

Brainstorming Notes

A ship

- *Ancient prison ship*
- *Goa'ould prison ship so we can have some kind of mythology integrated with it*
- *the ship was set up as a stand alone moving prison ship, and meant to spend most of its time in deep space, isolating the ship. Hades was in charge of it.*
- *One never seen before; HUGE!*
- *This ship appears at some point, the SG team some how goes to it... gates to the near by planet and gets beamed up somehow...*
- *Abandoned and forgotten; maybe out of phase or cloaked*
- *on board the ship... stasis pods and some have failed... a few open releasing big baddies*
- *to the rendezvous point, and then the sky goes dark, and the people know the sacrifice has been accepted*
- *Errant Beaming Technology*
 - *Regardless of what the ship was for... Jaffa recruitment or whatever.... but it has its own beaming tech ... something unique but similar to asgard tech (ONE WAY ROUTE)*
 - *This beaming tech is now malfunctioning... the ship abandoned and dropping in and out of hyperspace between a fixed number of planets*
 - *(this relates to why Persephone disappeared... she was hiding and hid herself in the ship)*
 - *She set up the ship to pop in and out of hyperspace in haste to escape her impending doom, from whatever System Lord was closing in on her; she screwed up the navigational system*
 - *Persephone in stasis with some of her Jaffa, as well as Daedalus and Asgard helper*
 - *Each time it stops over a planet, it attempts to beam someone up from an Alpha Point (temple)*
 - *if no one is beamed, the beam cones out, bathing the planet in bad radiation, causing problems with the crops, so SOMEONE has to be there to be picked up (SEE Sacrifice)*
 - *also we can throw in tha the beam plucks random people up when it cones*
- *Minotaur and the people*
 - **The Tribe** - *the people get beamed on board and maybe some have survived, small tribe of people; a mini-civ, in the bowels of the ship; they are armed with what they can find... probably Jaffa weapons from the armory as well as makeshift swords and such; feeding off the hydroponics section of the ship, large agricultural area.*
 - **Minotaur** - *an alien from a less evolved race; an escaped baddie, one of Hades worst enemies or something; psychotically insane*
- *there is also a Ring... the local survivors can not get it to work but they know where it is*

A planet

- *Maybe the planet they land on is dealing with regular disappearances, or it could be offering sacrifices to "keep the Gods appeased" once every hundred years or whatever; when Stargate team goes to investigate... prison ship*
- *they find a Greek-ish, mid-tech, population of humans...*
- *Perhaps their even advanced, but they worship the Greek Gods, and make a sacrifice once every [100] years to them, take the sacrifice to a temple in a valley that is kept immaculate, by a priestly order*
- *there is a worthy individual chosen for sacrifice (its a great honor) and on the appointed day they are left alone at the temple for 1 week. When they return the sacrifice is gone, the harvest are good, the land is bountiful blah-blah*
- *So Stargate team knows there is weirdness going on, and says, hey lets check it out*
- *The Sacrifice*
 - *The culture has figured out that if they have some one at the temple each [period of time], the crops will do well for that period of time. (See malfunctioning beaming technology*

The mythology

- *Connection to Labyrinth and the Minotaur*
- *Our Hades disappeared millennia ago*
- *so his wife, the Queen was left in charge of his planets, which ended up getting engulfed buy some other System Lord*
- *She disappeared*
- *Daedalus was a Goald engineer? A lover of Persephone?*
- *Daedalus had help... an Asgard prisoner*

Persephone – Queen of the Underworld, Iron Queen

- Some modern scholars have argued that Persephone's cult was a continuation of Minoan goddess-worship.
- The Minoans worshiped goddesses.



Snake Goddess



The Labrys (double axe)



- Evidence that suggest the Minoans may have performed human sacrifice has been found at three sites: (1) Anemospilia, in a MMII building near Mt. Juktas, interpreted as a temple, (2) an EMII sanctuary complex at Fournou Korifi in south central Crete, and (3) **Knossos**, in an LMIB building known as the "North House."
- Persephone could also be the snake goddess of the Minoans.

The Sirens

*The Sirens were considered the daughters of Achelous (by Terpsichore, Melpomene, Sterope, Chthon (in Euripides' Helen) or Phorcys. Homer says nothing of their number, but later writers mention both their names and number ; some state that they were two, Aglaopheme and Thelxiepeia ; and others, that there were three, Peisinoe, Aglaope, and Thelxiepeia (Tzetz. ad LycophL712) or Parthenope, Ligeia, and Leucosia. Their number is variously reported as between two and five, and their individual names as Thelxiepeia/Thelxiope/Thelxinoe, Molpe, Aglaophonos/Aglaope, Pisinoe/Peisinoë, Parthenope, Ligeia, Leucosia, Raidne, and Teles. According to some versions, they were playmates of young **Persephone** and were given wings by Demeter to search for Persephone when she was abducted (Ovid V, 551).*











Their song is continually calling on Persephone. The term "siren song" refers to an appeal that is hard to resist but that, if heeded, will lead to a bad result. Later writers have stated that the Sirens were anthropophagous, but this is not supported by classical writings, nor is there any evidence that the Sirens drowned themselves failing to seduce one of the many heroes that passed their way, though that has also become a fixture in retellings of the story.



