands shaking.

"Some monstrosity this is, sent by a god who wishes me ill." Turning to the rest of you, he says wonderingly, "And you, my friends, have overthrown this creature. Though you have served me well before, you are more powerful than I imagined."

He smiles cleverly. "Then this was no ghost, and much of what it told me could be false...although some lies are mixed with truth.

"Go with me to the throne of Hades, god of the dead. There we shall ask if my son Telemachos is indeed among the shades of the Underworld. If he is, you and I will find him and bring him out of this place. Of his truth I can be assured. If the god Hades objects to our taking him... well, you have shown your power against the creatures of the gods."

No matter how much the PCs protest, Odysseus stomps off in the direction of the throne of Hades, intent on coercing the god of the dead to his point of view. Read the following:

Past the great criminals of Greek literature you walk. Tantalus, suffering from thirst and hunger, reaches for a fruit-laden branch that moves out of his reach. He stoops for a drink of water, and the water sinks away.

Sisyphus rolls a large boulder up the hill, only to have it tumble to the bottom again.

Tityos the titan lies spread over the ground while two enormous vultures gnaw at his liver.

Finally, you reach a high-ceilinged room that is so dark that normal darkness would seem like light. From the center of the darkness comes a thunderous, low voice.

"No, Telemachos is not down here, Odysseus. No, it is foolish to think you could force me to return him, if he were. I am the god of the dead; I can create death where there is only life; I cannot create life from death. Yet even if I could, do you suppose someone such as *you* could force me to do so?"

"It was an honest mistake," Odysseus replies weakly. "I suppose that what has been done can never be changed or altered."

Hades chuckles. "Ask your friends, for such is not always the case."

And as you watch, out of the darkness a scene forms in front of your eyes. Overhead you see the underside of a vast whirlpool, and descending with its current is the body of a man. But he is not dead, for as he reaches the bottom of the spin-

ning torrent, he stands up and looks about him in a dazed manner. Then the scene fades. Hades says that the man's family made the right sacrifices and so his life was spared, and he is not dead but only "misplaced."

The encounter ends abruptly, but before the god dismisses the party, he gives Odysseus the following warning—that if ever he tells of his meeting with the god of the dead, he will be "yanked from the earth to suffer tortures that make those of Sisyphus, Tantalos, and Tityos seem playful." Hades knows Odysseus is too practical to disregard this warning, and their meeting will not be told of in the Odyssey.

Hades disappears and Odysseus and the PCs find themselves near the mouth of the cavern.

Now not only the Demoreans have plans to thwart Odysseus' journey. Odysseus has piqued Hades' pride, and Hades is one of the most destructive of the Greek deities. However, he can do nothing to stop the journey, unless Odysseus betrays himself willingly or is willingly betrayed by his men. It is in light of this that Hades invents a plan.

The god of the dead is aware that Odysseus' ship may well be lost in Charybdis, along with (perhaps) some of the PCs. Hades hopes the surviving PCs will return to him and offer to exchange Odysseus' life for the lives of any of their fellow agents lost within the whirlpool.

Go to Encounter 9.

### NPC Statistics

#### Hades, God of the Dead

Although Hades can kill any PC on the spot, he won't do so unless the PC seriously challenges or threatens him. Positively the worst action, aside from threats, is to question his authority in the Land of the Dead. If PCs stop short of doing those things, Hades does not harm them, although he may insult and intimidate them.

## 9. OUT INTO LIGHT

This is simply a transition encounter, preparing the PCs for events that follow. They arrive here in one of four ways. Be sure you read to the PCs only that text that corresponds to their situation.

If PCs have come to this encounter:

1. By leaving immediately after speaking with Tiresias, or

2. By leaving after speaking with the Demorean Eumaios, while Odysseus, still alive, believes the Demorean lies, read the following:

Gradually the darkness fades behind you, and once again you can see the glitter of the sun on the surface of the water. The white sails of your ship are not far in the distance.

Muffled by the crash of the waves against the cliffside, a cheer from the ship reaches your ears from across the water. The sail grows larger as the ship approaches.

3. If PCs have come to this encounter after uncovering and struggling with the Demorean Eumaios, but Odysseus is dead, read the following:

Gradually the darkness fades behind you, and once again you can see the glitter of the sun on the surface of the water. The white sails of your ship are not far in the distance.

Muffled by the crash of the waves against the cliffside, a cheer from the ship reaches your ears from across the water. The sail grows larger as the ship approaches.

When the ship draws near enough that you can make out some of the faces on board, the cheering changes to groans and cries of dismay. The men have seen the dead Odysseus. Your fate is an odyssey of your own—back to Ismaros to recover your chronoscoters, then back to Time Corps HQ to report the failure of your mission.

4. If the PCs have come to this encounter after an audience with Hades, god of the dead, read the following:

Gradually the darkness fades behind you, and once again you can see the glitter of the sun on the surface of the water. The white sails of your ship are not far in the distance.

Muffled by the crash of the waves against the cliffside, a cheer from the ship reaches your ears across the water. The sail grows larger as the ship approaches.

Odysseus winks and whispers, "By the way: that whole audience with Hades was a bit...embarrassing. Understand? I don't know if he always makes good on his threats, but as a favor to me, don't mention that part of our journey to the men."

If Odysseus returns safely, he commands a series of celebratory games in which PCs may test their boxing or wrestling skills or the accuracy of their weapons. As on Circe's island, drachmas change hands.

The encounter with Hades does not occur in the *Odyssey*, simply because Odysseus knows what's good for his reputation and his health and follows the god's instructions.

If the PCs recount the audience with Hades to anyone who wasn't present, nothing deadly happens to them or to Odysseus. However, penalize them 200 Significance Points for introducing a new event into the story of the *Odyssey*.





## PART 5: SKYLLA AND CHARYBDIS

Odysseus must arrive in Ithaka, if not alone, at least accompanied only by the PCs. Therefore, PCs *must* undergo the deadly encounter with Charybdis, although they can avoid running into Skylla.

### 1. THE LESSER OF TWO EVILS

Under full sail, the ship glides northwest just off the coast of the mainland. Ahead in the distance, you see a small, rocky island sitting only about a mile from the coast. The view is bleak: it's just a large, dark rock jutting out of the water, lifeless except for the gulls on its coastward side.

"This place looks suspiciously like that in Tiresias' description," says Odysseus. "We can skirt the island on its seaward side or pass between it and the coast. As I figure, we're in danger from Skylla alone on the far side of the island, and Charybdis in the narrow passage between the island and the mainland. After all, wouldn't a whirlpool be more likely to occur where currents and hidden rocks might direct the flow of the water?"

It really makes little difference which way the ship sails. If the PCs choose to sail around the far side of the island, go directly to Encounter 2: "Skylla." If they decide to sail between the island and the coast, go directly to Encounter 3: "Charybdis."

### 2. SKYLLA

The far side of the island is as bleak and rocky as it looked from a distance. The cliffs and beaches seem unnaturally quiet.

As the ship skirts north along the island coast, a chattering sound comes from the dark rocks astern—a sound like thousands of bats aroused from sleep. Suddenly, two slime-covered brown tentacles shoot out from a narrow cavern and flop wetly upon the starboard deck of the ship.

