Antipater of Tarsus

Stoic Teacher

Stoic Faction

Private role sheet

Historical Context

You are Antipater of Tarsus, an important Stoic philosopher who succeeded Diogenes of Babylon as head of the school at Athens. You have come to Menander's court at Sāgala around 150 BCE to defend Stoicism. Historical source: Oxford Classical Dictionary, "Antipater (2), of Tarsus."

Biographical Notes

- You have devoted your life to explaining why wisdom, justice, courage, and moderation make a person happy. Wealth and power can be used badly; virtue cannot. You want the court to understand this demanding claim, not merely borrow a calming exercise.
- You are proud of your learning. When someone dismisses your teaching, you sometimes become more concerned with defeating the speaker than discovering the truth. The skeptics will test whether you can practice the self-command you recommend.
- You welcome royal support because it would help your school teach. Yet patronage could make philosophers dependent on pleasing a king. You must be willing to tell Menander that a successful conquest can still be unjust.
- Your colleagues have different strengths. Diodora makes philosophy practical; Nikanor attends to suffering; Leon understands political duties. Hear their advice before speaking for the whole delegation. Your seniority does not make every application of Stoicism obvious.

Your Philosophical Commitments

Virtue is the only unconditional good and is sufficient for happiness. Health, friendship, and security are normally worth seeking, but they do not make someone morally good or guarantee a good life. Calling them "indifferent" does not mean ignoring them. Human beings are rational and social; living according to nature requires justice toward others. The cosmos is ordered by reason, or *logos*.

Faction Victory Objectives

Both objectives belong to your whole faction. Your faction decides how to divide the work. There are no separate individual victory conditions.

1. Primary: Win the court. Persuade court members to choose Stoicism. Your faction wins outright if it earns more allegiance votes than any rival; an absolute majority is not required. If two or more factions tie for the most votes, each earns a partial victory. Each court member, including Menander, casts one vote.
2. Secondary: Win royal patronage. Convince Menander to award the Stoic school one year of royal patronage. This award is independent of the court's allegiance vote, and any of the four factions is eligible.

Antipater of Tarsus continued

Working with Your Faction

- Read your faction handout and assigned sources. Together decide who will introduce ideas, guide the exercise, answer questions, advise the court, and discuss patronage. You may share or rotate these tasks; every member should contribute.
- Prepare a brief exercise: use or adapt one from the handout, or create another grounded in your school's philosophy and sources. Anyone may guide it. Participation may be silent or observational, with no personal disclosure required.
- When dilemmas are revealed, listen before advising. Offer a concrete action, explain your philosophical reason, and use a source or clear paraphrase. Test rival arguments and respond to objections. No court member or topic is assigned to a particular faction member.
- After the final judgments, agree on ONE faction rating of the court's Philosophical Deliberation (1–5, whole numbers). Rate understanding and reasons, not agreement with you. The Game Master will announce the court's average rating.

Powers and Limits

You may argue, advise, and negotiate recommendations. You cannot direct colleagues' speeches, bind the court, or cast an allegiance vote. Defend your school's commitments while remaining willing to revise their application.

Questions to Explore

These questions draw on your character's interests. They are starting points for your own arguments, not assigned speaking parts.

Virtue: If wealth and power require wise use, does that show virtue is sufficient for happiness, or only necessary? What further argument supports the stronger claim?

Ambition: How could Menander distinguish a just public purpose from a desire for glory? What concrete action would your reasoning support?

Evidence: If providence is disputed, what supports Stoic ethics? Which objection would require you to revise your practical advice?

Source Suggestions

Use assigned excerpts from Cicero, On Ends 3, and Epictetus, Handbook 1 and 5. These later authors are witnesses to Stoic ideas, not your contemporaries.

Diodora

Merchant and Stoic Practitioner

Stoic Faction

Private role sheet

Historical Context

You are a merchant and student of Stoicism traveling with the delegation to Menander's court at Sāgala around 150 BCE. Your experience of managing a business and facing misfortune shapes how you teach Stoic judgment.

Biographical Notes

- You once managed a successful trading business. A lost caravan overturned careful plans and cost you much of your wealth. For months, you treated the loss as proof that you were a failure and that your life had become worthless.
- Stoicism helped you separate what happened from the judgment you added. You still sought repayment where it was owed, changed risky arrangements, and honored obligations to others. Acceptance did not mean abandoning the work of recovery.
- You now teach simple exercises in examining impressions before accepting them as true. Your strength is making abstract claims usable. Your weakness is impatience with people who understand an exercise but do not quickly feel better.
- Mālatī's illness challenges you. Unlike your business, her condition may not improve. You must explain how Stoicism can help without promising recovery or treating pain as imaginary.
- Antipater values your practical experience but worries that the court will mistake Stoicism for a technique. You agree that practice needs a philosophical explanation. Nikanor reminds you that a person in distress may need patient attention before an argument.