Brain Storming notes:





- *The Prison is a maze created by Persephone.*
- *There are no [or very few] cells, just winding halls and dead-ends.*
- *One is lead to believe that the “solution” to the maze is following the open hall ways and avoiding the dead-ends.*
- *In reality, the dead-ends are part of the solutions. Each dead-end has a hidden teleporter and a control pad resembling the disk.*
- *Each disk has symbols and the symbols are the dialing codes for locations on the ship.*
- *[DEFINE LOCATIONS]*
- *Determine dialing codes and put them in code for them to figure out.*
- *IDEA: the only cells are the ones holding the worst of the worst, in the bowels of the ship.*







Phaistos Disc

Sign	UCS name	Description	Count	Remarks
01	 PEDESTRIAN	marching figure of a man	11	
02	 PLUMED HEAD	head of man with crested helmet	19	the most frequent symbol, always word-initial
03	 TATTOOED HEAD	a bald head in profile, with "tattoo" or jewellery on the cheek	2	
04	 CAPTIVE	a standing human figure with bound arms	1	
05	 CHILD		1	
06	 WOMAN		4	
07	 HELMET	woman's breast, a bell-shaped symbol	18	
08	 GAUNTLET	fist with cestus	5	
09	 TIARA		2	
10	 ARROW		4	on side A only
11	 BOW		1	
12	 SHIELD		17	12 times in the group 02-12
13	 CLUB		6	

14		MANACLES	the flat tops of the two prominences in this figure as well as the slots in the base are characteristic features of manacles, the slots being for the attachment of thongs	2	
15		MATTOCK		1	
16		SAW	knife	2	
17		LID	instrument for cutting leather	1	
18		BOOMERANG	carpenter's angle	12	
19		CARPENTRY PLANE	Y shape	3	on side A only
20		DOLIUM	handled vase	2	
21		COMB	Palace floorplan? [1]	2	
22		SLING	double pipe	5	on side B only
23		COLUMN	square headed mallet	11	
24		BEEHIVE	pagoda-like building	6	
25		SHIP		7	
26		HORN	of ox	6	
27		HIDE	of animal, probably an ox	15	

28		BULLS LEG	ox's foot	2	
29		CAT	head of animal of the feline genus	11	
30		RAM	head of horned sheep	1	
31		EAGLE	flying bird	5	on side A only
32		DOVE	seated dove	3	
33		TUNNY	fish (the horse mackerel or common tunny, <i>Thunnus thynnus</i>)	6	
34		BEE	insect, possibly a bee	3	
35		PLANE TREE	plant or tree sign; the Oriental plane (<i>Platanus orientalis</i>)	11	
36		VINE	olive branch	4	on side B only
37		PAPYRUS	plant with a fan-shaped flower	4	
38		ROSETTE	maguerite or star-anemone; eight-petaled flower	4	
39		LILY	saffron flower, Ψ shape	4	
40		OX BACK		6	
41		FLUTE		2	

42		GRATER		1
43		STRAINER	triangle with internal granulation	1
44		SMALL AXE		1
45		WAVY BAND	water	6

The frequency distribution of the Phaistos Disc signs is:

19-18-17-15-12-11-11-11-11-11-7-6-6-6-6-6-5-5-5-4-4-4-4-4-3-3-3-2-2-2-2-2-2-1-1-1-1-1-1-1-1

The nine hapaxes are 04 (A5), 05 (B3), 11 (A13), 15 (B8), 17 (A24), 30 (B27), 42 (B9), 43 (B4), 44 (A7). Of the eight twice-occurring symbols, four (03, 21, 28, 41) occur on side A only, three (09, 16, 20) on side B only, and only one (14) on both sides.

LARP Plot

- *what we set up is that the players have to WORK with Persephone and her thugs to defeat the baddie*
- *and fix the ship*
- *there will be confrontations with Persephone but we need to design it so they are forced to realize they need her*
- *or Daedalus*
- *or the Asgard assistant*
- *I think Daedalus became a prisoner at some point; perhaps Persephone became disenchanted with him, or he became disenchanted with her and pissed her off; so they could either find him, (i.e. a puzzle piece)*
- *or they could get Persephone to help them*
- *We could have bits of Daedalus' schematics all over the ship; he scattered them, or he hid them, so that no one could steal his work; and maybe Persephone has a piece, or pieces of it already. They solve (1) the pattern to the ships jumps or (2) the route to the Ring (center of the Labyrinth)...*

- Locations
 - First 30 minutes: SGC
 - Second 30 minutes: the Temple
 - The Prison Ship
 - Bridge
 - Engineering
 - Cells
 - hallways

Stargate SGC: Labyrinth

Background:

Sometime ago, an Atlantis mission discovered a world called Plyomus where a system lord named Hades once ruled and apparently due to actions of the mission, brought him back from “somewhere”. In the end, Hades was killed trying to return to power.

Several artifacts were found belonging to Hades, including the Box containing the Cryptex. The symbols on the Cryptex were not recognized by the initial team. It is an obscure dialect. The symbol on the end of it is recognized as the traditional symbol of labyrinth.

This artifact was stored away at Area 51 after being transported to Earth. It lay forgotten until they found P4X-867. The labyrinth symbol seems to be predominant in the culture. They do not know it but the Temple of Persephone has the same labyrinth symbol on the floor. The Church of the Unified Clans also called the Church of the Holy Goddess uses the symbol as one of their holy symbols.

{Possible Time saver: A previous team was sent to investigate the culture and establish relations. Once relations were established, permission had to be obtained to send a team to investigate the Temple. This took considerable diplomacy but permission was gained to send a single research team to the Temple site. They gave the SGC the exact time for the team to be there.}

First Mission

The SGC sent the first team in after long negotiations with the High Council of the United Clans, to investigate the temple with all the labyrinth symbols. They did not have the cryptex. They were an initial fact finding mission. That team went in but never reported back. The clans are not saying what happened other than they went into the temple and never came out.

WHAT REALLY HAPPENED? – Because the church is secretly in control of the teleport, they set up the whole disappearance, at the encouragement of the other clans ****maybe all but one****.

The Church set up a “terrorist attack” and the “terrorists” forced the SG team into the temple. The Church then activated the teleport. They will do the same thing with the second team

On the Prison Ship - The first team was immediately attacked by the minotaur and half the team is killed. Eventually, the other half is captured by different tribes after being separated.

Second Mission

The SGC intended on sending a second mission with the cryptex and a few scientists to investigate the temple further.

With the lack of cooperation of the clans and the high council, the SGC has requested that the SG secretly investigate into the disappearance of the other team.

Name of the World: Fiestos – Lush green world with moderate to cool temperatures. Population: 250,000 or so. It has 4 major continents with many islands. Only 3 of the continents have significant populations. The wars forced the clans to spread out instead of staying close to the Gate. The Holy City was built near the Gate.

The people of Fiestos were divided into clans and there was considerable inter-clan fighting through out their history. Their system lords let the wars happen, as it was entertainment to them.