Odysseus shouts, "Keep rowing!" as the tentacles slither among the rowing benches.

Each PC must make a general check against the sum of his Agility and Luck scores. (If the sum of the scores is 100 or greater, it is not necessary for the PC to make this check.)

PCs who fail this check are grabbed by Skylla's tentacles. If all PCs pass the check, Skylla simply grabs two NPC crewmen and yanks them from the ship.

The entire process takes only one round, in which time any PC who wants to may strike at the tentacles. A "C" result with any weapon breaks the tentacle's hold on its victim. The snakelike arm falls back into the sea then clambers back into the cave from which it came. If the tentacles suffer no "C" result wounds, they pull their victims back into the cavern, where the monster devours them.

If the tentacles pull a PC off the ship, he or she may still make a successful Luck check to escape being dragged into the cave and devoured.

In the aftermath of the attack, Odysseus urges his crew to "keep on rowing. We're no match for such a creature."

This is the last mention of Skylla in the *Odyssey*, and therefore the last moment at which it is essential to the Homeric Parallel. PCs may go back to the cavern and attack the monster, although they are not in time to save her victims. They will, however, find Skylla a formidable foe, able to use three of her 12 tentacles per round in attack. She is virtually inexhaustible. go to Encounter 3, Charybdis, for no matter which route they choose, the PCs encounter the whirlpool on the other side of the island.

### NPC Statistics

#### Skylla

STR	180	DEX	90	AGL	120
PER	NA	WPR	50	PCN	60
STA	180	Unskilled Melee			150

#### Current Stamina:

Stamina Regeneration 10/round

Wounds: ○○○○○○○○○○○○  
○○○○○○○○○○○○○  
○○○○○

### 3. CHARYBDIS

You have just passed the island, and Odysseus visibly relaxes as it begins to appear you will encounter no further danger. Overhead, some hundred feet in front of the bow, gulls reel, plunge, and call out. There are at least a dozen of them, white against the blackness of the surrounding rocks.

Odysseus stands in the stern of the ship and shouts ahead to the rowing crew, "Steady as she goes, men! Perhaps we've passed all the—Great Zeus!"

Odysseus stares as, not far from the bow, the white gulls spin as if caught in a cyclone, then plunge straight down into the churning water.

"Full speed astern!" Odysseus cries, as the rowers try vainly to reverse the direction of the boat. Gradually, inexorably, the ship is drawn into the spinning water, first turning in large circles, then gaining momentum. As the circles narrow, your speed increases. The oars and masts splinter like matchsticks, and, in a last, sickening whirl, the ship goes under.

All NPCs except Odysseus are swallowed by the whirlpool. PCs must make a general check against the *sum* of their Agility and Luck scores to escape: if the PC's Agility and Luck scores total 100 or more, he or she escapes the whirlpool automatically.

Odysseus swims along until he grabs a piece of floating debris. This carries him safely to the land of the Phaiakians, who are glad to ferry him to Ithaka. Player characters who have Swimming skill may enjoy the same fate if they make one of the 2 possible Luck checks as described on page 53 of the *Travelers' Manual*. Those who do not have Swimming skill drown if they do not make their first Luck check. Successful PCs may begin Part 6: "Home Sweet Homer."

Charybdis has a rather complicated place in the Homeric Parallel:

those who are swallowed by the whirlpool do not sink to the ocean floor and drown; instead, they pass through a void in which time and space unravel.

Charybdis can open the way to dozens of new adventures for an enterprising party and a clever CM, for it is a gateway into almost any parallel into which the CM desires to send his players. For example, your PCs might find themselves somewhere on a completely alien parallel or on something as familiar as T-0. Indeed, PCs might find themselves in the T-0 version of Homeric Greece, undertaking a similar voyage but with entirely different reasons for the events that take place. For example, the Cyclopes may not be large, one-eyed monsters (the name "Cyclops" actually means "round-eyed," not "one-eyed") but a group of large, human herdsmen who worshipped Poseidon; Circe herself may represent something (or some people) completely unmagical, transformed into a legend or fairy tale by Homer simply because it made a good story.

No matter what the parallel (and where upon that parallel they find themselves), PCs who "travel by Charybdis" operate at two disadvantages:

1. They have no preparation (no historical background, no language implants, no appropriate costume or weapons) for the period, unless by sheer chance. Imagine, for example, PCs from the Homeric Parallel, prepared by language implants to speak and understand Classical Greek, armed with swords and shortbows, and wearing bronze armor, appearing on T-0 in the American West of the 1870s.

2. Since their chronoscooters are in Ismaros, safely back in the Homeric Parallel, there is no way that the PCs can return to Time Corps Headquarters. Indeed, they are stuck at whatever point on whatever parallel they enter, unless those who escape Charybdis can find the way to rescue them.

Those PCs who escape Charybdis and survive Odysseus' return to Ithaka find out from the goddess

Athena that Charybdis is not a natural whirlpool and that their "drowned" companions are not dead at all, but merely timelost. PCs who went through the encounter with Hades, god of the dead, in Part 4 and remember the scene he showed them can guess that he holds the key to "reversing" Charybdis and freeing their companions. Their mission is not really complete until they return to the Land of the Dead and negotiate with Hades for the release of their friends. Once Odysseus is restored to his throne, he is glad to provide them transportation, although he refuses to enter the caverns again with the PCs.

Those PCs who did not go through the Land of the Dead (and hear of the connection between Charybdis and Hades either from Tiresias or from Hades himself) have no way of knowing how to recover their time lost comrades. In fact, if none of the surviving PCs has been in the land of the dead, those swallowed by Charybdis are gone for good, unless Time Corps

agents on both the Homeric and the "new" parallel arrange some sort of rescue.

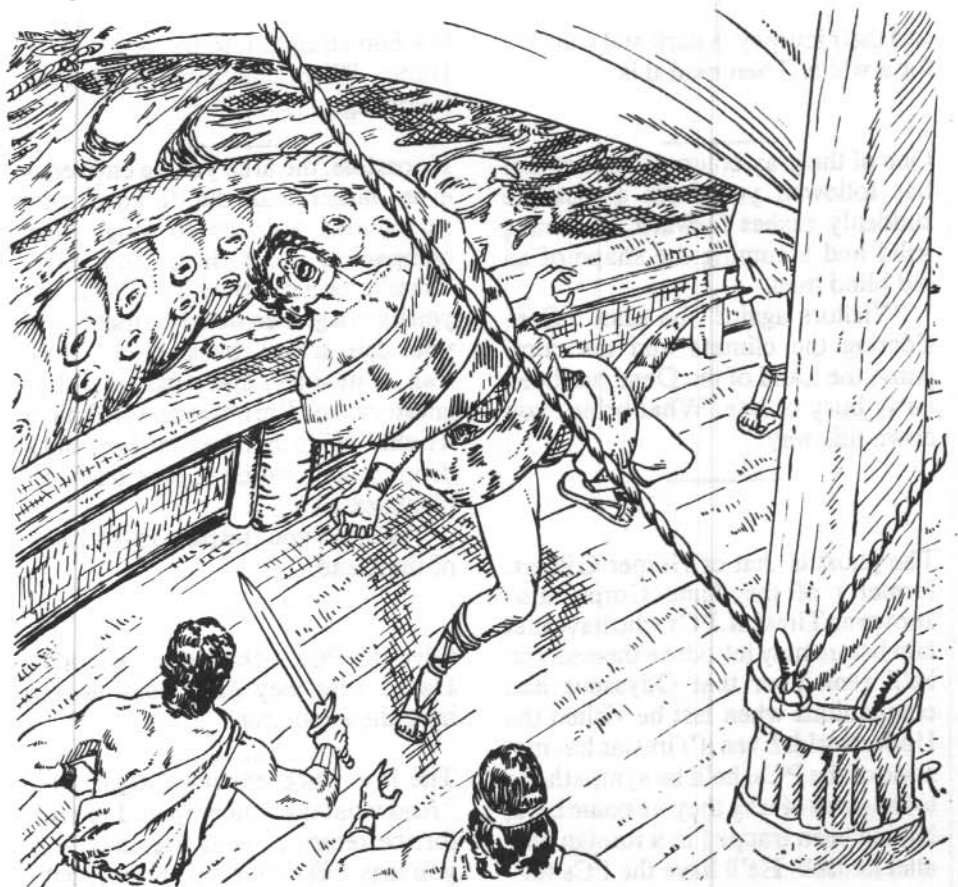
If the PCs return to the Land of the Dead to negotiate the release of their companions, play the following encounter.