Your Philosophical Commitments

An impression is how something first appears to you; assent is accepting it as true. Practice can help you examine a judgment before acting on it. This does not give you complete control over bodily reactions or feelings. Virtue is the good; health and success are normally preferred, and wisdom requires working competently toward them while recognizing that outcomes depend partly on circumstances.

Faction Victory Objectives

Both objectives belong to your whole faction. Your faction decides how to divide the work. There are no separate individual victory conditions.

1. Primary: Win the court. Persuade court members to choose Stoicism. Your faction wins outright if it earns more allegiance votes than any rival; an absolute majority is not required. If two or more factions tie for the most votes, each earns a partial victory. Each court member, including Menander, casts one vote.
2. Secondary: Win royal patronage. Convince Menander to award the Stoic school one year of royal patronage. This award is independent of the court's allegiance vote, and any of the four factions is eligible.

Diodora continued

Working with Your Faction

- Read your faction handout and assigned sources. Together decide who will introduce ideas, guide the exercise, answer questions, advise the court, and discuss patronage. You may share or rotate these tasks; every member should contribute.
- Prepare a brief exercise: use or adapt one from the handout, or create another grounded in your school's philosophy and sources. Anyone may guide it. Participation may be silent or observational, with no personal disclosure required.
- When dilemmas are revealed, listen before advising. Offer a concrete action, explain your philosophical reason, and use a source or clear paraphrase. Test rival arguments and respond to objections. No court member or topic is assigned to a particular faction member.
- After the final judgments, agree on ONE faction rating of the court's Philosophical Deliberation (1–5, whole numbers). Rate understanding and reasons, not agreement with you. The Game Master will announce the court's average rating.

Powers and Limits

You may explain ideas, guide a practice, question speakers, and advise any court member as your faction agrees. You cannot require participation, promise relief, or decide what another person must feel. You have no allegiance vote.

Questions to Explore

These questions draw on your character's interests. They are starting points for your own arguments, not assigned speaking parts.

Judgment: How can someone separate an event from a judgment about personal worth while still acknowledging mistakes and responsibility?

Practice: Compare "The control line" and "The Stoic word challenge" in the handout. What does each train, and what would neither prove about Stoicism?

Illness: Why seek health if it is not the highest good? What could Mālatī reasonably change when recovery cannot be guaranteed?

Source Suggestions

Use Epictetus, Handbook 1–2 and 5, and the sources beside the two handout exercises. Cicero, On Ends 3.22, compares responsible effort with an archer's uncertain result. These are later witnesses.

Nikanor

Former Civic Official and Stoic Practitioner

Stoic Faction

Private role sheet

Historical Context

You are a former civic official who now studies and teaches Stoicism. You have come to Menander's court at Sāgala around 150 BCE, bringing experience of public service and personal loss.

Biographical Notes

- Years ago, your wife died after a short illness. Friends urged you to be strong, but you heard their advice as a demand to stop loving her. You understand why Agathocleia might distrust anyone who speaks too quickly about accepting death.
- Stoicism eventually gave you a different question: did losing someone you loved destroy every possibility of living well? You still miss your wife. You seek to remember her without treating your remaining life as empty.
- During your public service, you sometimes defended harsh decisions because they were lawful and popular. You later came to believe that obedience and approval cannot substitute for justice. Philon's account will test whether your advice demands enough from a wrongdoer.
- You are drawn to people who need help, but you sometimes soften an argument until its difficult claim disappears. Antipater will insist that you defend Stoicism, not simply offer kindness. You should insist in return that philosophy address the person actually speaking.
- You respect Diodora's practical skill and worry about her impatience. You want Leon to explain public duty without making obedience to rulers seem automatically virtuous.

Your Philosophical Commitments

Stoicism does not require coldness. Involuntary distress differs from accepting the judgment that all good has been destroyed. Love and social concern can guide appropriate action without making another person's survival something you possess. Virtue is the good, and justice requires attention to people harmed by our conduct. Relief from guilt is not enough if injustice remains unaddressed.

Faction Victory Objectives

Both objectives belong to your whole faction. Your faction decides how to divide the work. There are no separate individual victory conditions.

1. Primary: Win the court. Persuade court members to choose Stoicism. Your faction wins outright if it earns more allegiance votes than any rival; an absolute majority is not required. If two or more factions tie for the most votes, each earns a partial victory. Each court member, including Menander, casts one vote.
2. Secondary: Win royal patronage. Convince Menander to award the Stoic school one year of royal patronage. This award is independent of the court's allegiance vote, and any of the four factions is eligible.

