

Athena's Chosen - larp script

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Link to characters

Editable spreadsheet version

https://docs.google.com/spreadsheets/d/1NzD3MkWDMdTKE90EnCXdl1ThdIGDeW-zT2-U8gYx_Tvk/edit#gid=0

PDF version

<https://drive.google.com/file/d/0ByClnFqJVNgBLXR6dlMzT3VvNnc/view?usp=sharing>

Practical matters

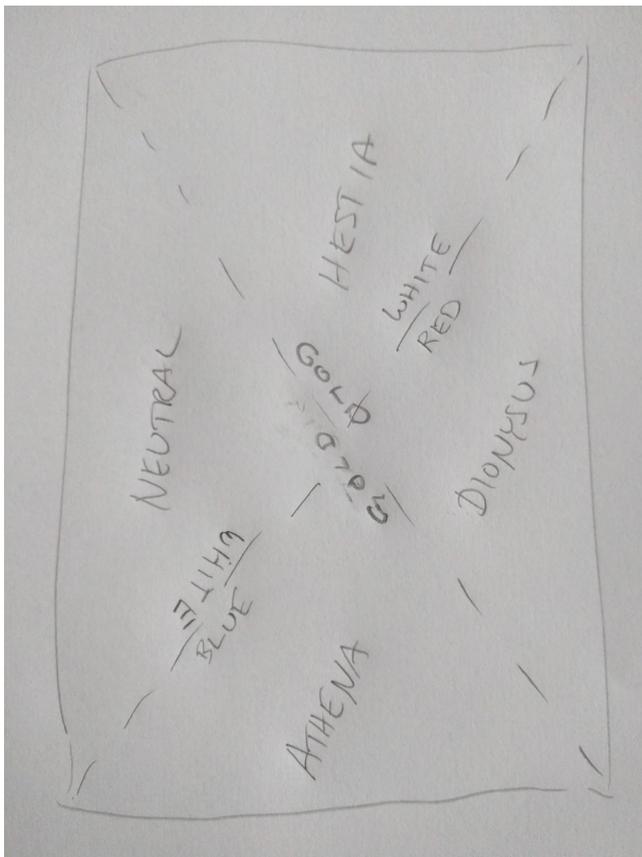
TIME: 4 hours (1h prep; 2h game time; 1h after time)

PLAYERS: 6-16 (it may be possible to write it for more, it depends on the size of the room. In theory you could have 30 players.)

WHERE Large room with some blackbox potential

Props:

- Fabric that divides a room into four parts. For example, like this:



- 3 meter fabric: blue on one side, white on the other. String in funnel.
- 3 meter fabric: red on one side, white on the other String in funnel.
- 3 meter fabric: red on one side, white on the other (different piece than the one above). String in funnel.
- 7 meter fabric, gold.
- 4 white linen bed sheets

- 40 clothes pins for gold + white fabric.
- If possible, make Dionysus' 2 walls red + red or red + gold; Athena blue+gold; Hestia white + white or white + gold; neutral room white + white or white + gold.
- Rope to hang bed sheets from, about 10 meters.
- Water soluble pen to write patronymikon on players' arms
- 3 hour glasses á 5 minutes. (one for each god's temple room) (maybe)
- 6 white masks (two for each god's temple room)
- Athena's temple room:
 - Printed out prayers for Athena in this doc
 - Printed out vision scripts from Athena (6 different ones, labeled on the back so they can be folded) in this doc
 - Printed out summoning ritual for Athena in this doc
- Dionysus' temple room:
 - Grapes!
 - Pears! (Can be skipped)
 - Some kind of berries! (Can be skipped)
 - Printed out prayer to Dionysus in this doc
 - Printed out vision script (1) for Dionysus in this doc
 - Printed out summoning ritual for Dionysus in this doc
- Hestia's temple room:
 - Bread! (Can be skipped)
 - Printed out prayer to Hestia in this doc
 - Printed out vision script (1) for Hestia in this doc
 - Printed out summoning ritual for Hestia in this doc
- Neutral room:
 - Chairs
 - Water and glasses for everyone. The water is in-game a drug that makes them susceptible to influences from the gods. They can bring the glasses into the temple rooms.
 - Ordinary bendable thin metal wire for chastity bracelet for end ceremony.
 - Water and a towel to be used to wash off patronymic IF they decide to do so, for end ceremony.
 - A bell to ring for the Priestess NPC