#### 4. HOSTAGES FROM HADES

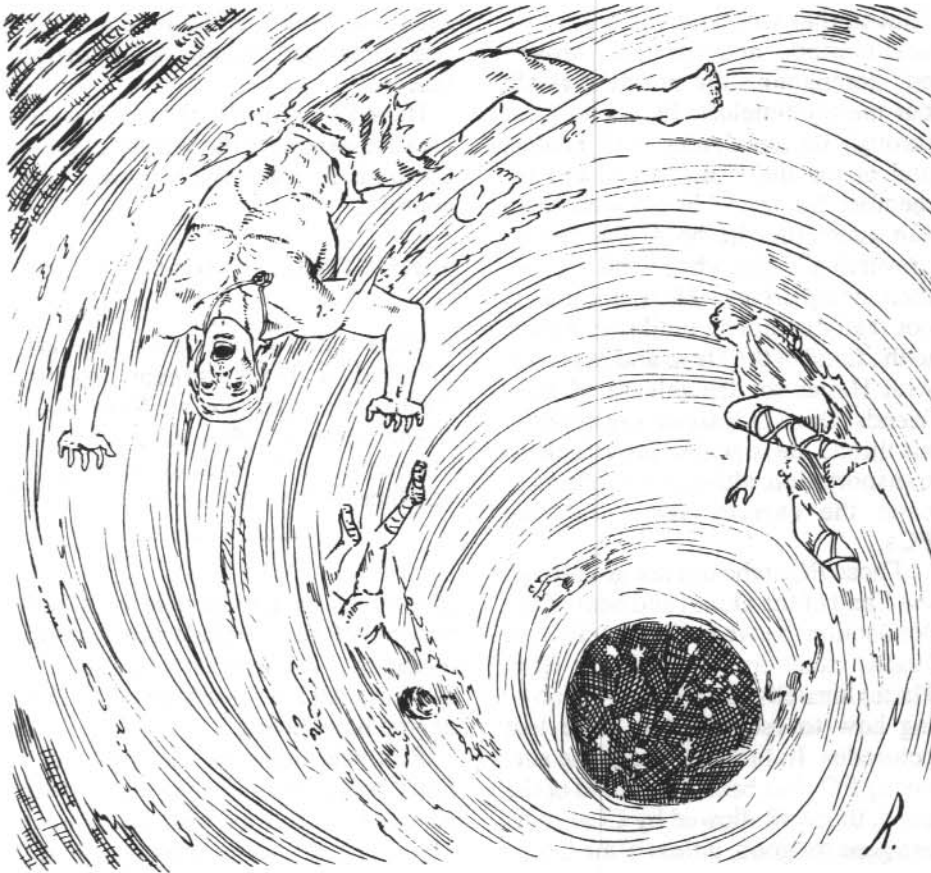
For the last few miles your ship has followed a black stream trailing through the water like ink. Slowly the stream spreads until it darkens a quiet little cove, at the back of which, in a cliff face, is the entrance to a cavern.

If the PCs have been here with Odysseus before, conclude this reading by saying, "It is as you remembered." If this is their first time here, say, "It is as you have heard."

PCs who enter the cavern do not find passage through the Underworld as easy as it was with Odysseus. None of the ghosts approach them,







and their journey is dark and fruitless for a while. Then read this:

One of the gray columns of mist that has followed you from a distance suddenly rushes forward, becoming solid and assuming the shape of an old blind man.

"Visitors again?" he asks. "Considering the climate and the company, the Land of the Dead has been fairly busy of late. What brings you down this way?"

The ghost is that of Homer Gilbert, formerly of the Time Corps, also known as Tiresias. PCs who have met him before may introduce themselves; he'll remember that Odysseus had companions when last he visited the Underworld. Even if Tiresias has met none of the PCs, he'll be sympathetic to the story of why they've come here, having been trapped in a foreign parallel himself. He'll have the PCs fol-

low him straight into the presence of Hades. When this happens, read the following:

If possible, the area you've entered is even darker than the darkness that surrounded you for so long. Your companion stops here and says, "You're on your own from here. Do you have a golden bough to make sure you can travel back alone? Oh, wait...I'm sorry, that's from a different story, and I'm not even sure I have it right." With that, he vanishes, and a deep, sinister voice speaks from the blackness.

"Why do you trespass in the Land of the Dead?"

Give the PCs a chance to explain to Hades why they have come to see him, then continue.

The low voice chuckles, then asks, "And what are you prepared to offer for the return of your friend[s]? For you may offer what you please, but I

shall accept only one thing: Odysseus. And, my friends, your mission is not so far along that it cannot fail." The walls of the cavern reverberate with wicked laughter.

PCs may attempt to bargain with the god. If the PCs try to rescue their friends before Odysseus is on the throne at Ithaka, Hades does not budge from his terms. If the PCs consent to give him Odysseus, believing they are sacrificing their mission to save their comrades, Hades pretends to be touched by their loyalty to their friends and relents. He offers to accept the lives of crewmen instead. If, on the other hand, Odysseus is safely on the throne in Ithaka, Hades has no bargaining power, for the Odyssey is over, the story is a dead issue, and though Hades can kill the living, he cannot make the dead live.

If he can't have Odysseus, what Hades wants is the lives of the PCs' fellow voyagers, for the NPCs who were taken by Charybdis are also still alive, and Hades enjoys "enlarging his kingdom." No matter what they do, the PCs will end up on the short end of the negotiation. Penalize them 3d10x10 Significance Points for the significance of crewmen who might otherwise have entered different parallels, influencing different histories.

After a deal is made, read the following:

The voice from the darkness says, "Then let it be done, and let it be done thus."

A gray light grows in the darkness and reveals a slowly revolving stretch of water. Out of this whirlpool come planks, oars, masts—whatever is left of a shattered ship—and to them cling your friend[s], who paddle wearily to safety.