The Feistonians were once an extremely matriarchal society. The females of the society ruled strongly and in some cases enslaved the men. Over time, the males gained more power and in some cases equality.

Technology of Fiestos: Because the system lords left the planet to fend for itself after the fall of Hades and the disappearance of Persephone, the people of Feistos was able to advance some technologies, primary of which were warfare technologies. By the time SG teams start arriving at Feistos, they are at a tech level roughly the time of the American Civil War – muskets and canons, iron clads and steam engines.

There are some technologies mixed in passed down from Daedalus in Persephone’s moments of generosity, making it have a slight *steampunk* feel. There are ornothopter-like flying vessels running on steam. They use a power source found only on this world that Daedalus invented – a sort of cold-fusion.

The Clans of Fiestos

The clans were finally united after centuries of war (partially instigated by the system lord Hades). The clans still exist but they have all joined together under one “nation”. The “last two” dominant clans rule over the past defeated clans, although all keep their identity in some fashion or another.

Thelexi

Considered the most powerful clan, they are mountain dwellers, tend to be strong and burley, great smiths and weapons makers. Their warriors are called the Thelexi berserkers and they descend from the Germanic clans brought here.

This clan was the least matriarchal historically, but because the system lords imposed a goddess-based religion, the females were never subjugated or discriminated. They were treated as equals.

Molepi

Second most powerful clan, they were on the verge of winning the “Last War” when they chose to surrender and make peace instead of defeating Thelexi ultimately. Even though Thelexi had the numbers, Molepi had the tactical advantage. But instead, the clan elders called for peace right at their moment of glory. No one knows why and many of the commoners resent their leaders for that.

Molepi are a philosophical people that live on the river. They are fisher men and farmers. They also have a dark underbelly of a people that were most “friendly” to their system overlords and many see them as traitors.

Aglaopi

The Aglaopi are the third most powerful faction on Fiestos. They are nomadic horseman, bred on the plains. They have a strict honor code and are a very matriarchic society.

They were an ally of the Molepi before they surrendered to the Thelexi. They consider themselves alone now, and only participate in the High Council when they need to.

Parthenope

The Parth are island dwelling people who are expert seafarers and mariners. They were an ally of the Thelexi, but were once allied with the Molepi. In a complex power play, the Molepi betrayed the Parth (which the Molepi deny and write it off as a misunderstanding with the less-educated seafarers) and forced the Parth to ally with the Thelexi.

Ligeia

The Ligeia are warrior woman of the south continent, who once enslaved their men. They are the anti-thesis to the Thelexi and have a racial hatred of them that runs very deep. Despite that, a peace was garnered once their allies, the Molepi surrendered. They play the political game very well, however and continue to wage war on those venues, using whatever assets they have.

Men in their society are still subservient but have gained many freedoms over the years since the Last Clan War. The influence of the other clans has affected the Ligeia considerably

Lucosia

The Lucosia are one of the smaller clans, however it was once the ruling clan. The Lucosia Dynasty lasted for several centuries in the name of Hades. They were the closest allies to the Lost God and when he left, all their power fell when the other clans overthrew them, lead by Thelexi. They still long for Hades return, but most of those who believed that would happen have been sacrificed as Enemies of Persephone. They were allies with Molepi and were in on the final surrender at the Last War.

The Lucosia reside now on a small island continent east of the primary continent and have a few colonies on the eastern coast of the primary continent.

Teles

The Teles are the mysterious and quiet clan that has been given the responsibility to reside of the Holy City. They are particularly religious and “knowledgeable” of their gods, both Hades and Persephone.

They are a secretly divided clan. The Telesiri are the majority subgroup and worship Persephone. They honor her and the life they delivered to their people, freeing them of Hades’ tyranny. But there are others – the Telesori – a minority group that still hang on to the “grace” of Hades. They are a fanatical group that use terrorist tactics regularly to ensure people do not forget Hades. They secretly work with the Lucosia to subvert the Thelexi and the Ruling Council.

Religion

The Feistonians last system lord was the Goddess Persephone. Consequently, they worship mostly female gods. Persephone was many things to many people and these interpretations were what lead to the clans.

The Goddess is what she is referenced to. She is an honored god and not a feared one. She took over when Hades disappeared, and compared to his rule, hers was a blessing to the people of Feistos.

The Temple of Persoph

A small room with an ornate symbol on the floor (the Labyrinth).

This Temple is located in what is now considered the Holy City of Agios, where it is said the Holy Goddess of Fiestos was last seen leaving the world. It was also the site that they commonly saw Hades men took slaves and prisoners. This is evidenced by the paintings on the wall from millennia ago.

The temple looks like an ornate stone structure built onto the side of a mountain. There are two sections to the temple. The Receiving Hall is the area built after Persephone left, to mark the holy place. It is a large ornate structure that leads into an otherwise unremarkable place.

Persephone's Sanctuary is beyond the Receiving Hall and is simply a cave in the side of the mountain. The cave is decorated with artifacts and wall drawings/hieroglyphs through out. The floor is smoothed over and a stonework Labyrinth symbol has been put into the floor.

The wall writings and drawings depict the story of Feistos before and after Hades. It also tells the story of Persephone and Daedalus. The picture depicts a figure similar to an Asgard but they can not tell if the Asgard is helping or a prisoner. But the prisoners in the other pictures might lead one to believe he too is a prisoner. And of course, there is nothing in mythology connecting Persephone and Daedalus.

There are idols of the serpent goddess, the Phaistos Disk mounted on the wall but it is broken, and a few other artifacts.

Regularly, the Labyrinth ship will enter orbit and activate its teleport. Anything standing on the Labyrinth symbol in the main temple is then teleported to the ship ***perhaps the teleport is painful***.

In reality, the Church of the Holy Goddess is very much aware of the nature of the temple and is in fact in control of the teleport. They keep that secret even the other calns, claiming the teleport comes at the Will of the Goddess. So they ask for regular sacrifices to the Goddess, sometimes food, sometimes wealth (which they

take before the teleport) and sometimes people. The leaders of the other clans secretly bribe the church to allow them to use the temple to “sacrifice” political enemies and criminals.

