HEROES IN A FEROIC AGE



by Chris Harper

HEROESFHELLAS

DARK EPICS IN A HEROIC AGE

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Game Design: Chris Harper BOL Rules: Simon Washbourne

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Zack Harper, Jenny Harper, Josh Havens, Shane Schmit, Shawn Kauffman, James Whitehead, Jerry, Apollo Haner, Christina Waits

Dedication:

To my Son Zack and Wife Jenny. My Hero and my Goddess

Influences:

Literature

Homer: The Iliad, The Odyssey, Apollonius Rhodius: Argonautica, Xenophon: Anabasis, Steven Presfield: Gates of Fire, Michael Ford: Fire of Ares, Robert E. Howard: Conan, Lin Carter: Thongor

Movies:

Ben Hur (1959), Hercules (1959), Jason and the Argonauts (1963) (2000) Sinbad (1958) (1973) (1977), The Odyssey (1997), Troy (2004), 300 (2006) Clash of the Titans (1981) (2010), Wrath of the Titans (2012)

> Artwork: 77 Studio http://www.77studios.blogspot.com/



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AUTHOR'S NOTE

I have always been intrigued by ancient Greece. The myths have fantastic creatures, heroes, and meddling gods. My first glimpses into the world of myth came from movies like Jason and the Argonauts and Hercules. It was further reinforced by learning about Greek mythology in grade school. Greek Mythology is tailor made for role-playing games. It is often difficult for historians and archeologists to determine what fact is and what myth is in ancient Greek culture. Homer's works have been used to find Troy and other historic sites. Yet his works also talk of unbelievable monsters and gods. Recently archeologists have found a site they may be the resting place of Hercules. We may never know the facts. Therein lays the romance.

Ancient Greek culture celebrated heroes doing extraordinary deeds against impossible odds. Champions in battle, athletes, philosophers and scientists all celebrated for their extraordinary deeds.

When I was about eleven my friends and I discovered D&D. We had a great time. The problem for me was that I wasn't very familiar with the Tolkien stories. I had spent my time reading sword and sorcery books, like Conan, and watching Greek myth or sword and sorcery movies. I wanted a different type of game. I wanted bloody swords, hybrid monsters and sunbaked battlefields.

My early D&D adventures definitely had this skew. My friends got tired of seeing my Cyclops, medusa and skeleton miniatures show up on the table.

My adventures of course were just 're-skinned' Fantasy games. The rules really didn't capture the feel of epic gritty adventures. Slogging through dungeons and keeping track of hit points just didn't have that Heroic feel.

Many years later I came across Legends of Steel by Jeff Mejia. He got it. It is Sword and Sorcery with cinematic tropes. Through Legends of Steel I discovered the Barbarians of Lemuria rule system/setting. This what I had been looking for! The elegant system captured the brutal and gritty sword and sorcery genre perfectly. The characters are a cut above. The combat is fast cinematic and deadly.

After exploring the land of Erisa and Lemuria I got it in my head that I wanted to make a setting book for Greek myth. Easy, I had an awesome rules system. There are mountains of information on Greek Myth. I just needed to plug in all the Greek specific stuff and bam; I had a Greek myth role- playing game. That is what I did. It felt flat. It felt rigid. What went wrong? It turns out that I didn't really want Bullfinch's Greek Mythology the RPG. I wanted an

entertaining gritty cinematic RPG with Hydras and Penteconters. So, I went back to work.

I ran the myths through my 'sword and sorcery equalizer' for lack of a better term. I turned up the horror, turned down the historical accuracy. I included monsters that are associated with Greek myth but aren't necessarily in the originals. I threw in a dash of Conan and Thongor. I dropped in a couple handfuls of Harryhausen and Frazetta mojo. Peter Frain somehow pulled the images from my brain and illustrated them. It all started to take form. Hellas became a sword and sandal world of bloodshed and sorcery.

I tried to make the setting as close to Homer's epics as possible. I made exceptions along the way to include other mythological events. I did not try to stick to the 1200's B.C. time period that is thought to be the era of Homer's stories. Restricting the setting to this time period would make the setting very different from what we perceive as mythical Greece. The equipment and people presented actually are separated by hundreds of years, or never existed at all.

My intention is to weave myth and history into a playground setting so players can create their own epic tales. I wanted to pay homage to the myths and the history; yet not be tied to it.

So, abandon all hope for a long life, grab a nicked bronze sword and lead your followers to eternal glory. This is Hellas!