But that is not all: the whirlpool eddies and swirls, and arms and legs—entire bodies—rise to its surface. Then the whirlpool ceases its churning, and the now calm sea is dotted with the bodies of drowned men.

## PART 6: HOME SWEET HOMER

In this final section of the adventure, Odysseus arrives home in Ithaka, only to find a situation nearly as dangerous as some of those he has encountered before.

Odysseus' palace is filled with suitors for the hand of his wife, Penelope. The suitors do little more than eat and drink and invent plots to get rid of Telemachos, Odysseus' son, who has saved his own skin so far but is powerless to get rid of them.

Into this intrigue come the PCs and Odysseus, who first disguises himself. They meet Telemachos and the real Eumaios. This group must devise a plan to rid the palace of suitors and restore Odysseus to his throne.

### 1. ON THE SHORES OF HOME

Gradually, after a series of adventures, setbacks and triumphs, you come to an area where Odysseus knows the waters well.

On this last leg of your journey, you're meeting some friendly inhabitants for a change: as a matter of fact, the boat you're in is crewed by the Phaiakians, with whom you stayed briefly and who have been helpful.

Now the Phaiakian captain shields his eyes from the setting sun, then turns to Odysseus and smiles.

"Look closely, Lord Odysseus. After all these years, do you recognize the coastline ahead?"

"Ithaka? It is!" exclaims Odysseus. "Home at last!"

The Phaiakians take Odysseus and the PCs to the shores of Ithaka, then set out to sea again. When Odysseus, the PCs, and any equipment they may be carrying are all safe upon the shore, read the following.

The Phaiakian ship turns, its sails red with the setting sun, and heads eastward again. The sailors on board wave farewell to you.

Suddenly, rising from the sea, the enormous sea creature—the gigantic man with seaweed for hair and beard—towers over the Phaiakian ship. At his glance, its deck, its sails, its oars, its

crew—the entire ship—turns to stone.

"Poseidon again," whispers Odysseus, "teaching the Phaiakians that no good deed goes unpunished."

Odysseus insists on camping on the beach for the night, "in case things are as bad here as the shades in the Underworld said they are." Wishing to learn the lay of the land before announcing his presence, Odysseus disguises himself as a simple beggar. PCs who wander inland from the campsite come across nothing in the night but a small hut with a pigsty nearby. Within the hut a man is asleep, snoring loudly and happily. Any PC who saw the Demorean "ghost of Eumaios" in the Underworld notices the strong similarity in appearance to this man. If, for some reason, the PCs awaken the man, he is irritated but courteous and introduces himself as Eumaios. If the PCs bring Eumaios to Odysseus, go immediately to Encounter 2; if they leave him where he is, Encounter 2 takes place on the next morning. If the PCs foolishly prevent Eumaios from meeting Odysseus in any way, Odysseus misses essential warnings.

### 2. EUMAIOS

If the PCs find Eumaios at night and bring him to Odysseus, begin the encounter by reading the following:

As you bring the old man back to the camp, you find Odysseus nodding sleepily by the fireside. He hears you approach, jumps to his feet, and mutters, "I was only resting my eyes." The old man chuckles.

When the old man steps into the firelight, Odysseus recognizes him at once. Forgetting he is disguised, he shouts, "Eumaios!"

If the party chances upon Eumaios on the beach the next morning, start the encounter by reading the following:

Warm light glitters off the in-rushing waves. It is morning in Ithaka.

Odysseus awakens, fully rested and refreshed. He sprints down the beach, murmuring something about "rosy-fingered dawn."

"Hallo there!" calls a voice from behind him. Odysseus turns to face an elderly man and, forgetting himself for an instant, shouts excitedly, "Eumaios!"

Immediately after the initial surprise, both men turn cautious: Eumaios because Odysseus hasn't identified himself, and Odysseus because he recalls the meeting in the Land of the Dead and wonders if this Eumaios is an impostor. As a result, Odysseus does not mention his own name until he is sure that this is Eumaios. But this man is the real Eumaios, and it's important that Odysseus' suspicions are set aside; Eumaios has valuable information.

PCs have ways of finding out whether Eumaios is who he claims to be (for example, the Telepathic Probe PT), but the major task is to convince Odysseus that this is his childhood friend without betraying to Eumaios that this is Odysseus.

You must judge whether the PCs' argument is convincing enough; the clincher, however, will be if the PCs suggest that Eumaios bring up some little-known detail about his king's childhood. For example, if PCs mention Odysseus' name, Eumaios speaks kindly about his "dear dead king" and brags a little, saying that "I know more about Odysseus' childhood than even Laertes, his father." Eumaios then mentions the scar on Odysseus' right leg, which the lad Odysseus received when he killed his first boar. If Eumaios brings this up, Odysseus immediately reveals himself, and the men have a tearful reunion. If the PCs let it slip who Odysseus is before the king thinks it is proper to reveal himself, Eumaios asks to see the old scar as proof of Odysseus' identity.

This is one of the most crucial encounters of the adventure. If anything happens to prevent Eumaios from giving Odysseus the necessary infor-



mation supplied in Encounter 3, Odysseus goes to his palace and reveals himself to the suitors, who set upon him and kill him. The mission fails.

## NPC Statistics

### Eumaios

STR	62	DEX	54	AGL	48
PER	52	WPR	52	PCN	50
STA	42	Unskilled Melee			55

### Current Stamina:

Wounds: ○○○○○○○○○○ ○○

Skills: Investigation (SP) 67; Short-bow (SP) 69; Short handled Weapons (SP) 71; Thrown Weapon, Spear (SP) 71

## 3. THE NEWS FROM HOME

Read the PCs this information only if Eumaios and Odysseus recognize one another and are sure that no impostor is involved.

"Master Odysseus, it's the best and worst time for you to come home, it is," says the old swineherd, crouching by the smothered ashes of last night's fire. "Your palace is filled with suitors for your widow...I mean wife's hand. I mean, they think she's your widow."

"And how does my Lady Penelope respond to their...attentions?" asks Odysseus.

"Hold your horses, young fellow. You'll hear all in good time!" Eumaios scolds. For a moment Odysseus is taken aback by the man's boldness, then, despite himself, he smiles.

"The Lady Penelope has nothing to do with them. They made her set a deadline at which time she's to choose one of them as her next husband. She told them she would decide after weaving a shroud for your father..."

"My father!" exclaims Odysseus.

"...who is very much alive. Will you let me continue? Now, every night she unravels the work she did the previous day. It's good you arrived when you did. I believe that

even they would have figured out m'lady's little trick after a while. That's right—they aren't a very bright bunch.

"Let's see...the ringleaders are Antinoos and Eurymachos, and I've had boars in my herds smarter than either of those two. Actually, the only decent sort is Amphinomos. He's spoken out against their rudeness to your son, and Penelope likes him the best of all, although it's not a marryin' kind of likin', if you understand.

"In fact, the only thing those suit-



ors have going for them is numbers. There's a good 50 of them at any time, nosing about the palace. I know they're dandies, not fighters, but numbers will prove a problem when we go to settle the score.