The Church is in possession of the equipment that (1) tells them when the Vessel of the Goddess is in orbit and (2) controls the teleport. So when the time comes of the Vessel’s arrival, they have ceremonies and events surrounding the sacrifice. The Arrival occurs regularly every few years or so.

The Prison Ship

Multi-level ship with a bridge, engineering, crews quarters, and then the Labyrinth – the winding halls of cells and stasis pods.

Q: Why have a Prison? Wouldn't a system lord destroy any threat rather than capture it?

The Prison is a collection of the last surviving members of defeated races from through out galaxy. Even though they defeated many, the more formidable ones were kept imprisoned in Hades labyrinth ship. There were human slaves to help with maintenance and serve Hades and Persephone, but all the prisoners are the last survivors of some of the most tenacious enemies the System Lords had to face through the millennia.

Q: Why the Labyrinth if all the prisoners are in stasis?

Secondary security in case of prison break. They wanted to make it hard to wake up their worst enemies. The system lords did not trust each other, so the Labyrinth was created to prevent any system lord from gaining access their worst enemies. Hades was entrusted to watch over it and knew that if he decided to take advantage of it, all System Lords would come down on him. Unfortunately that's exactly what happened.

Persephone and Daedalus

Persephone was Hades' Queen. She ruled over his kingdom while he was away, but was unable to hold on to it. As it collapsed, she hid in the prison ship to escape Hades' enemies.

She used the prison ship as her Palace towards the end because it was so easy to hide in. She brought along her lover, Daedalus, a young Go'auld subservient to Persephone with his own plans.

Random Jumps:

The ship travels on what seems to be a series of random jumps from world to world. Daedalus set the ship to do this to escape Persephone's enemies. But over time, it has been damaged by attacks from random raiders, other system lords that might have stumbled on it. So now the pattern Daedalus has set up is random and stuck. It must be repaired and the ship stabilized.

The ship makes regular stops to pick up “prisoners” – the teleport run - and pick up supplies – teleport water and food stuffs from preprogrammed worlds Daedalus found rich of those resources.

The Tribes on the Ship

The Clans sent their worst political enemies, the strongest opponents to unification, and their war criminals to the Labyrinth ship. They have also sent their harshest criminals and insane. All the clans believed that the sentence was worse than death and had no idea the truth behind the Temple of Persephone.

There is a sampling of all the clans on the ship, surviving on the hydroponics bays they were able to acquire throughout the ship.

Thelexi

The Thelexi sent their criminals and political opponents to unity to the Labyrinth. Their ancestors of those sent up have united under their clan banner. Most today seek to regain their honor with their home clan and return to Feistos somehow. Over the centuries, this clan maintained the hope through strict honor code and belief there was a way home.

Molepi

There are several Molepi on the Labyrinth Prison Ship are the adamant opponents of the unification. They were betrayed by unification proponents within their own clan. Their descendents are filled with their ancestral need for revenge to the point of near religious fanaticism.

Aglaopi

The Aglaopi sent to the prison ship are a lost tribe without their horses and the open plains. They just barely exist on the ship, and are slaves to the Molepi. They consider themselves less than human, so they willingly remain subservient. It is a sharp contrast to the proud plainsmen of Feistos.

Parthenope

The Parth on the prison ship work hard to survive by serving both of the major rival tribes (Thelexi and Molepi). They work as farmers and irrigators of the Labyrinth, connecting all the hydroponics bays together to produce the food to keep the clans alive. They have remained neutral through out the battles and also hold many secrets of the Labyrinth that the others do not know.

One of the key secrets they hold is the location of Daedalus' pod.

Ligeia

The Warrior women of Ligeia adhere to the old ways of their people and treat men like slaves. They are also even more savage and cruel than their planet bound sisters were. They are independent and ally with no one.

They are the tribe that worship at Persephone's pod and keep its location secret from everyone else. They in fact have found her and several of her Jaffa.

Lucosia

Many of the Lucosia were sent up here once the other clans overthrew them. The stories of the overthrowing and the uprising lead by Thelexi are still told and hatred of the other clans is strong.

Teles

Most of the Teles sent up are terrorist from the Telesori fanatics. Their ancestors still hold true to the fanaticism of their planet bound brothers and sisters, but they have taken it to a new extreme. They ally with no one and seek to destroy all “unworthies” in the Labyrinth. They actually worship and “serve” the “minotaur” that wanders the halls of the Labyrinth.

The Dionites

This is the blanket term given to those that wonder the halls of the Labyrinth. Legends say they are cannibalistic madmen with no affiliation to any clan. They suffer from any range of psychoses.

Basics:

- To get to a new location requires the P-Discs, the Cryptex, and the code pointing to a specific word on on the Disc.
- To open a door or pod requires a line of symbols and the cryptex

Locations	Puzzle Type	Codes
Bridge/Throne Room	Cryptex/P-Discs/Code -> Teleport	<Disc Designation><Word Number>
Engineering	Cryptex/ P-Discs /Code -> Teleport	<Disc Designation><Word Number>
Cell Block	Cryptex/ P-Discs /Code -> Teleport	<Disc Designation><Word Number>
Cell	Cryptex/Single Line of Symbols -> Key	<Series of Symbols>

Script to the LARP

Open

- The LARP will open with the first team already dead or captured and the second team being briefed for the second mission.

SGC

- **Briefing** – SGC, telling of the Plyomus mission (again) and the artifacts found; also the previous missions to Feistos and what they are to do – investigate the temple at a specific time (one the clans gave them); learn of the clans (what they know) and what they have been able to determine about Hades and Persephone.

Search and Rescue of the previous team: The previous team disappeared and the people are not forthcoming about it. The SG team is to secretly investigate into the disappearance of the other team.

Gate to Feistos

- **Arrival:** Meet the High Council and take them to the temple.
- **Possible Encounter:** Terrorist attack by one of the factions – Telesori attack.
- *Terrorist force the SG team into the temple at the time of the teleport. The High Council acts like they knew nothing of this but in reality they arranged it by feeding the intelligence to the terrorists and manipulating them to pull this job off. They hope that the disappearance will cause the SGC to have second thoughts of sending any more to their world.*

Key Plot Point: Both teams were attacked by terrorists and forced into the temple. This was not a coincidence. Once the remains of both teams meet up, they should be able to deduce that the attacks were not coincidence and they were set up by someone on planet.