How to run the larp

- 1) Assemble your props.
- 2) Put room dividers up and put props in rooms.
- 3) Get players, preferably multiples of 3, but you can make do with any number between 6 and 18.
- 4) Hand out characters. There are 24 written characters, so players can choose some.
- 5) Go through the workshops/walkthroughs in the order below
- 6) Tell the players how the larp will end
- 7) Ask for questions
- 8) Start the music, let them soak in it for a minute. Then start the larp by going into character as the High Priestess and send them into their first rooms. (I.e. act 1: the visits, starts)
- 9) After the Visits act is over, call all players (use your bell and voice). Tell them that this is the Storm - the gods will tempt them and try them. Let them run loose and play around the larp area.
- 10) When there is 10 minutes left, ring your bell. Warn players who have not yet chosen to do so.
- 11) After the larp, get players together and do a quick debrief. Get them to share a favorite moment or memory from the larp.

Schedule

Start	End	What	
0h0min	1h10min	Workshops	
1h10min	1h20min	Break	
1h20min	2h20min	Act1: The Visits	
2h20min	3h20min	Act2: The Storm	(players end their own larp at will)
3h20min	4h00min	Debrief	

Walkthroughs & Workshops (1.5 hour)

Pre-game ice-breaker (also useful for Dionysos' room) (5mins)

1) Play "Let's ..." and others respond "Yes, let's do that!" and then you all do that.

Example: "Let's be magicians!" (everyone pretends to be magicians)

2) Play "I want to..." and others respond "Of course!" and then help the person realize what they want.

Example: "I want to be a queen" and others then play to lift that idea, playing the court etc.

Example: "I want to climb mount everest" and others then play the mountain, other climbers etc.

Character workshop (22mins)

- Everyone reads their character in peace, and gets to ask questions. **(10 minutes)**
- People get divided into groups of 3 (or maybe 4) based on their Athena Vision. One SORCERESS, one JUDGE and one GENERAL in each group, if possible. **(2 minutes)**
- Present your character to the others in your little group. You all come from the same small temple and have travelled together here to Efesos, where the main Athena temple, the 7th Wonder of the World, is located. **(10 minutes)**

Larp tools info session (7mins)

- Tell players: There are several tools that you can use in this larp. Or you can freeform the hell out of it.
 - There are **white masks in the rooms** that you can put on (they work over glasses). If you do so, you become possessed by a person from another character's fantasy or memory. They can start this by pointing at you and saying I KNOW YOU, and tell you who you are. You can start this by tipping your mask down and saying, RECOGNIZE ME, I AM... and let another player decide that they know you and start interacting with you.
 - You each have a **white virginity band**. You must lose this during the larp to become a priestess of Dionysus, by your character having some kind of sexual experience during the larp. In all other cases (if you wish to choose Hestia and Athena) you must NOT lose it! If you lose it and regret it, maybe you can trade it back from Dionysus. Maybe.
 - You each have a **patronymic written on your lower arm**. [Have them write this]. This is the name of your Father. It is his brand on your skin. If you decide to become a Priestess of Athena or Dionysus, the NPC priestess will wash it off at game end. Otherwise, if you wish to return to the normal world, you must keep it. If you decide to stay with Athena or Dionysus, the NPC Priestess will wash it off at larp end: this hurts like hell in game, you are scrubbing your identity from the tapestry of destiny, and you're forever cutting yourself off from your family in spirit and in life. But off-game it is painless.

- If you decide to become a priestess of Athena as your game end, the NPC Priestess will place a **steel chastity bracelet** around your wrist. It is forever.
- In the neutral room there is water. In game: a **holy drug** to help you become more susceptible to the gods' wills and desires. Let your character get as drunk on this as you wish.
- In each god's room there are
 - Written down prayers for the god that you may use in whatever rituals you devise.
 - Scripts for having a vision from the god.
 - Scripts for summoning the gods (not Hestia)
 - Summon Athena to show her that you are worthy.
 - Summon Dionysus to beg favors from him.