"And don't you look at me like that, young fellow. I may be old, but I'm not about to stay out of this one. Your boy's due back on the island today, Odysseus. He's been off looking for you again—got traveler's blood in his veins. In fact, he's to land on this beach shortly. Perhaps you and I could meet him?"

Eumaios explains that Telemachos has been rather nervous about possible plots on his life. If he sees a group of people on the beach, he might sail on further up the coast for fear they were assassins. Consequently, Odysseus orders the PCs to hide nearby and serve as lookouts—just in case someone does intend to ambush Telemachos.

Eumaios has no evil intentions. His explanation is a sincere one, and he agrees with Odysseus that the PCs hide nearby.

If the PCs do not follow Odysseus' orders, he starts a fight with whoever is the most outspoken of the PCs. Eumaios, of course, supports Odysseus if a fight takes place.

## 4. STRANGE WELCOME

This encounter assumes that the PCs obey Odysseus' orders. If they refuse to do so, skip to Encounter 5.

The underbrush and overhanging trees cover your position well. Through the leaves and reeds you can see Odysseus and Eumaios on the beach, waving at a small ship that approaches gradually.

Suddenly, only a few feet away from you in the forest, a whisper breaks the silence: "So it is only this knob-thing you push, Amphinomos?"

"That's all you have to do. Aim it as though you are holding a bow. Remember, not only Telemachos, but the swineherd and his new-found beggar friend."

Twenty feet away are 15 men, armed with laser pistols. They are preparing to ambush Telemachos, Odysseus, and Eumaios as soon as Telemachos comes ashore. One of them, the man they call Amphinomos, is showing some of the others how to aim the weapons.

The Demoreans have substituted one of their own for Amphinomos, who is unconscious and tied up in a small guest room at Odysseus' palace. Of course, the Demorean is delighted to find Odysseus on the beach



awaiting Telemachos' arrival and is gloating at the possibility of a sweeping victory. Indeed, if the PCs do not stop him, he assassinates all three men.

The suitors (including the Demorean Amphinomos) must check for surprise when the PCs attack. The suitors are terrified of "the change that has come over Amphinomos" and follow his commands until he is killed. Those who are still alive then drop their weapons and run away, never to be heard from again.

If the PCs succeed in thwarting the ambush, Odysseus and Telemachos meet only briefly—an hour or so—in which time Telemachos receives instructions to go home to the palace as if nothing happened. When Odysseus arrives tomorrow, dressed as a beggar, Telemachos is to do nothing out of character to defend his father if the suitors ridicule or torment him. For example, he might urge them to be less cruel, but do little more.

Penalize the PCs 1d10 Significance Points for every suitor who escapes; do not penalize them for any suitors they kill. Penalize them 100 Significance Points for any laser pistol they do not confiscate.

## NPC Statistics

### 14 Suitors

*Significance Rating:* 1d10\*

STR	42	DEX	40	AGL	44
PER	54	WPR	36	PCN	40
STA	44	Unskilled Melee			43

### Current Stamina:

Wounds: ○○○○○○○○○○○○ ○○

Skills: Gambling (EX) 75; Equestrian (SP) 61.

\*See above

### Serka Tal, Demorean

Alias Amphinomos

*Significance Rating:* 0

STR	40	DEX	50	AGL	40
PER	40	WPR	70	PCN	50
STA	46	Unskilled Melee			40

### Current Stamina:

Wounds: ○○○○○○○○○○○○ ○○

Skills: Laser Pistol (EX) 80; Military Leadership (SP) 69; Gambling (SP) 65

PTs: Dimensional Travel, Shape Shift, Telepathy, Shock 55

## 5. TO THE PALACE

On the following morning, Odysseus gathers you together.

"It's time for me to scout around," he says. "I'll wear these rags, go to my palace, and see at first hand the outrages they cause.

"You may come along, if you like. But under no circumstance are you to protect me from the cruelty and nastiness of the suitors, unless, of course, my life is endangered. After all, we're greatly outnumbered."

Odysseus and whoever accompanies him reach the doors to the huge dining room (see map) at about noon. Read the following:

Odysseus approaches the large door, turns around, and winks at you.

"Here's where we part ways for a while," he whispers. "I shall visit my wife, talk to Telemachos, and formulate a plan. Indeed, here they come into the dining hall! Now remember what I told you—don't start a fight!"

Through the doorway you can see a young man at the side of an elegant woman. She glances in your direction, then at Odysseus.

Those who pass a general Perception check notice that, as the woman glances at Odysseus, her gray eyes widen for a brief moment, then amusement plays at the corners of her mouth. Continue reading:

"What might I do for you, old gentleman?" the woman asks, "for the hospitality of my house is..." and she glances disgustedly at the suitors, "...famous throughout Ithaka."

"Her reluctance to choose a new

husband is equally famed," a drunken voice slurs from the corner. "And you, beggarman—do you fancy yourself a suitor?"

"Antinoos, I caution you to speak more politely to my mother," says the young man.

"Forgive me. . . stepson-to-be," Antinoos says. "You are right. But the beggarman has no reason to be here." Antinoos picks up a hand-sized hunk of cheese and hurls it at Odysseus.

Quickly, the hero raises his hand and plucks the cheese out of the air. Taking a bite from the would-be weapon, he smiles and says, "Thank you, Antinoos."

Penelope stifles a laugh, and says, "Join me and my son in the kitchen, sir, where perhaps I can offer you bread and wine...to go with the cheese Antinoos was so kind to give you."

To the laughter of the suitors, Penelope and Telemachos escort Odysseus from the room.

Now is the time for the suitors to direct their cruelty toward the PCs. Take into account whether or not the PCs have disguised themselves as beggars or remain in the clothing and equipment they wore ashore. If they are armed visibly, the insults are comparatively mild; if the PCs appear unarmed, let the suitors become as abusive as they like. They might even throw food at the PCs.

Though the suitors are at best armed with only knives and spears, and none are experienced fighters, there are 50 of them (38 if PCs have succeeded in the previous encounter). At the same time, they are utter cowards. If PCs start a fight, the suitors gang up on them but fight only until 3 of their party has been killed. Then they rush out of the palace in all directions, never to return again.

Odysseus will be angry if he discovers that the suitors have been driven off because he knows he will be plotted against by the suitors' wealthy families.

If the PCs start a fight in this situation, penalize them 1d10 Signifi-

cance Points for each suitor who escapes, and 150 points for making Odysseus' situation more difficult.

## NPC Statistics

### Telemachos

Significance Rating: 500

STR	58	DEX	60	AGL	54
PER	58	WPR	52	PCN	56
STA	50	Unskilled Melee			56

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

### Penelope

Significance Rating: 500

STR	48	DEX	66	AGL	46
PER	74	WPR	70	PCN	68
STA	56	Unskilled Melee			47

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

### Suitors

Significance Rating: 1d10\*

STR	42	DEX	40	AGL	44
PER	54	WPR	36	PCN	40
STA	44	Unskilled Melee			43

### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

Skills: Gambling (EX) 75; Equestrian (SP) 61.

\*See above

Half the suitors are armed with knives, half with spears. They use the weapons only as thrown weapons and run away from melee combat. Since their reflexes are slowed by drink, and since they are unathletic, only 1d10 suitors throw their weapons per round. Those who have thrown their weapons flee by one of the three exits (see map).