- **Into the Temple:** Get teleported to the ship.

On Board the Prison Ship Labyrinth

- **Throne Room:** They will arrive at the Throne room because the Cryptex directed them. It is Hades and has his security encoding.
- Throne room will contain **consoles** and windows out into open space revealing they are in orbit over Feistos.

- Also a pedestal with the two Discs mounted on them, on a symbol of the Labyrinth.
- There is a door leading out into the hall and into the Labyrinth. **[DOOR CODE]**
- **Elsewhere on the ship:** The ship teleports regularly, so regularly that people know when newcomers arrive. The Molepi usually meet the newcomers as part of their responsibilities onboard. They are the only ones that know the location of the “receiving area” that the newcomers traditionally appear. The work hard to meet with the newcomers and get them to safety before the Minotaur does.

However, because the SG team has the Hades Cryptex, they will not appear at the “receiving area.” The Molepi will end up having a combat encounter with the Minotaur, causing enough commotion that the SG team will hear. They can reach the combat via a few short trips down some halls and through an elevator, using the Cryptex to get through one door **[DOOR CODE]**.

- **Post Arrival:**

Get the Story from the Molepi: They will get the rundown of the ship from the Molepi scouts, at least from their perspective. Maybe reveal some secrets like the existence of Persephone’s pod or Daedalus’s pod.

Note: None of the clans know they are on a ship. They don’t quite understand the concept. They think they are in some kind of netherworld. Once on the bridge, the fact that they are on a ship should shock them.

Study the puzzle: Work out the puzzle of the Disc. **[LOCATION CODES]**

- **HYPERSPACE JUMP:** The ship jumps to the next world on the random pattern. This time, it’s a frozen world. This is an automated supply run for water. It will stay there for an hour.

From this, the group should conclude that they are on a random hyperspace pattern and further analysis will show {SOMETHING} is unstable and must be fixed before they fix the hyperdrive.

This {SOMETHING} is currently under the realm of {CLAN X} and they have to get through them to get to it.

- The presence of the **Hades’ Cryptex** could trigger a security protocol that begins the process of awakening Persephone. The Ligeia warrior women will serve her in anyway they can when she awakens. The first thing she wants to do is find Daedalus.

- The Parth scouts will have information on Daedalus. Whether they want to share it or not is the question. The group will at least know that there was a Asgard involved in the construction of this vessel. They may ask. They do not know that Daedalus is a Goa’uld Asgard.

Daedalus’ Location: Cell Block Omega, nearest engineering. This is also a region that one of the “minotaurs” roam and the Parth know that.

If they do reveal the existence of the Asgard, they may send a group out to find it. They can either take the long way there following the Parth or take the teleport to the cells. The Parth will recognize the location designators for the cell block, etc. **[LOCATION CODES]**

- Eventually after studying the situation, they are going to learn that the ship is:
 - *Jumping through hyperspace following a predetermined course that has since gotten corrupted and more randomized.*
 - *The ship’s hyperspace drives are unstable and eventually will destroy itself with these jumps. They are in dire need of repair. There are spare parts that the Parth can provide. **[LOCATION CODES]***
 - *There is a slow power drain which the system is compensating for by draining power from other systems, including the stasis pods. Some occupants have been released while others have died.*
-

Engineering

- They must solve a puzzle to fix the hyperdrive and regain control. Daedalus created the puzzle and might help solving it.

- {CLAN} is currently residing in the area of engineering

- PUZZLE:

- Attack from the Minotaur

- **Gaining help from Daedalus:** Right now, Daedalus is in control of Byleistr’s Asgard body. Byleistr’s consciousness is weak from the stasis. The team has to figure out a way to awaken Byleistr to get him control of his body and get him to help and prevent Persephone from betraying them.

{SOMETHING} will awaken Byleistr’s consciousness. Something personal to the Asgard.

Character

- SG Team 1 – Stargate team sent investigate the Temple
 - This can include:
 - *NID agents for intelligence gathering*
 - *Diplomats to make sure the military does not create an incident*
 - *Spies of Faction X*
 - *Badge Color: **Green***

- Ship Denizens/Tribes – People that have been sent up over the years split up into tribes.
 - Thelexi (**Grey with TH**)
 - Molepi (**Grey with M**)
 - Aglaopi (**Grey with A**)
 - Parthenope or “Parth” (**Grey with P**)
 - Ligeia (**Grey with Li**)
 - Lucosia (**Grey with Lu**)
 - Teles (**Grey with Te**)
 - Dionites (NPCs) (**Grey with D**)

- NPCs
 - Persephone
 - *Daedalus*
 - Minotaur(s)
 - Jaffa (loyal to Persephone)
 - Rogue Jaffa

Character List:

SG-6

Lt. Col. Jake Barksdel - Feeling better, leader of the team, still suffers nightmares about his torture.

Captain Andrew Hargrove - Young guy, tactician, former medical officer

Senior Airman Frank Jacobs - Pilot and Mechanic

Dr. Brandon Blomberg - The researcher. Currently seeing Delarosa. Very worried about her disappearance.

Tirmala Onet - Female Satedan delegate encountered by Atlantis and sent to assist Stargate in tracking wraith activity. She is arrogant, but not superior.

Airman Nathaniel Drummond - the gun - new member of the team

With SG-6

Agent Kelly Magnum - has become a government liaison after her previous experience as a Secret Service Agent.

NID Agent Marshall Harris - One of the new guard, he is being targeted for conversion by the rogue NID. Conflicted.