Culture info session (10mins)

- Say:
 - **Fairytale:** "We are not in Ancient Greece. We are in Ancient Fairytale Greece. Centaurs are real. Satyrs are real. Hercules walks the earth. The gods are most definitely real. It is a patriarchal world.
 - **Patriarchy:** Fathers (or slave owners) burn their names into their daughters' skin. Husbands will replace that with their own name. Women have power as advisors to men - or as widows. Or, most dramatically, as priestesses.
 - **Athena:** Athena has priestesses. The priestesses have a lot of power. They give orders to kings. They command armies and fleets. They mediate peace between empires. They are judges. They can channel the goddess' power as magic in the world. They are also celibate (they have no sexual relationships) and live lives of scarcity: they travel the world, but sleep on a simple blanket, never in beds. They eat only bread and water. They practice their weapons and powers for hours and hours every day. They sleep little. Athena demands that her priestesses cut away their ties to their families - they only need her and the other priestesses now.
 - **Dionysus.** Athena's brother is the god of orgies, religious passion and parties! His priests and priestesses are shunned in towns and chased out of cities, but many young people sneak out to join them. They have orgies and sometimes hunt down evildoers and drink their blood. Dionysus will try to tempt you in this larp, to make you one of his own beloved, hedonistic, free, passionate priestesses. Your family will shun you if you join Dionysus, but you will be free.
 - **Hestia.** Hestia is the goddess of the fireplace and home. The goddess of ordinary women. She will try to get you to turn away from her more powerful, dangerous siblings, and get you to return back to your father's house. There, you will have a small life, but it will be your own. You may have a husband, future children, contact with your parents and siblings.
 - Summarize:
 - Athena: power, wisdom, generals&leaders, celibacy, no family
 - Dionysus: free love, free hate, free passion, shunned by society
 - Hestia: ordinary womanhood. Family. Return back to your father's house

- Exercise. (5 minutes)
Go around in a circle and everyone decides one thing (only one thing!) about how things work in Athena's temples where they have been novices. How do people eat, sleep, do laundry, what do they do for fun etc. etc. Start with "everyone eats every meal together."

Temple info session (7mins)

- Say: "This larp takes place in the fantastic, huge Athena temple in Efesos. You are locked into the holiest of holy, the middle of the temple, where Athena's spirit sometimes comes. Tonight is your final test. Will you have the faith and strength to choose Athena tonight?"
- Magic can happen in this temple. People will have visions. The gods themselves can possess people. You might get possessed by other things. You will become possessed by and act the part of people in the other novices' fantasies and memories. This is natural, you have been warned about this.
- The temple strengthens ALL STRONG EMOTIONS and creates feeling of sisterhood, love and possibly hate between people. These emotions can change quickly.
- Whenever you enter a temple room, you may drink a drink of water. Let his water be a holy drug that puts you in the right frame of mind for the relevant drug.
- This larp has two acts: the **visits**, and the **storm**.
- During The Visits, the first part of the larp:
 - the larpers go in their groups of 3 to each room in turn. The organizer (NPC, Priestess) will guide you and ring a bell.
 - 10 minutes in room 1
 - 10 minutes in neutral room
 - 10 minutes in room 2
 - 10 minutes in neutral room
 - 10 minutes in room 3
 - 10 minutes in neutral room

(If a full 18 players, then 3 groups will always be in neutral room and 1 group will always be in each of the gods' rooms)
 - In each room, players can
 - Drink the drug, pray, let the god's values and virtues fill you. Improvise from that.
 - Have a vision from the god. Follow the vision script! Each person in the group has a vision in the room.
- During the storm, the second part of the larp:
 - Players roam free in all rooms. You can form new groups or stick to the old.
 - Please feel free to push and pull each other (gently) into different rooms.
 - Have scripted visions.
 - Have free-form visions
 - Improvise visions or dreams for others
 - Do specific things that you can only do in some rooms, namely
 - Summon Dionysus to beg for favors. Follow the script.
 - Summon Athena's spirit to show how worthy you are to her. Follow the script.