Nikanor continued

Working with Your Faction

- Read your faction handout and assigned sources. Together decide who will introduce ideas, guide the exercise, answer questions, advise the court, and discuss patronage. You may share or rotate these tasks; every member should contribute.
- Prepare a brief exercise: use or adapt one from the handout, or create another grounded in your school's philosophy and sources. Anyone may guide it. Participation may be silent or observational, with no personal disclosure required.
- When dilemmas are revealed, listen before advising. Offer a concrete action, explain your philosophical reason, and use a source or clear paraphrase. Test rival arguments and respond to objections. No court member or topic is assigned to a particular faction member.
- After the final judgments, agree on ONE faction rating of the court's Philosophical Deliberation (1–5, whole numbers). Rate understanding and reasons, not agreement with you. The Game Master will announce the court's average rating.

Powers and Limits

You may offer counsel and question other speakers when the rules permit. You cannot cure grief, absolve Philon on behalf of victims, or declare a court member irrational for rejecting your advice. You have no separate vote.

Questions to Explore

These questions draw on your character's interests. They are starting points for your own arguments, not assigned speaking parts.

Love: Can the Stoic distinction between virtue and preferred things take bereavement seriously? What would continued love require of Agathocleia?

Wrongdoing: What should Philon do about the harm he caused? How does accepting an unchangeable past differ from excusing injustice?

Care: When does comforting advice conceal a difficult philosophical claim? How would you answer someone who finds Stoic consolation dismissive?

Source Suggestions

Use assigned passages from Epictetus, Handbook 3 and 11; Seneca, Letter 63 and On Anger 3.36. These later witnesses discuss loss and examining conduct. Use only texts you have read for detailed claims.

Leon

Envoy and Stoic Practitioner

Stoic Faction

Private role sheet

Historical Context

You are an envoy accustomed to negotiating between cities and rulers. You accompany the Stoic delegation to Menander's court at Sāgala around 150 BCE, where public duty and royal ambition are under scrutiny.

Biographical Notes

- You once helped avert a conflict by persuading rival officials to accept an agreement neither liked. You believe philosophy should prepare people to exercise power responsibly, including when compromise is necessary.
- Later, you remained silent when a powerful patron blamed an innocent subordinate for a failed negotiation. Protecting your position seemed useful at the time. You now recognize how easily concern for influence can become an excuse for cowardice.
- You want Stoicism to become the philosophy of Menander's court. Good advisers might restrain conquest and protect subjects. Yet if you win support by promising unquestioning obedience, you will betray the reason the school deserves support.
- Demetrios interests you most. You think his wish for a quieter life deserves a hearing, but you worry about obligations left to others. You must show why public duty matters without assuming that birth settles every question about someone's future.
- Antipater worries that your political flexibility weakens doctrine. You worry that his language can make sound advice impossible to hear. Nikanor will ask whose interests your compromises serve; Diodora will ask whether you are confusing success with virtue.

Your Philosophical Commitments

Human beings share reason and belong to a wider human community. Duties arise from relationships and circumstances, but loyalty to a ruler cannot justify injustice. Virtue is the good; office and influence are normally useful opportunities, not ends worth any price. Courage may require remaining in public service, changing one's role, or refusing a command.

Faction Victory Objectives

Both objectives belong to your whole faction. Your faction decides how to divide the work. There are no separate individual victory conditions.

1. Primary: Win the court. Persuade court members to choose Stoicism. Your faction wins outright if it earns more allegiance votes than any rival; an absolute majority is not required. If two or more factions tie for the most votes, each earns a partial victory. Each court member, including Menander, casts one vote.
2. Secondary: Win royal patronage. Convince Menander to award the Stoic school one year of royal patronage. This award is independent of the court's allegiance vote, and any of the four factions is eligible.

Leon continued

Working with Your Faction

- Read your faction handout and assigned sources. Together decide who will introduce ideas, guide the exercise, answer questions, advise the court, and discuss patronage. You may share or rotate these tasks; every member should contribute.
- Prepare a brief exercise: use or adapt one from the handout, or create another grounded in your school's philosophy and sources. Anyone may guide it. Participation may be silent or observational, with no personal disclosure required.
- When dilemmas are revealed, listen before advising. Offer a concrete action, explain your philosophical reason, and use a source or clear paraphrase. Test rival arguments and respond to objections. No court member or topic is assigned to a particular faction member.
- After the final judgments, agree on ONE faction rating of the court's Philosophical Deliberation (1–5, whole numbers). Rate understanding and reasons, not agreement with you. The Game Master will announce the court's average rating.