SG-15

Major Jessica Delarosa - with the Parth, former second to Barksdel - She is diplomatic and charismatic, which is probably why she's still alive

1st Lieutenant Carl Adams - with the Thelexi - severely injured, can be an NPC

Major Jeffrey Gamble – deceased

Airman First Class Benjamin Lewis - deceased

On Feistos

High Council – NPCs

The Castor, Deimos Thelexi - acting head of the High Council (Proud, Coniving)

Aglaea - Parth representative (smart, zealous)

Evadne - Molepi (Diplomatic, Sneaky)

Kreios - Teles (Wise, deceptive)

Oodonna – Ligeia (Proud, Boisterous)

Clavius – Lucosia (Drunkard, Connected)

Terrorists

Charla Adrastos - Follower of Persephone, who sees helping the council as a means to an end - has hopes to be sacrificed. (Strong, zealous)

Rebel “Sacrifice”

Iappetos- A mild but brilliant “alchemist” who is making strides that the church and council find threatening (brilliant, shy)

Ship Denizens/Tribes –

Thelexi (**Grey with TH**) - 5 available

Tribe Bonus: Battle Rage – All Thelexi gain a Trait Battle Rage that gives them a +1 to Melee with a weapon. It acts as a negative while in ranged.

- Leader – Gunther (Honorable, Aging)
- Lieutenant – Theowulf – (Strong willed, Over confident)
- Warrior 1 - Borros
- Warrior 2 - Korros
- Warrior 3 - Dagorros

Molepi (**Grey with M**) - 5 available

Tribe Bonus: Conniving – All Molepi gain a +1 to Burgle and Sneak attempts, but –1 to Will checks when attempting any kind of human interaction that involves trust.

- Leader - Demetrios – Leader of the Molepi tribe in the Labyrinth (Persuasive, Untrustworthy)
- Lieutenant – Kanas – Second to Demetrios, trusted assistant (Sneaky, Cowardly)
- Warrior 1 – Ajexus -
- Warrior 2 –Theodus -
- Warrior 3 –Leonus -

Parthenope or “Parth” (**Grey with P**) - 5 available

Tribe Bonus: Ship knowledge – the Parth gain the level in this Trait as a skill level in specific knowledge of the ship.

- Leader – Jace – (Diplomatic, Stubborn)
- Lieutenant – Acastus (Level-headed, Jaded)
- Warrior 1 – Canthus
- Warrior 2 – Orpheus
- Warrior 3 – Zetes

Teles (**Grey with Te**) - 1 (residing with the Thelexi - a “spy”)

Tribe Bonus: Pious - All Teles gain a bonus to Will against fear and moments that would shake their faith. However, this is seen as arrogant, -1 penalty to Diplomacy and similar skills

Stargate LARP – “Prison Ship/Labyrinth”

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- Agent – Tryus - Sneaky, Shifty

Dionites (NPCs) (**Grey with D**)

- Ravager 1
- Ravager 2
- Ravager 3
- Ravager 4

Aglaopi (**Grey with A**) –

Ligeia (**Grey with Li**)

Lucosia (**Grey with Lu**)

Rogue Jaffa - Residing with the Parth (Brawny, forgetful)

Sarpedon - This is the Rogue Jaffa. In mythology, he is also a brother to Minos and kind of went rogue when Minos was crowned King of Crete. Because he has not been in any stasis, his symbiot is maturing and so things are going bad for him. But he is independent and does not succumb to the will of Persephone any longer.

Jaffa (loyal to Persephone) - residing with some of the Sarcophagus worshippers (Loyal, Violent)

Charon - First prime to Persephone, proud but old Jaffa. He lost his left eye in a battle some time ago and his symbiot was no able to replace it.

Minos - First Judge of the Underworld, Keeper of the Labyrinth. In mythology, Minos was also the king of island that the Labyrinth is on. I've emade him Confident to a fault and one that is jealous of Charon and wants to be First Prime.

Rhadamanthys - Second Judge of the Underworld, Overseer of the Worthy, Father to Spartan Law - He is linked to Spartan Law in mythology, so I thought of the movie 300 and made him like Leonidas - hard core honor code and fierce disciple, but vengeful. In mythology, Rhadamanthys is also Minos's brother and they hate each other.

Aeacus - Third Judge of the Underworld, second overseer of the worthy, Bearer of the Scepter, Keeper of the keys of Hades - This guy I made the maker of the Key (Cryptex) he usually carried it for Hades. It loss is something he has worried over for a long time. He is more of an engineer Jaffa and assisted Daedalus. He is very subservient to Persphone.























NPCS









Persephone

Daedalus

Minotaur(s)

Codes

Code	Location	
	1	 Bridge
	2	 Engineering
	4	 Crew Quarters
	8	 Prisoner Receiving
	9	 Cargo
	12	 Cell Block Alpha
	22	 Cell Block Beta
	28	 Cell Block Delta
	29	 Cell Block Sigma
	11	 Cell Block Omega
	30	 Auxiliary Control/Engineering

Cell Block Alpha	
Cell Block Beta	
Cell Block Delta	
Cell Block Sigma	
Cell Block Omega	
Bridge Door	
Receiving Zone Door	
Engineering Door	

Ancient Norse Sayings

When you're not given it, you don't have to thank anyone either.

Headless army runs away when the goings get rough.

The lowest fence is the easiest to get across.

Rather a bit correctly than much incorrectly.

Make skilled use of the good things, it's all the same hard.

Who marries too hastily can regret it too constantly and wistfully.

When the glacier sees the spring sun, he weeps.

Poor thanks is of the way of the world.

To make good and useful novelties is not for dunderheads.

The summer moments always pass quickly.

It is impossible to be the friend of everyone for long.

What's good is often forgotten, what's bad is often hidden.

Make deft use of what you learn to the degree you can gather.

Given counsel is all the same hard to take.

Things very often take a bad turn for shameless guys that are running free.

It's bad to be ashamed for something very well done.

Who marries in too great haste ends up as a half-slave at his place.

Everybody's friend is true to none.

Hid away hardly means forgotten.

You can give a piece of advice, but not good luck along with that.

Anyone has to live on top of good customs where he is settled.

To be without money is better than to be without honour.

A young man's will is the will of the wind.

A woman's life is spent on a spinning wheel and inconsistency dwells in her breast.

Where there is no discipline, there is no honour.

Age changes the hair, but not always the mind.

Age is nothing to boast of; you get it for free.

Even though the man forgets how old he is, his age does not forget him.

When old age is good, youth is forgotten.

It's best to search while the trail is new.

To gather and spare can last long.