- Lose your virginity band forever (maybe) (in Dionysus' room)
 - Scrub away your patronymikon forever (in Neutral room at game end)
 - Put on a steel chastity bracelet (in Neutral room at game end)
 - Become a priestess of Athena (requirements: YES steel chastity braceless & virginity; NO patronymikon)
 - Become a priestess of Dionysus (requirements: NO virginity band; NO patronymikon)
 - Decide to return to your secular, normal life, to your father's house (requirements: YES virginity band; YES patronymikon).
- **We will discuss all of these possible actions ONCE MORE when we WALK THROUGH THE LARP SPACE.**

Temple walkthrough (10mins)

- This larp uses physical space a lot. The temple is divided into 4 parts; four temple room. Three of the temple rooms are now in control of a different god. The fourth is neutral.
 - **Athena's temple room**
 - **What is is:** When you enter Athena's temple room, you feel drawn to her. You remember why you want to go to her. A feeling of power and sisterhood comes over you.
 - What **you can do here** during the VISIT act:
 - Drink the holy drink and let Athena's virtues and values fill you.
 - **Have a vision-of-possible-future by a script.** Pick one of the vision documents corresponding to the vision type (either Sorceress, General or Judge) listed in your character.
 - What **you can do here** during the STORM act:
 - Have another **vision-of-possible-future by a script.**
 - **Have a freeform vision/possession.** Freeform a vision of a possible future or visitation of the goddess or memory that the goddess inspires.
 - **Summon the goddess! Impress her! Show that you are worthy!** Pick up the script and follow it.
 - Read one of the prayers to the goddess, or make your own!
 - **Dionysus temple room**
 - **What it is:** When you enter Dionysus temple room you feel drawn to him. You remember why you want to go to him. A feeling of passion, lust, horniness, hunger, happiness comes over you. You also want to bring others to Dionysus.
 - Use a lot of "YES LET'S DO THAT..." in here and "I WANT..." Someone says "I want to dance!" respond "Yes! Yes! Let's dance and do that until someone says something else."
 - What you can **do here during the VISIT act:**
 - Drink the holy drink and let Dionysus' virtues and values fill you.
 - You can have a vision of what could be by script from Dionysus
 - What you can **do here during the STORM act:**

- All of the above actions.
 - You can have a free-form vision of what could be.
 - Read his prayer!
 - You will be fighting against a desire to lead others to Dionysus. This desire will make you try to corrupt them.
 - You can **summon Dionysus**, use the script.
- **Hestia's temple room**
 - What it is: When you enter Hestia's temple room, you feel drawn to her. You remember why you want to go back to your regular life from before. A feeling of nostalgia, longing, love for your family comes over you, a longing for future children, a stable life, a stable partner.
 - What you can **do here during the VISIT act**:
 - Pray to Hestia for guidance. Let her spirit fill you.
 - Have a **vision of what could be following the script**.
 - What you can **do here during the STORM act**:
 - All of the above actions
 - Free-form visions from Hestia
 - **Neutral room**
 - Here no god affects you (well, not as much, at least). The NPC Priestess will be here to answer questions. For instance about what you can do in the different rooms or what is required to succeed in becoming a priestess of A, D or to leave. (I'm thinking the Priestess NPC is distantly kind but stern.)

Short Sex & Violence workshop (x min)

Vision workshop (15 mins)

- Say to participants: "When gods send visions to mortals, other people are often pulled into the vision as well.
- Afterwards, you only remember hazy things (as much as is good for the plot), if you've been pulled into a vision.
- You are not responsible for what is done through your body if you get pulled into someone else's vision. You cannot e.g. lose your virginity if you get pulled into someone else's vision and your body has sex there. You were not yourself.
- When a person having a vision points to you and say, I SEE YOU, YOU ARE--- you are being pulled into a vision and take the role they describe. Take a mask (if one is available) and put it on. Confirm: YES, I AM ----. Then improvise.
- There are scripted visions in the rooms. But you can also improvise visions freely without scripts.
- Visions are always powerful experiences, they are not necessarily 'true'. Gods can send false visions. Visions of the future are never certain - they show what might be."

Play through two sample visions (one of Athena's, one for Dionysus) so players see how it can be done. Let them practice in their groups with practice visions (see props).

How the larp ends (3mins)

Summarize for players:

Whenever they feel ready, players can end the larp by choosing to one of the three fates.