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HEROES OF HELLAS AND BARBARIANS OF LEMURIA

Heroes of Hellas is a supplement. To play this supplement you will need a copy of Barbarians of Lemuria Legendary Edition (BOL), from Beyond Belief Games. The standard rules for playing the game are contained in BOL.

There are a few changes to the BOL character sheet. The Brawl statistic is now named Pankration. There are also two new characteristics; they are called Kleos and Fate.

There are new rules for mass combat, ship to ship battles, and Followers.

This supplement expands on the standard rules to allow play in the mythical age of Heroes.

INTRODUCTION

Welcome to Hellas where life is short, where you will be remembered only through the epics.

Epics are the tales that will be told about Heroes long after they are gone. It is a dark time in Hellas where mortals live in subjugation of petty gods. They live under the rule of cruel kings. They fear the wilderness that holds grotesque creatures and insidious demons. Sorcerers meddle with the power of creation with little concern for the living. A power struggle continues between the Gods. Mortals have become pawns in their fight.

Some mortals have begun to discover their own power. Through noble deeds and epic quests, Heroes have unlocked ancient secrets. Some mortals have begun to be revered above the Gods. In Heroes of Hellas players play extraordinary Heroes that rise above the rabble and challenge the Gods.

THE GOLDEN AGE

The Golden Age was a time of peace and prosperity for mortals. The Titan Gods were an immortal race that ስውሃውሃት ሰው፤ ሀኔርሀኔቱ ቸኔ ተውውልቱን ሃቱን ቸኔ ተነላርተ ተቀል ተቀል የተነ ሃሃት ተልነ የነጻ የነልሮቱ ኔት የነጻ ወደር ሲኒ ፣ልልሴ 20ልው የቱሃ አየርል የቱሃ አየርር ልች ቱሃናተርት ርውስ ጠፈ2 ልፈናና ትሃሃ የቱሃ የነጻ የርፈናቱ ልቸ የቱሃ የቱልውውት ልች ቴሪኒኒኒኒኒኒ ርውስ ናሃውሃው

watched over the mortal ancients. Their King was Kronos. He ruled for untold eons. The advanced kingdoms of Hyperboria and Atlantis spanned the earth. The ancients traveled the earth in flying machines and lived in comfort.

The Atlantians and Hyperboreans are now extinct races. They called the 'Ancients' by Achaeans. During the Golden age the Ancients explored science and wisdom. They advanced beyond sickness and strife. They unlocked the secrets of life itself. The Ancients learned to extend their lives to virtual immortality. They learned to control the weather and earth itself. Their power and knowledge neared that of the Titans. The Titans watched over mortals with satisfaction.

THE TITAN WAR

The Olympian Gods are the children of the Titans. They watched in contempt as the ancients were treated almost as equals to the immortals. Zeus, the youngest of the Olympians, wanted power. He wanted the Titan throne and the subjugation of mortals. He plotted to usurp the throne from his father Kronos. This caused a cataclysmic war.

The War between the Titans and the Olympians consumed the earth. The continents shook, volcanoes erupted. Great storms scoured the land. The mortal ancients were caught in the struggle. The great civilizations of the world warred. They used elemental forces to destroy each other. The continent of Atlantis sank beneath the ocean. Hyperboria was turned to ice. The smaller cities were obliterated from the earth. The human race was plunged into savagery. The Olympian gods were eventually victorious. Most of the Titans were destroyed; others were imprisoned in the underworld or made servants of the Olympian Gods.

THE AGE OF GODS

The three victorious Gods Zeus, Poseidon and Hades drew lots for the division of the world. Zeus had dominion over the lands of mortals. Poseidon ruled over the oceans. Hades received the third portion, the dark dismal realm of the underworld, as his domain.

Zeus ruled from his usurped throne with the Olympian Gods over the Deposed Titans and primitive mortals. The primitives once again began their slow climb back to a civilized state. The Gods watched with amusement. They hindered or helped at their whim. The Gods demanded complete supplication of the mortals. Zeus killed anyone that opposed him.

A Titan, Prometheus, pitied humans. He had created them for better. He gave humans the secret of alchemy and the arts of civilization. Zeus raged at the affront to his power.

Prometheus would be tortured through eternity. Zeus became bent on obliterating all mortals. He destroyed several races before he realized his mistake. In giving hades power over the underworld; Hades also gained the life force of souls consigned to the underworld. Killing mortals only gave his brother, Hades, more power.

Mortals were trapped in the struggle between the Gods and Titans. They became a commodity to be used. Mortals became pawns in an eternal war.