## 6. THE PLOT IS HATCHED

If all goes well and no combat takes place between the PCs and the suitors, Odysseus emerges from his con-

versation with Penelope and Telemachos with a plan:

1. Penelope will announce that a contest tomorrow will determine whom she will marry. She will set twelve axes, each with a circular hole in the center of the handle, in a line: then she will offer her hand in marriage to whoever can string Odysseus' great bow and shoot an arrow through the holes in the axe handles.

2. Odysseus, Telemachos, Eumaios, and the PCs will attend the contest. As the contest draws near its



end, Telemachos and Eumaios will close and lock the great doors to the dining hall.

3. Odysseus will string the great bow, fore the shot that wins the contest, and then use the bow as his weapon against the suitors. Telemachos, Eumaios, and the PCs will join the battle. No suitor is to be spared.

At this time, Odysseus tolerates no disagreement with his plan. If any PC offers objections, Odysseus flatly and

calmly offers him or her the choice: follow the plan to the letter, or stay out of it entirely. If they choose the latter, he replies that he knows they are too honorable to betray his plans. "Actually," he'll say, "I don't feel that I need your help at this stage."

Although the PCs may not believe it, Odysseus *doesn't* need their help.

## 7. JUDGMENT IN THE HALL

The hall is filled with suitors and with the excitement of the contest. Odysseus had asked that you be there when the contest began, and by now it is well underway.

The first suitors who tried to string Odysseus' bow met with waves of laughter as the others mocked their pitiful attempts. But by now the laughter has faded: over 20 of the suitors have tried to string the bow, with absolutely no success.

So intent are the suitors on the contest that they do not notice Odysseus enter the hall. However, Eumaios and Telemachos have noticed and are locking the doors to the dining hall.

Odysseus has a companion as he enters—a slender youth wearing silver armor, his face covered by a fierce-looking silver helmet.

After the suitors have all tried to string the bow there is silence. For a few minutes they argue as to what should be done next. Antinoos suggests that they leave the bow where it lies try again the next day. All the while, Odysseus and the youth stand by and watch silently.

Then Odysseus walks to the bow, and in a single graceful movement, strings it and sends the arrow through the holes in the axe handles. Before the suitors can recover from the surprise, he turns calmly and shoots an arrow into Antinoos' throat. Antinoos falls to the floor stone dead. No one moves a muscle, and the silence is deafening.

Then out of the corner of your eye you notice the youth who accompanied Odysseus. The youth has removed the silver helmet to reveal no youth at all, but a beautiful gray-eyed

woman who turns to you.

"I am Athene, goddess of wisdom," echoes a soft, clear voice inside your head, though the room itself remains completely silent. "And I shall see that no harm comes to Odysseus, his family, or his servant Eumaios. I cannot, however, protect you, for you are not of this world. Indeed, in this hall lurks another who is not of this world: you must find and destroy this godmocker."

Odysseus seems not to hear her voice. He breaks the silence by saying, "Well, gentlemen. Are you glad to see your king?" Telemachos draws his sword; Eumaios scoops up one of the axes on the floor. The battle begins.

The woman in the silver armor is indeed the goddess Athene. She sees to it that Odysseus receives no wounds and that Telemachos and Eumaios are well protected. Of course, Athene is invulnerable to any attack herself.

Arrange, if you wish, counters on the battleboard to correspond to the places shown on the Map of the Great Hall. Or, simply refer to the map and keep tally of the current stamina and wounds of each suitor by using a separate sheet of paper. Of course, you should declare action for Odysseus, Telemachos, and Eumaios on the side of the PCs.

No matter what the results of the suitors' attacks against Odysseus, he takes no wounds or Stamina loss, unless the PCs are killed before they locate and destroy the one Demorean armed with a sword among the suitors. Telemachos and Eumaios take no more than "S" damage. However, the PCs take full damage, as in normal armed combat.

Odysseus, Telemachos, and Eumaios kill all but 20 of the suitors (the *real* Amphinomos, by the way, has regained consciousness and freed himself, only to walk into the room as the contest begins and be killed by Telemachos). The PCs must deal with these 20 suitors. Because the suitors are cornered, they fight to the death.

Odysseus, Eumaios, and Telemachos credit any suitors who fall to PC stunners to the work of Athene. Stunned, however, isn't good enough: penalize the PCs 1d10 Significance Points for any of the 20 suitors they do not kill.

#### NPC Statistics

##### 20 Suitors

STR	42	DEX	40	AGL	44
PER	54	WPR	36	PCN	40
STA	44	Unskilled Melee			43

##### Current Stamina:

Wounds: ○○○○○○○○○○○○

Skills: Gambling (EX) 75; Equestrian (SP) 61

Ten suitors are armed with knives, ten with spears. The suitors use their weapons only as melee weapons and fear being unarmed. Still, they are not effective melee fighters; only one suitor joins melee with one PC at a time.

##### Demorean Suitor

STR	40	DEX	40	AGL	40
PER	60	WPR	80	PCN	60
STA	40	Unskilled Melee			40

##### Current Stamina:

Wounds: ○○○○○○○○○○○○

Skills: Sword (EX) 70

PTs: Dimensional Travel, Shape Shift, Telepathy, Shock 70, Demoralize 70

## 8. SO SPOKE ATHENE

After the battle is over, read the following:

Bodies litter the great hall. Breathing heavily, Telemachos stands over seven corpses. Eumaios leans, exhausted, against a wall. Only Odysseus seems unaffected.

"Now these suitors have families," he says. "Wealthy, yet worthless people."

"Time to make peace," interrupts Athene. "You have suffered too much from travel and war, Odysseus. Now is the time for rest, growth, and peace."

"I cannot argue with a goddess," smiles Odysseus, as Telemachos opens the doors to the hall. A crowd has formed outside.

Odysseus calls you over. "These papers have I authorized," he proclaims. "With them you can find passage on a sharp-prowed ship of Ithaka to wherever your hearts and yearnings take you." He smiles and whispers through his teeth, "And don't even mention you were here during the battle. You might be in danger from my enemies if you do."

He turns to a wide-eyed man standing at the main door of the hall, who is holding the hand of a blind boy. Odysseus begins to tell the story: "Many things befell me before I reached the shores of Ithaka. I was sole survivor of the voyage..."

The blind boy listens intently.

This is the conclusion of the journey. All that remains is that the tale be told.

As clever PCs can tell by listening to Odysseus' opening lines, the hero's account of the journey is not going to be objective. It will be, however, the Odyssey: Telemachos, Penelope, and Eumaios will support everything that Odysseus says.

Penalize the PCs 200 points if they publicize their role in the adventure before they leave the parallel.

If, by some bizarre chance, the PCs kill the blind boy, the mission fails: the parallel is destroyed, because some bumbling PCs have killed the imagination of Homer himself, who is exercising the poet's technique of picturing himself at the event he describes so he may present it vividly.



## PART 7: WRAPPING IT UP

For the mission to be successful, Odysseus must complete his voyage, assume his rightful throne, and maintain a heroic reputation.