When a player has made the decision, they go to the NPC Priestess and inform her. She asks them three times if this is their choice, ringing the bell after each time.

- a) Become a priestess of Athena. The NPC Priestess scrubs their patronymic out of their skin and fastens the eternal chastity bracelet on them. Then she escorts them out to their waiting sister priestesses.
- b) Become a priestess of Dionysus. The NPC Priestess will scrub their patronymic out of their skin and escort them out (not so politely)
- c) Return to ordinary life (Hestia). The NPC Priestess escorts them out.

The NPC Priestess will inform the players when they only have 10 minutes left to make their final choice.

If the players want they can “become a mask”, permanently taking one of the masks and becoming an NPC spirit sent to test and torment the novices.

PR and other general info for future runs

Short description:

This night, in the temple's holiest of holy, you will walk with gods. Athena will inspire and test you; Dionysus tempt you. Will you have the faith to reject family, love and desire to gain the power of a Virgin Priestess? Or fall and leave with the wild maenads? Or flee back to your father's house?

Long description:

The novices are locked in the holiest of holy in Athena's temple. This final night you will be tested and tempted by the gods themselves. Will you have the faith to turn your back forever on family, love and desire to become an Exalted Virgin Priestess and finally have true power in the world of men? Or will you listen to the sweet temptations of wild Dionysus, the god of ritual madness and fertility, and leave with his free but shunned cultists. Maybe you will reject the gods, returning to your beloved but intensely patriarchal Ancient Arcadian Greece outside the temple walls. Your virginity, your soul, the patronymic name that your father branded into your very skin - you might lose them all tonight.

This larp uses physical space to direct players rather than time-bound act structures - as you walk into the different gods' areas, their essence will influence your character.

All characters identify as female or non-binary, players of all genders (or none) are equally welcome.

THEMES: Power, lust, love, faith, choice, empowerment (in different ways).

Props to print out follows from this page onwards!

They are in raw text format for you to copy edit as you see fit.

All the visions (except the practice vision on the next page, which is used in the workshop before the game!) and all the prayers that will be used in the larp by the players have also been layouted [in a nice PDF here](#).

Practice Visions

The Child and the Mothers

1. Read the vision to yourself.
2. Reread it.
3. Then decide who of the others will play each part.
4. Then read it aloud and assign the roles to the other two players.
5. Then act out the vision.

When I become a priestess, I will be a judge.

I see YOU TWO. You both say that you are the mother of the child that lies at my feet.

YOU BOTH will come to me

YOU BOTH say that the child is yours. The other has stolen it.

YOU BOTH will tell me how it happened.

You ask me to judge.

I will ask you questions.

Then I will decide.

I may give one of you the child.

I might take the child for myself.

I might kill the child

I might give the child to another god.

In the end you will accept my judgement and power over you.

I end the vision by CLAPPING THREE TIMES.

The One Who Rejected You

1. Read the vision to yourself.
2. Reread it.
3. Then decide who of the others will play each part.
4. Then read it aloud and assign the roles to the other two players.
5. Then act out the vision.

When I become a priestess of Dionysos, I will have whoever I want

I see YOU, the human who once rejected me. This is what you did _____

I see YOU, you are my fellow priest of Dionysos. This is how I feel about you

YOU, who rejected me, come before me, crawling.

YOU tell the story of how you once rejected my love.

YOU beg my forgiveness. YOU ask me to spare you.

I will talk to you. I will make you beg.

I will ask my fellow priest's opinion

And then I will decide.

I might kill you

I might take you

I might send you away

I might punish you with magic

I end the vision by CLAPPING THREE TIMES.

Vision scripts from Athena

VISION 1a of Athena: The General

- Read the vision to yourself.
- Reread it.
- Then decide who of the others will play each part.
- Then read it aloud and assign the roles to the other two players.
- Then act out the vision.

When I become a priestess, I will be a general.

A leader of Athena's warriors.

We are on a mountain top. The battle is all around us. We are battling evil men.

I see YOU TWO. You are my sister priestesses. You are my captains.

YOU come now from the east. You say that our rear guard troop must be withdrawn, or the rear guard troop will get killed.