THE AGE OF HEROES

Mortals have rebuilt their civilizations from the ruins. They have now begun to seek what was lost. Mortals seek to reclaim what is rightfully theirs. Now begins the age of Heroes. It is a time of mortals and their deeds; when mortals grasp for power and immortality. The Heroic Age is a time of Heroes and Kings, of ancient science and dark magic.

Once again mortals have gained a foothold in the wilderness. City strongholds are refuges of civilization, and the seat of power for grasping kings. They rule through brutality and bloodshed. Evil sorcerers conjure dark powers to bend the will of man and beast. Alchemists manipulate the elements to create amazing machines, deadly weapons and twisted monsters. Implacable horrors stalk the wilderness and the depths of the seas. Barbarians plot to ransack cities.

A few mortals have risen above the rabble to achieve feats beyond mortality. Once again the Gods have taken notice of humans. Some receive favor from the Gods, through reckless devotion. Others are punished for their hubris. Even fewer become immortal Heroes the challenge the Gods...



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CULT OF HEROES

Creation of a Hero

Heracles, Jason, Perseus, Theseus, Orpheus, Odysseus...

Heroes are measured by their labors and deeds. As they gain Kleos their fame grows. Honor is heaped upon their name. Heroes are immortalized through their deeds. What will the epics say about you? Will you gain wealth, power, and followers? Will you become a king or even a God?

WOMEN AS HEROES

Most Achaean mythology is male dominated. There are a few examples of Heroic women. I meant this game to be non - sexist, with no clearly designated gender roles. If you are fortunate enough to have a woman player at your table, please don't tell her she needs to be a courtesan or serving wench. Let her play whatever she wants. I have seen many women be driven out of games by sexism. I have had many more fun games with women players. So, please let them play the way they want, without making comments.

CAREERS

In Heroes of Hellas characters can have varying careers. A noble may have been captured during a war and kept as a slave. A barbarian may have achieved nobility by his own hand.

In some cities it is mandatory to be a soldier; so there are philosophers, actors, craftsmen and even priests that are also soldiers.

ACTOR

(OR HYPOCRIT)

The theater is a very popular pastime. Theaters are present in every settlement. Actors reenact ancient rituals and Heroic epics. They learn the skills of sounding convincing and imitating others. Actors may also learn costuming, dancing and music. They also learn epic tales and lore. Characters can use this career when trying to deceive or influence someone. They can also impersonate others.

Actors require a high Appeal. Acting is not a combat skill.

ALCHEMIST (OR INVENTOR)

Alchemists use a combination of art and science to create fantastic inventions. They understand how to use plants and herbs. Alchemists can procure chemicals to make potions. They can also design devices and machinery. Some knowledgeable alchemists can splice living things, to create grotesque hybrid creatures.

Skills covered are things like making potions & perfumes, plant lore, poisons, medicines, metallurgy, etc.

This is not a terribly common career for adventuring Heroes, as it requires too much patience.

Mind is normally the most important attribute for an alchemist. For each rank above 2 in this career, the character must take a flaw.

There are very few circumstances where having ranks as an alchemist would help a character in combat.

ASSASSIN (OR SLAYER)

With so many hands grasping for power amongst the palace- states there is always call for assassins. Scheming nobles and courtiers hire assassins to remove their rivals. These characters are masters at infiltrating, getting close to their targets. Assassins are adept at hiding and stalking. They have knowledge of concealable weapons and poisons.

A variety of attributes are used by an assassin.

In combat, an assassin might gain a brief advantage in a surprise attack; such as when he strikes out of the shadows or when he is attacking by surprise using a concealed blade.

ATHLETE (OR OLYMPIAN)

Athletes compete in Olympics around Hellas. They are the celebrities of their city or village. There may even be a statue of them. Athletes will be loved or hated, depending on their success. They are adept at an event: running, boxing, chariot, wrestling, javelin, discuss, archery, and single combat.

Athletes require Strength and Agility

In combat this career allows the character to use his related skill rank during the first round of combat.

BARBARIAN (OR SAVAGE)

These characters are not from the cities, but from the plains, mountains and forests. Barbarians also come from tribes in Thrace or Amazon. Though not considered to be civilized; barbarians have their own morale code. Barbarians consider themselves better than the corrupt and decadent city dwellers. They have natural skills in wilderness lore, living rough, berserk rage, beast riding, and intimidation.

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In combat, barbarians are generally brutal and unrefined. This might come as a surprise to city folks and a barbarian character might gain a brief advantage where the fight is hard and dirty.

BEGGAR (OR WANDERER)

good agility is also useful.