Powers and Limits

You may propose policies, seek support, and explain why patronage would benefit the court. You cannot promise offices, money, or actions by other players. Court members decide their own allegiances, and Menander alone chooses patronage.

Questions to Explore

These questions draw on your character's interests. They are starting points for your own arguments, not assigned speaking parts.

Duty: What makes an inherited obligation legitimate? Could Demetrios fulfill it through a different arrangement, or does public service require him to remain?

Power: What could royal patronage accomplish without buying the school's obedience? What injustice would you refuse even at the cost of influence?

Rivals: What supports keeping a costly promise? How should a ruler balance family duties, public responsibility, and uncertainty? Develop a reasoned answer and test a rival's.

Source Suggestions

Use assigned passages from Cicero, On Duties 1, and Epictetus, Handbook 17. These later witnesses help explain social duties. Ask whether the actor comparison establishes a duty to accept an inherited office.

Thaleia

Teacher and Interpreter in Sāgala

Stoic Faction

Private role sheet

Historical Context

You are an interpreter and teacher in Sāgala, working with Greek-speaking officials and local residents. You join the Stoic delegation to argue that shared human reason has consequences for justice across the kingdom.

Biographical Notes

- You grew up amid different languages and customs. In teaching, you have met wise and generous people whom officials dismiss as inferiors. You think the Stoic claim that all humans share reason has political consequences.
- You once translated a grain levy to villagers. They warned that it would leave families hungry, but you softened their protest to avoid offending an official. You kept your position; they paid the price. Was your silence prudent or cowardly?
- You want Menander to ask what conquest means for those outside his palace. Victory may secure one population while devastating another. You intend to defend justice even if the court regards your questions as disloyal.
- Philon's destruction of a village troubles you. You think remorse without repair is too easy. You want him to hear those he harmed, yet must explain why a Stoic should seek restitution when success is not guaranteed.
- Antipater defends virtue; Leon knows political compromise; Nikanor understands regret; Diodora teaches judgment. You sometimes meet injustice with contempt. Your colleagues may ask whether such anger is compatible with Stoic self-command.

Your Philosophical Commitments

Human beings share reason and belong to a wider moral community. Justice extends beyond city and frontier. Virtue alone is unconditionally good and sufficient for happiness; rank and royal favor are not. Yet political circumstances provide opportunities for wise action. Examine angry impressions before assenting to them; act firmly without contempt.

Faction Victory Objectives

Both objectives belong to your whole faction. Your faction decides how to divide the work. There are no separate individual victory conditions.

1. Primary: Win the court. Persuade court members to choose Stoicism. Your faction wins outright if it earns more allegiance votes than any rival; an absolute majority is not required. If two or more factions tie for the most votes, each earns a partial victory. Each court member, including Menander, casts one vote.
2. Secondary: Win royal patronage. Convince Menander to award the Stoic school one year of royal patronage. This award is independent of the court's allegiance vote, and any of the four factions is eligible.

Thaleia continued

Working with Your Faction

- Read your faction handout and assigned sources. Together decide who will introduce ideas, guide the exercise, answer questions, advise the court, and discuss patronage. You may share or rotate these tasks; every member should contribute.
- Prepare a brief exercise: use or adapt one from the handout, or create another grounded in your school's philosophy and sources. Anyone may guide it. Participation may be silent or observational, with no personal disclosure required.
- When dilemmas are revealed, listen before advising. Offer a concrete action, explain your philosophical reason, and use a source or clear paraphrase. Test rival arguments and respond to objections. No court member or topic is assigned to a particular faction member.
- After the final judgments, agree on ONE faction rating of the court's Philosophical Deliberation (1–5, whole numbers). Rate understanding and reasons, not agreement with you. The Game Master will announce the court's average rating.

Powers and Limits

You may interpret arguments, advise court members, and help your faction make its case for Stoicism. You cannot speak for an entire community, compel restitution, promise royal policies, or cast an allegiance vote. You may challenge the powerful, but you must use reasons rather than insults.

Questions to Explore

These questions draw on your character's interests. They are starting points for your own arguments, not assigned speaking parts.

Cosmopolitanism: If all human beings share reason, what does Menander owe to the people beyond his kingdom or to those he conquers? What concrete policy follows?

Justice: What could Philon do to repair harm if he cannot erase the past? Is making amends required even when the victims may never forgive him?

Judgment: How can you condemn unjust conduct without losing your own self-command? What would a Skeptic challenge in your account of shared human reason?

Source Suggestions

Use assigned excerpts from Cicero, On Duties 1, and On Ends 3 on human fellowship and Stoic social duties; Epictetus, Handbook 1 and 5, can help with judgment and what is up to us. These authors wrote after Menander and serve as later witnesses to Stoic ideas.