With half a loaf and an empty cup, I found myself a friend.

Rash is he who at unknown doors, relies on his good luck.

Stargate LARP – “Prison Ship/Labyrinth”

Who travels widely needs his wits about him, the stupid should stay at home.

Seldom do those who are silent make mistakes.

Best is the banquet one looks back on after, and remembers all that happened.

The coward believes he will live forever, if he holds back in the battle, but in old age he shall have no peace.

The herd knows its homing time, and leaves the grazing ground.

An ill tempered, unhappy man, ridicules all he hears, makes fun of others.

Foolish is he who frets at night, a weary man when morning comes, he finds all as bad as before.

The fool who fancies he is full of wisdom, while he sits by his hearth at home, quickly finds when questioned by others, that he knows nothing at all.

No one knows less what a nit-wit he is, than the man who talks too much.

No man so rich, that it really gives him pain to be repaid.

A man should be loyal through life to friends, but never shall a man make offer of friendship to his foes.

It is best for man to be middle-wise, not over cunning and clever.

Much is lost by the late sleeper, wealth is won by the swift.

It is safe to tell a secret to one, risky to tell it to two, to tell it to three is thoughtless folly.

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Among the bold the bully will find, others as bold as he.

To be blind is better than to burn on a pyre, there is nothing the dead can do.

Cattle die, kindred die, every man is mortal, but the good name never dies.

In the fool who acquires cattle and lands, or wins a woman's love, his wisdom wanes with his waxing pride, he sinks from sense to conceit.

Trust not an acre early sown, nor praise a son too soon, weather rules the acre, wit the son, both are exposed to peril.

No man should trust a maiden's words, nor what a woman speaks, spun on a wheel were women's hearts, in their breasts was implanted caprice.

Fairest we speak when falsest we think, many a maid is deceived.

Shun a woman, wise in magic, her bed and her embraces: If she cast a spell, you will care no longer to meet and speak with men, desire no food, desire no pleasure, in sorrow fall asleep.

Never lift your eyes and look up in battle, lest the heroes enchant you, who can change warriors, suddenly into hogs.

Be not over wary, but wary enough, first, of the foaming ale, second, of a woman wed to another, third, of the tricks of thieves.

Scoff not at guests nor to the gate chase them, but relieve the lonely and wretched.

Never laugh at the old when they offer counsel, often their words are wise.

Data Block Text from Flash Program

Data Block 1: Ship Basics

You are on board a large ship. You are in orbit around Feistos and it appears that the ship has been in orbit for a few days.

It seems to be a mixture of technologies - Go'auld, Asgard, and others you do not recognize. It is called the Labyrinth. The logs say that Hades was in charge of the ship but it never really says it is part of his fleet. It is more like it was assigned to him. You may read further into the history in later data blocks.

The ship is old. It looks like it has been on autopilot a long time. It has taken some damage. It has no weapons, but it has shields and armor.

It looks like it can house a considerable number of passengers and crew, perhaps 100,000 or more.

Data Block 2: Ship Layout

There does not seem to be any halls connecting the Bridge/Con to the other sections of the ship. You only have access to the Bridge and surrounding areas. These areas include an area called the Receiving Zone.

You are able to identify four other regions of the ship - Stasis Units, Cargo, Crew Quarters and Engineering.

There are also several areas near cargo designated as Hydroponics bays.

Other minor locations of note: Daedalus' lab, near Engineering, seems to be sealed off and inaccessible. There is something listed as the sarcophagus room, but the exact location seems to be missing. Near the Crews Quarters, also called the Guard House, are several armories.

Each location is designated with a two-symbol code. One is one of two symbols from the disks you have already seen – a helmet or a flower. The other is a number written in ancient. The cell blocks also have a four to six character code alongside the two character code, each a symbol from the discs.

[WHILE READING THIS, YOU SUDDENLY HEAR IN YOUR MIND - "Thor once said to me 'Where there is no discipline, there is no honour.' I should have listened and so to should have my brother Loki' ACT LIKE YOU JUST HEARD IT OUT OF NOWHERE]

Data Block 3: Stasis Units

Throughout the central regions of the ship are stasis pods that look like they have been in operation for a long time. There is no direct connection to this area from where you are now. There are 5 major areas: Cell Block Alpha, Cell Block Beta, Cell Block Delta, Cell Block Sigma and Cell Block Omega. These are all presented in terms of a prison of some kind.

The Cell Blocks Alpha, Beta, Delta, Sigma and Omega all house specific categories of “worthy enemies”. Alpha are listed as the lowest threats and Omega are listed as the strongest threats.

The pods are on several floors and stored in what can only be described as a maze or labyrinth. There is no specific map of this labyrinth on file. It just seems to be a series of long, swirling corridors and dead-ends.

It appears however that through the years this thing has been in space, some pods have failed. At least 200 or so are showing offline status. However, there is no indication how long they have been that way. Some could have been offline for hundreds of years.

What is in the pod? - The pods apparently contain a variety of alien life never before seen before. You must research further to gain more information about them.

Data Block 4: Ship's Status

The ship has taken some external damage from space debris strikes and even some energy weapons fire, but nothing catastrophic. Scan the ship with internal sensors to see if there is any other major damage.

As mentioned, a little over 200 pods are showing offline. Life support varies throughout most of the ship. In certain sections of cargo there is none. Some sections of the labyrinth are showing minimal life support. It appears that the ship is shutting down certain sections, as it needs more energy for something else.

There are a few sections of the ship that are inaccessible or open to space due to damage. There are also some that are very close to being in such a state. Travel through the labyrinth in particular could be very dangerous in sections because of these hazards.

[WHILE READING THIS, YOU SUDDENLY HEAR IN YOUR MIND - "Odin wisely said once, 'Byleistr, A young man's will is the will of the wind.' I found how true this was." ACT LIKE YOU JUST HEARD IT OUT OF NOWHERE]

Engine Status

Hyperspace Engine Status: Damaged

The hyperspace engine has become unstable and has been slowly degrading over time. In fact since your arrival, it appears that the situation has accelerated. If it continues at the rate it is going, the ship could destroy itself within a few jumps. Something about your arrival seems to have triggered a chain reaction.