YOU come now from the west. You say that the rear guard troop must be sacrificed. We must move the rest of the army to surprise the enemy.

You argue. I listen. I make a decision.

I may choose to sacrifice the rear guard. They will die, but we will win the battle.

I may choose to withdraw the rear guard. The battle will not be won: we will have to fight for many weeks more.

I may choose to do something else.

I decide.

In the end, YOU TWO support me in my decision. The love bond between us sisters is powerful.

I call down Athena's fire over the enemy soldiers in the valley below to help our army.

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

VISION 1b of Athena: THE GENERAL

Read the vision to yourself.

Reread it.

Then decide who of the others will play each part.

Then read it aloud and assign the roles to the other two players.

Then act out the vision.

When I become a priestess, I will be a general.

A leader of Athena's warriors.

I see YOU, you are my sister priestess.

I see YOU, you are the leader of our enemies.

We are on a hill.

Our forces are defeating evil.

Our arrows stream with red blood.

My sister priestess comes to me with the captured leader of our enemy.

Does he curse or does he beg for his people? His life?

We sisters discuss the battle. The love bond between us sisters is powerful.

My sister asks me: do we kill him; do we make him a slave; do we forgive him.

I decide.

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

=====

VISION 2a of Athena: The judge

Read the vision to yourself.

Reread it.

Then decide who of the others will play each part.

Then read it aloud and assign the roles.

Then act out the vision.

When I become a priestess, I will be the Goddess' hand on earth.

I see YOU TWO. You are kings, bitter enemies. You come before me reluctantly.

You tell me how long you have fought.

You tell me why you have fought, why it started.

I will ask you questions.

And I will decide what happens.

I may execute one of you with my magic here and now.

I may execute you both.

I may make you swear oaths to each other

I may make you swear oaths to me.

I may choose another solution.

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

VISION 2b of Athena: THE JUDGE

Read the vision to yourself.

Reread it.

Then decide who of the others will play each part.

Then read it aloud and assign the roles.

Then act out the vision.

When I become a priestess, I will be the Goddess' hand on earth.

I see YOU TWO. You are two newlyweds.

You tell me that YOU TWO have married each other in secret.

You tell me that your fathers, two kings, fight.

You each tell me why they hate your marriage.

You each tell me what your father wishes to do to you.

I will ask you questions.

And I will decide what happens.

I may execute one of you newlyweds for faithlessness to their parents and country.

I may execute you both.

I may bless your marriage and force your parents to accept it

I may demand a sacrifice from you (your firstborn, your eternal devotion, your charity to the poor)

I may make you swear oaths to each other

I may make you swear oaths to me.

I may choose another solution.

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

VISION 3a of Athena: The Sorceress

Read the vision to yourself.

Reread it.

Then decide who of the others will play each part.

Then read it aloud and assign the roles

Then act out the vision.

When I become a priestess, I will finally have power in the world of men.

I see YOU - you are a dead woman.

I see YOU - you are Athena herself.

Athena lifts me up.

She smiles.

She runs her hands over my body, part by part.

I feel how magic blossoms there.

I grow more and more powerful.

I use my magic to give life to a dead tree.

Then I wake the dead woman from the dead - slowly, but certainly.

She thanks me.

She tells me who killed her.

I give her power to avenge herself.

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

VISION 3b from Athena - THE SORCERESS

Read the vision to yourself.

Reread it.

Then decide who of the others will play each part.

Then read it aloud and assign the roles

Then act out the vision.

When I become a priestess, I will finally have power in the world of men.

I see YOU - you are Athena herself.

I see YOU - you are a hell monster sent by Hades to try to get into the world at eat people.

The monster tries to get passed me.

Athena hums behind me, her hands on my shoulders.

Athena channels all her power into me. I hum with her, matching her tone.

We sing louder and louder.

Little by little we drive the monster away.

Once the monster is defeated, it is nearly dead.

What do I do with it?

Do I take it for my own?

Do I kill it?

Do I turn it into something else?

The power within me is incredible.

It is the best feeling I have ever had.

What else do I do with it?

I end the vision by CLAPPING THREE TIMES.