In each part of the adventure, certain errors may cause mission failure. PCs, of course, may find ways to return to Ismaros, recover their chronoscoters, and hop around the timeline in order to correct certain errors they have made (making sure, of course, that they avoid loop traps). If they correct these major errors, the mission might still succeed.

The same thing holds true for significance point penalties. Keep track of these penalties normally; however, do not penalize PCs for any errors they can correct.

### M-6 and T-0

Since the *Iliad* and the *Odyssey* had strong influence in shaping the ideals and standards of Western culture, changes on the M-6 Parallel may affect the PCs' home parallel of T-0. If the mission fails, the history of T-0 changes radically; if it succeeds, the changes are minor, if any.

To help determine historical changes that affect the PCs, the Historical Changes Chart for this mission includes entries both for events on M-6 and on T-0.

### Mission Failure

The PCs fail the mission if anything prevents the *Odyssey* from being written. If the PCs kill the young Homer in the final encounter, they destroy the Homeric parallel. Western Europe, without the heroic ideals established in the Homeric poems and perpetuated by Athenian culture and the conquests of Alexander, remains a series of isolated cities, territories and countries, so constantly at war among themselves that they ignore the rise of a thriving city-state known as Ilium (or Troy) in western Turkey. The Trojan Empire conquers all of Europe but is so weakened by internal decadence that it falls to the Persian Empire in the mid-5th century B.C. The Persian Empire falls to the empire of Funda-

mentalist Islam in the 11th century. The religious conservatism of this government bars all scientific research. The Time Corps never exists.

If the PCs allow Odysseus to be killed or fail to get him home safely to Ithaka, Homer writes the *Menelaid*, an epic about the journey of Menelaos, King of Sparta (and husband of Helen of Troy) to his home after the Trojan War.

From the *Menelaid* the Greek tribes do learn a set of ideals, but hardly those of the story of Odysseus; instead, the ideals are those of endurance under suffering.

Sparta becomes the major Greek city-state by 500 B.C., and under its rule classical Greece begins three centuries of sporadic war with the Persians. First Pericles of Athens, then Alexander of Macedon, two foreign generals in the Spartan service, serve with distinction as defensive commander in the Greco-Persian Wars. Finally, the Romano-Etruscan empire attacks Greece from the west, and the Greeks, faced with genuinely barbaric westerners, surrender to Persia.

Finally, the Persian Empire conquers most of Western Europe. Though aided by its Greek and Romano-Etruscan mercenaries in withstanding Islamic invasion, its interests are artistic and philosophical; technological development of time travel becomes a possibility as the Demoreans take over the parallel.

### Historical Changes Chart

If the PCs succeed, but your significance check indicates historical change, read the appropriate entry.

**Difference of 99 or less:** No significant changes on M-6. Odysseus comes across as less admirable in the *Odyssey*; he dies after conducting a successful civil war some 20 years later, and Telemachos ascends the throne to rule wisely and well.

**On T-0.** No change.

**Difference of 100-299.** Odysseus disregards Athena's warnings and starts a purge of the families of the suitors; the family of Antinoos overthrows

him, and Odysseus' friend Menelaos seizes power in Ithaka in order to hold the throne for Telemachos. Ithaka is controlled by Sparta; Odysseus is remembered as a hero who became a tyrant.

**On T-0.** History of the English novel changes when James Joyce does not write *Ulysses* but a series of Irish romances. No important prose fiction comes out of England during the 20th century.

**Difference of 300-399.** Weeks after the mission ends, Penelope finds out about Odysseus' misbehavior with Circe during the voyage. Consumed by jealousy, she draws Telemachos into a plot to assassinate his father. Odysseus is forced to kill his son and wife and dies afterwards of despair.

**On T-0.** The Greek playwright Euripides writes the *Odysseus*, the greatest of classical tragedies. The play draws deeply on the spirit of the Greek people—so much, in fact, that Aristotle maintains that it is the perfect drama, a work which none can surpass. Apparently playwrights believe him: no significant drama comes out of Western culture until the American drama of the late 20th century.

**Difference of 700 or more.** Odysseus decides, after staying only a week on the throne, that a settled life in Ithaka is not for him. He deserts his family and country to join Circe. Telemachos is not yet ready to rule, and the family of Antinoos assumes the throne of Ithaka. The country evolves into a haven for pirates.

**On T-0.** The ideal of continual wandering expressed by the *Odyssey* remains at the heart of Greek thought. The Greek peoples revert to a nomadic culture and wander throughout Western Europe. All Greek tribes settle on a rigid authoritarianism that becomes a keystone of western social thought. The Athenian experiment in democracy never occurs, although the artistic achievements of this tribe are celebrated by King Richard XII of North America in his famous 1987 Proclamation.

# MAJOR NPCs

Time Corps agents who adventure on this parallel must be aware not only that the people of Parallel M-6 think and behave far differently from people of more recent times, but that they have to deal with creatures and deities who are considered mythical in our own parallel.

The information in this section and in the Introduction draws only a brief and general outline of the rich culture, history, and population of M-6—enough to provide some guidelines for the adventure background. *Time-tricks*, an upcoming supplement to your original *Travelers' Manual*, contains a more detailed and thorough briefing on the Homeric parallel.

## THE GREEK PEOPLE

Needless to say, the more completely a Time Corps agent understands the thoughts and attitudes of Homeric Greece, the more likely he or she is to complete this particular mission without disrupting the delicately balanced timeline of this Parallel. A few things are important to remember about the Homeric Greeks in order to run this adventure.

1. The Greeks during Homer's time were a religious people, although the forms of their religion and their attitudes toward their gods were different from those of today.

First of all, the Greeks believed that many (even most) of their gods were rather spoiled and willful, likely to punish mortals for slight or even imagined insults. Sometimes they did so on a whim. As a result, the Greeks made continual offerings and sacrifices to the gods. These ceremonies usually involved the spilling of wine, the burning of grain, or animal sacrifice.

For instructions on how to role-play the Greek deities as NPCs, see the section dealing with "The Gods" on the inside back cover of this booklet.

2. The Greeks admired those who lived by their wits. The clever warrior who outwitted his enemy, as Odysseus did by devising the Trojan Horse, was often considered the

greater hero than the strong fighter who cut mindlessly through his opponents.

3. The Greeks believed very strongly in notions of honor: these included courtesy to the old, fair treatment of the enemy in battle, and, perhaps most of all, hospitality.

Following is information about specific individuals who figure prominently in the adventure:

### Odysseus, King of Ithaka

*Significance Rating: 1000*

STR	66	DEX	60	AGL	62
PER	70	WPR	50	PCN	80
STA	60	Unskilled Melee		61	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○○

**Skills:** Investigation (MS) 122; Short-bow (MS) 115; Boxing (EX) 93; Wrestling (EX) 91; Dagger/Knife 91; Short-handled Weapons (EX) 91; Swords (EX) 91; All Thrown Weapons (EX) 93; Disguise (EX) 95; Gambling (EX) 95; Military Leadership (EX) 92; Outdoor Survival (EX) 90; Stealth (EX) 91; Theft (EX) 93.

Although his resourcefulness and intelligence make Odysseus a born survivor, he has other qualities that make him hard to protect.