Data Block 5: Life Signs

There are life signs all over the ship. They congregate in 6 major areas throughout the labyrinth. There are also several small groups and lone life signs wondering about. In total, you would guess maybe 60 to 100 life signs.

There are also areas throughout the ship in which the internal sensors are down.

Some of the lifeforms are labeled “tagged” lifeforms and you conclude that these are possible “escapees” from the pods. There are two of those. They seem to be on two different regions of the labyrinth.

Others are listed as unknowns. These make up the majority of the life signs throughout the ship.

Data Block 6: Ship's History

The logs say that Hades was in charge of the ship but it never really says it is part of his fleet. It is more like it was assigned to him. When he disappeared, his wife/queen Persephone and her Jaffa took control of the ship and used it as her flying palace. She apparently had help from Daedalus, identified as a trusted advisor, in adding on some upgrades to the ship.

This ship seems to randomly jump in and out of the system on a regular basis. It has been very difficult for you to gain any information about the jumps or when the next one will be.

It appears that this ship's teleporter has been activated many times throughout the centuries. It is on an automatic system to apparently pick up supplies. The times it has visited Feistos, it appears that an external command was sent to activate the transporters, from the planets surface. This could only mean that someone on the planet is actually controlling the transporter and knows its nature. Some of these people that have beamed up in the past may still even be here.

The ship has never seen a battle and has never seen a fleet. It has always been traveling from one location to another, seemingly randomly for centuries, occasionally picking up supplies, and other times picking up new passengers/prisoners.

[WHILE READING THIS, YOU SUDDENLY HEAR IN YOUR MIND - "Who travels widely needs his wits about him, the stupid should stay at home.' I should have stayed home and stayed stupid." - ACT LIKE YOU JUST HEARD IT OUT OF NOWHERE]

Data Block 7: Ship's Prisoners

The ship seems to hold a variety of different life forms designated “worthy enemies”. They are apparently life forms the system lords defeated long ago through the millennia that seemed to have put up a stronger fight than most and thus deemed worth preserving by keeping a few specimens alive. Perhaps for further study or perhaps just as trophies, all systems lords apparently submitted specimens to this prison before committing genocide on the remainder of the species.

Hades was assigned by a joint council of system lords and other powerful races including the Asgard to watch over it. The Jaffa assigned here were a mix of the Jaffa from all the system lords. There were also human slaves used to perform mundane tasks. All were placed in a form of stasis and maintained by the automated system. You conclude that this was more than just a prison. It was more like an “ark,” holding certain species for whatever sinister reasons the system lords had. This gives a whole new meaning to the phrase, “being sent to Hades.”

Data Block 8: Ship's Technologies

The mixture of technologies includes an extensive teleport system, an automated maintenance system, and a food processing system that feeds the stasis pods the minimum food requirements the pods need to keep alive whatever is inside the pods. As mentioned before, there is no weapons system on the ship, but there are heavy shields and armor surrounding the ship. There once was a sophisticated internal sensor system that is now failing in many areas.

There is no traditional ring system like in other Go'auld ships but there are labyrinth symbols located throughout the ship, with disks on pedestals like the ones you see on the bridge.

The teleport system is similar to that of Atlantis using some Asgard technology. It is used to traverse all major locations in the ship, with elevators and stairs used to traverse internally in those sections. For security reasons, there are no direct teleport routes from some areas to others. All teleports require a code entered in by a specific device, like a key.

The majority of surface to ship teleports, like you experienced, seems to be primarily routed to the "Receiving Zones," unless certain security protocols are met. In particular, if one holds certain keys, then the teleport will take the group to a preset default location, like the bridge. These protocols seem to be also linked to the existence to a key. Like for instance, if a certain key exists, called the Hades Key, that possessor, assumed to be Hades and his people, are teleported to the bridge/throne room.

Teleporting from the bridge to engineering look like a three stop process. The easiest way appears to be going from the Bridge to Crew Quarters to one of the Cell Blocks Beta, Delta or Omega and on to Engineering.

WHILE READING THIS, YOU SUDDENLY HEAR IN YOUR MIND - "Rash is he who at unknown doors, relies on his good luck.' I relied on luck to overcome its will, but the bastard worm was too strong." - ACT LIKE YOU JUST HEARD IT OUT OF NOWHERE]

Engineering 1: Hyperdrive Status

There are several technologies involved, including some bio-tech, that are not recognized. They are highly advanced and sophisticated. Much of the interfaces are like Asgard interfaces, however.

Engineering shows that the hyperdrive is slowly degrading to the point of overload. It is unclear what caused it initially, perhaps external damage or something internal. Since your arrival, the system has accelerated the process, as if in reaction to your arrival.

The energy flow of the hyperdrive system is being “corrupted” or contaminated somehow between the hyperdrive and the core. It is unclear where or what this contamination is.

Engineering 2: Automated system

There are automated systems that supply and maintain the ship, as well as upkeep the stasis pods. They are linked closely with the jump algorithm as well as the teleport system to beam up the needed supplies to accomplish these tasks. What it did not count on was (1) someone finding and figuring out the teleport technology left behind on Feistos (2) people using it to teleport undesirables as “sacrifices”. The tribes existence alone has put the whole system out of balance, and the ship has attempted to compensate as best it could.

Engineering 3: Computer Core

Artificial Intelligence on the ship is a marvel to be seen. However, because of the drain on the system, it too is degrading and eventually will not be operational. Given the proper interface, one could even talk to it, but none is present as far as you can tell.

Engineering 4: Hyperdrive Jumps

Initially it appears that the ship is set up to jump randomly from place to place between a fixed number of points – specifically 232. However, upon a closer examination, it appears to be a complex mathematical equation that eventually repeats itself. It is designed to predict the ships needs as it jumped from place to place, activate systems that supply and maintain the ship, as well as upkeep the stasis pods.

The hyperdrive algorithm predicts the next trip back to Feistos will be in another 4 years.

The navigation system is locked in this pattern and the controls to change are protected by some kind of code created by its initiator, Daedalus.

Engineering 5: Locked Navigation System

Only Daedalus knows the true nature of the lock code.