Visions from Dionysus

VENGEANCE Vision of Dionysos

- Read the vision to yourself.
- Reread it.
- Decide who will play what other part.
- Feel free to invent more roles for other people to play (e.g. other Dionysus followers).
- Read the vision out loud.
- Then act it out.
-
- If I become a priestess of Dionysus, I will have Vengeance.
- YOU are _____
- This is what you once did to me: _____
- You you know you are hunted. You try to escape me.
- I will hunt you down.
- With my magic I will bring you pain.
- Then I will choose what to do with you.
- I end the vision by clapping three times.

DEATH AND BLOOD Vision of Dionysos

- Read the vision to yourself.
- Reread it.
- Decide who will play what other part.
- Feel free to invent more roles for other people to play (e.g. other Dionysus followers).
- Read the vision out loud.
- Then act it out.
-
- If I become a priestess of Dionysus, I will bathe in blood.
- YOU are _____
- This is what you once did to me: _____
- You you know you are hunted. You try to escape me.
- I will hunt you down.
- I will crush every bone in your body.
- I will paint myself with your blood.
- I will tear your body to pieces.
- I end the vision by clapping three times.

LUST Vision of Dionysos

- Read the vision to yourself.
- Reread it.
- Decide who will play what other part.
- Read the vision out loud.
- Then act it out.
-
- If I become a priestess of Dionysus, I will know lust.
- YOU are _____
- This is what you once did to me: _____
- I will come to you, and you will want me.
- You will worship me.
- You will become lost in the madness with me.
- I will touch you and you will choose to give yourself to me, in some fashion.
- I end the vision by clapping three times.

PUNISHMENT Vision of Dionysos

- Read the vision to yourself.
- Reread it.
- Decide who will play what other part.
- Read the vision out loud.
- Then act it out.
-
- If I become a priestess of Dionysus, I will punish those who have wronged me.
- YOU are _____
- This is how you once wronged me _____
- You will come crawling to me.
- You will beg forgiveness and mercy
- I will punish you with my magic
- I might change you into some animal or object
- I might cause you pain
- I might drive you mad
- I will choose whether to forgive you or punish you more.
- I end the vision by clapping three times.

LOVE Vision of Dionysos

- Read the vision to yourself.
 - Reread it.
 - Decide who will play what other part.
 - Read the vision out loud.
 - Then act it out.
-
- If I become a priestess of Dionysus, I will know love.
 - YOU are _____
 - This is what you once did to me: _____
 - I will come to you, and you will want me.
 - You will worship me and tell me that you love me.
 - We will hold hands and know that our souls are connected
 - We will tell the other how much we mean to each other.
 - I end the vision by clapping three times.

Vision from Hestia

- Read the vision to yourself.
- Reread it.
- Then decide who of the others will play each part. Suggestions:
 - Father (Describe them)
 - Mother (Describe them).
 - Future child(ren) that could be
 - Future partner that could be.
- Then read it aloud and assign the roles
- Then act out the vision.

I remember the good, joyful parts of my life out in the world.

Or the life I one day could have.

Free from Athena. Free from Dionysus.

YOU, you are my _____.

And YOU, you are my _____.

Right now, my soul cries out for you.

I must now tell you that I will cut my cord with you forever from the tapestry of life.

No one will remember our connection.

You will try to get me to stay.

In the end I will cut the cord with you. It will hurt my soul.

This will only be a dream.

So that I will know what awaits me. When I choose for real.

Prayers

Modern prayer to Athena

Clear-eyed Athena, unrivaled in wisdom,
daughter of Zeus and Metis whose craft and wit
excelled among the mighty Titans: Athena,
I pray to you. Wise in all things you are, goddess;
your cunning and guile are well known. In time of war
you have no equal in tactics or in strategy;
many armies have you guided to victory.
In time of peace your blessings fall on those whose work
is of the mind—friend of the philosopher,
the scientist, the student. Advisor of kings,
patron of clever heroes and bold-hearted
adventurers, defender of the thinker,
mistress of reason and understanding, goddess
to whom a strong arm and a sharp sword are nothing
without the sense to wield them well and the insight
to know when words are worth more than weapons.
Athena, grant me a sound mind and steady temper,
bless me with good judgment, show me the long view.