First of all, Odysseus is a king in the strange position of having lived side by side with his subjects for 10 years. He probably knows quite a few of his men as well as a nobleman ever knows a commoner, and his relationship to his followers is informal. However, if Odysseus and one of his men disagree, he quickly assumes a regal attitude and orders the man around. Those who disobey his orders ask for a fight, and Odysseus is an accomplished fighter.

Odysseus tends to go too far in boasting, in scheming, or in simple curiosity, and these excesses often lead him into danger.

The boasting can be offensive. Odysseus is prone to take credit for

the heroics of others. Those PCs who help in various parts of the adventure will never find themselves mentioned in the *Odyssey*. Odysseus is the one who reports the facts and he either takes credit for the good things the PCs have done or fails to mention those deeds entirely.

Odysseus' scheming is less offensive, but far more dangerous. He is likely to press an advantage. If, for example, he discovers a PC using a Time Corps stunner, he is likely to plan a complicated raid in which the PC (and his or her stunner) figure prominently, thereby changing events on the Homeric parallel in a fairly major way.

Odysseus' curiosity often causes him to explore some situations (or linger in others) which then become dangerous simply by his being there. For example, in the Land of the Dead, Odysseus will not be content simply to enter the Underworld, speak to Tiresias, and return. His curiosity will compel him to remain, and this will cause trouble.

Finally, Odysseus is not nearly as clever as the *Odyssey* would have you believe. After all, he's the one who reported the facts, and he made himself look good. He has a tendency toward indecision in moments of crisis, and PCs will have to think up ways out of his many predicaments.

### Telemachos

*Significance Rating: 500*

STR	58	DEX	60	AGL	54
PER	58	WPR	52	PCN	56
STA	50	Unskilled Melee		56	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

**Skill:** Investigation (SP) 71; Short-bow, (SP) 75; Boxing (SP) 73; Wrestling (SP) 71; Swords (SP) 71; Military Leadership (SP) 71

Telemachos is the model of a good son in many ways. His father left for the Trojan War when the boy was

(Continued inside back cover)

only an infant, and Telemachos, now twenty years old, became accustomed to being the "man of the house" quite early. At the same time, he'd be glad to surrender the job and has never given up hope that his father will return.

For a young man, Telemachos is resourceful, clever, and a dangerous enemy. He despises his mother's suitors, who, he feels, have trampled on the hospitality and good name of his family.

#### Eumaios

*Significance Rating: 175*

STR	62	DEX	54	AGL	48
PER	52	WPR	52	PCN	50
STA	42	Unskilled Melee		55	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○

**Skills:** Investigation (SP) 67; Short-bow (SP) 69; Short-handled Weapons (SP) 71; Thrown Weapon, Spear (SP) 71

Eumaios, actually the son of a king, was somehow robbed of his throne under mysterious circumstances when, as a child, he was carried away by a wicked nursemaid. His cruel childhood made Eumaios sympathetic to children, and he tries to spare them the sorrows he suffered.

Eumaios befriended the boy Odysseus and remained his friend throughout Odysseus' adult life on Ithaka. Now, less idealistic than Telemachos and Penelope, Eumaios believes his friend is dead.

#### Penelope

*Significance Rating: 500*

STR	48	DEX	66	AGL	46
PER	74	WPR	70	PCN	68
STA	56	Unskilled Melee		47	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

**Skills:** Investigation (EX) 101; Dagger/Knife 62

Penelope is the classical model for the devoted wife—waiting nearly twenty years for the return of her husband. There has been, however, more to this wait than patience.

The rudeness and general worthlessness of the suitors irks Penelope, but she wears a mask of graciousness and charm at all times. Meanwhile, she cleverly plots ways to postpone having to choose one of the suitors as her next husband.

Penelope, too, survives on the belief that Odysseus will return.

#### Standard Odyssey Crewman

STR	50	AGL	50	DEX	50
PER	50	WPR	50	PCN	50
STA	50	Unskilled Melee		50	

#### Current Stamina:

Wounds: ○○○○○○○○○○○○  
○○○

**Skills:** Shortbow (SP) 65; Sword (SP) 65; Spear (SP) 65; Outdoor Survival (SP) 65; Tracking (SP) 65

#### THE GODS

In the Homeric Parallel, the gods figure importantly in almost all major events. Depending upon whether they favor or oppose a certain person or group of people, the gods can influence and change human fortune in drastic ways. Four of these gods—Athene, Hades, Hermes and Poseidon—appear in this adventure.

Certainly one god can wound another, and there are even incidents (in the *Iliad*, for example) where gods may be wounded by mortals; however, for purposes of this adventure, the gods cannot be harmed, and they are most unlikely to fight the PCs anyway.

When role-playing one of the Greek deities, keep one simple guideline in mind: *The god or goddess can do just about whatever he or she wants.* Of course, this should not give you an excuse to arbitrarily help or hinder the interests of the PCs or destroy them at whim.

In fact, each god or goddess has certain areas in which he or she tends

to exercise power. Each is pleased or angered by specific actions. When you role-play a deity, keep in mind the guidelines listed below.

#### Principal Greek Deities

**Athene, Goddess of Wisdom,** appears to help Odysseus in the final part of the adventure. In addition to governing wisdom, Athene governs the art of finesse in battle, thereby protecting from harm the warriors she favors.

Unlike the other gods, Athene becomes furious when mortals threaten her with force or when men threaten women with force. Under these circumstances, she may attack, instantly knocking her opponent unconscious.

**Hades, God of the Dead,** is concerned only with expanding his own kingdom. Though he cannot harm mortals directly, he can arrange things (by trickery or by bargaining) so that mortals harm one another.

Hades will not reveal that he cannot harm Odysseus or the PCs. In fact, he may threaten them with direct attack, just to gain an advantage.

**Hermes, God of Merchants,** is the messenger of the gods and the god of thieves. Hermes appears in a messenger's role.

**Poseidon, God of the Sea,** appears on two occasions in the adventure, solely for the purpose of destroying ships. On both occasions PCs observe him from far away—too far to interact with him.



# WHOM THE GODS DESTROY

by Michael Williams

As you look about the cavern—so dark the light from the entrance can't penetrate to the corners—you hear the soft bleating of goats and sheep. Several large pens line the far walls, and the animals dart around anxiously at the sight of strangers. You are just about to leave and look around outside, when an enormous form fills the cavern entrance and blocks the light.

"Visitors," a voice rumbles, and as you stare forty feet overhead to where the voice of this giant seems to be coming from, you can just make out the details of his face. Not a distinguished face certainly. A little slow-witted perhaps. And cruel. Definitely cruel. But what impresses you most is what is NOT there, instead of what is. For the monster gazes at you from only one eye, right in the middle of his forehead.

"Have a seat," he growls, as he rolls a huge boulder across the cavern entrance, "and stay for dinner."

Since the exit is blocked, it appears you have no choice. But who, you can't help wondering, is going to be the main course?



"Whom the Gods Destroy" is an exciting 32-page adventure for use with the TIMEMASTER™ game system. Inside, you'll find all the historical background, characters, and plot encounters you'll need for hours of fun with the Greek hero Odysseus on his greatest voyage.

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