Homeric prayer to Athena

I begin to sing of Pallas Athena, the dread Protectress of the city,
who with Ares looks after matters of war, the plundering of cities, the battle-cry and the fray.
It is She who protects the people, wherever they might come or go.
Hail, Goddess, and give us good spirits and blessed favor!

Orphic prayer to Athena

Pallas, you only-begotten One, born of mighty Zeus, awesome you are, and divine:
Goddess so blessed, lifting high the turmoil of the fray,
Mighty One unspeakable yet so well spoken of!
Great-named One at home in a vault of stone,
Caught up in haughty hills and wandering the shaded mountain's ridge,
You who put a dance in the heart and glory in embattlements,
You can put the sting of mania into a mortal soul!
Athletic Maiden with a heart sublime,
Slayer of the Gorgon, fugitive of the bridal bed,
Mother of Art in all your abundance, catalyst of progress!
You bring folly to the corrupt and a sense of purpose to the pure!
Indeed, you are male and female in one,
Patron of war and wisdom,
You are fluid of form, a dragon,
Infused with inspiration of the Gods!
Rightly-honored One, who brought Phlegran giants down to defeat,
You driver of steeds, Tritogeneia, save us from evil, bearing Victory in your arms!
Day and night, eternally, in even the loneliest hours,
Hear my prayer, and grant us an abundant peace, fulfillment, good health.
Make prosperous the hour, gray-eyed One, inventor of Art,
The object of the people's ceaseless prayers—
My Queen!

Prayer to Dionysus

I call Dionysus, the loud-roarer! Who cries in revel!
Two-natured, thrice-born, king of pleasures,
Wild, inscrutable, cryptic, two-horned, two-shaped,
Bedecked in ivy, bull-faced, war-like, howling, holy,
Divine victim, feasted every other year, wearing grapes and leaves,
Counselor. Zefs and Kóri bore you...
on a secret bed, immortal Daimon!
Listen, Blessed One, to my voice! Fill me with blameless pleasure,
Be kind and grant my desire with the aid of your priestesses!

Prayer to Hestia

Gracious Hestia, gentle-hearted one, soul of the home,
I call to you. In times of old, dear goddess,
all first offerings were yours, so great was your might,
so great your import, so great the need for your blessing.
Noble daughter of Kronos and broad-bosomed Rhea,
honored sister of thundering Zeus, eternal maid
who sits at the center, all honor I offer you.
I thank you for the solid walls I dwell within,
I thank you for the warm and welcoming hearth,
I thank you for the bread I break with friends and kin.
Hestia, constant tender of Olympos' bright flame,
friend of those who keep and kindle their own hearthfire,
I thank you for making my home a sanctuary
of comfort and peace, of security and strength.

Summoning Athena

- Make a summoning ritual that feels right. Recite one of Athena's prayers (or make up your own).
- Once her spirit is with you, enact the Trial below.
- Turn the hour glass.
- Read the Trial below out loud.

The trial

We have summoned Athena.

Her spirit is here.

She watches and judges.

This is our task.

Let each of us recite why we wish to channel her power on earth.

Let each of us give our reasons why we are worthy

Then we must as a group decide: one of us will receive a great flood of her power. One of us will receive a small stream. One of us will receive only a trickle. We must decide who will get what. We must decide whose cause is worthy of what.

We must be in total agreement. If not, she will not find any of us worthy. We must be done before the sand in the hourglass runs out.

Summoning Dionysus

- Decide who will do the summoning. She will be possessed by Dionysus
- Make a summoning ritual that feels right. Recite Dionysus' prayer (or make up your own).
- Let one of you be possessed by Dionysus.
- Turn the hourglass.
- Beg Dionysus for whatever favors you wish.
- Dionysus main wish is for you to join him as a priestess instead of Athena.
 - Dionysus can grant smaller favors for lesser sacrifices than you becoming his priestess.
 - He is generous but tricky.
 - He can do almost anything, if properly paid. Like giving back virginity bracelets.
 - Typical demands:
 - that you promise to be a spy for him with Athena;
 - that you will tempt at least one other novice into going with him;
 - that you bring in another novice and get her to lie with him or you.
 - Make whatever outrageous demands that Dionysos wish.