Beggars are often treated quite well. Zeus is the god of Hospitality, so helping beggars is a virtue. Sometimes the Gods visit mortals disguised as beggars.

This career isn't a choice for most adventurers; never theless you can pick up some skills by living on the street in this way - things like city lore, going unnoticed, appraisal, gossip and so forth.

There are no particular attributes that beggars are noted for, although it helps to have a deformity, missing body part or an unsocial disease. A beggar is not normally a combatant.

The only times having this career would be helpful in a fight is when the character is doing his best not to be noticed.

BRONZE SMITH (OR METAL SMITH)

Followers of their patron Hephaestus, Smiths can craft weapons, armor and tools from iron and bronze. These characters are skilled at weapon and armor making and repair, metallurgy, weapon lore, and have skill in bartering and haggling the price of weapons and armor.

Smiths are generally noted for their Strength and their toughness; being able to work hard at their forge tends to develop their muscles and hardiness.

Although not a combatant, a blacksmith might receive a melee bonus if he is using a weapon he forged himself or if his opponent is wearing metal armor and he knows its weak points.

CRAFTSMAN (OR ARTISAN)

Craftsmen are skilled at creating great works of art. Their medium may be stone, wood or clay. They are the builders of the cities. Craftsmen build houses and temples, furniture, pottery, ships, etc. Although craftsmen are capable of creating objects that are useful or have great beauty they are not very respected. Craftsmen can determine the origin of an artifact. They can also build, or facilitate repairs.

Craftsmen need Agility and Mind

Not necessarily a combat career. Some craftsmen might be able to build siege weapons. A Craftsman may also assist in warfare to determine weakness in a ship or structure.

DANCER (OR ACROBAT)

Dancing is an important part of entertainment and religion in Hellas. Ceremonies and feasts will have dancers or acrobats. Some dancers are acrobatic, showing feats of skill, agility and coordination. Some are daring enough to attempt the ritual sport of bull leaping, to honor the god Poseidon.

The types of skills that a dancer might have are tumbling and acrobatics, escaping from bonds and seduction.

Dancers rely mostly on their appeal and their agility.

In combat, a dancer might gain an advantage if they execute an acrobatic move. However, dancing is not really a combat career and will rarely be of use against a skilled fighter.

FARMER (OR PEASANT)

Farming is a common career outside the cities. Farmers are well respected among Achaeans as they live a simple and virtuous life. They have knowledge of raising plants and animals. Farmers are familiar with trading and have a knack for predicting the weather.

Farmers do not rely on any one attribute over any other although appeal is probably the least important.

Farmers are not generally skilled combatants and so rarely receive any advantage from this career, except maybe when defending their own lands against raiders and so on.

GLADIATOR (OR DUELISTS)

Gladiators have entered the arena or the barbarian death pits, some due to slavery others for pay. They are specialists at individual combat. They are adept at a variety of weapons. They can fight humans or beasts in an entertaining fashion. Gladiators may have ended up in the arena as a slave or to pay off a debt; whatever the reason they have survived to hear the howls of the crowd and their adversary at their feet.

Gladiators should be strong and agile but the most popular ones have plenty of appeal.

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They are especially good at fighting in a style that is designed to 'please the crowd' and so they might get a combat bonus on certain flashy moves, if not overused, and as usual, at the GMs discretion.

HUNTER (OR TRACKER)

Hunters are masters of the wilderness. They seek their prey outside the cities. Hunters can track man or beast They also are capable of surviving in the wilderness.

Agility is important to a hunter, as are strength and mind to a slightly lesser degree.

In combat, a hunter may receive a career bonus if fighting a creature of a type he is familiar with.

MUSICIAN (OR POET)

Musicians are very popular as entertainers. Some musicians are so talented that they can charm man and beast.

Musicians require appeal as well as agility and quick minds.

Musician is not a combat career and there are very few circumstances where this career will provide a combat bonus. Against human opponents.

MAGICIAN (OR SORCERER)

Sorcerers are purveyors of magic. Magicians are able to bend the elements and the minds of man and beast. Magicians do not derive their power from the Gods. They are able to create spells and sigals to do the unbelievable. Sorcerers can only gain Hero Points from one god, Hecate.

Magicians need powerful minds both for their studies and for the will to create and cast mighty spells. Sorcery is a fast track to power but it also brings its own price. For each rank taken as a magician beyond the first, you must take one flaw

There are not many circumstances where being a magician helps in a fight.

MARINER (OR SAILOR)

Mariners seek adventure on the sea. They have knowledge of piloting and navigating a ship. They can also endure long hours of bending their backs at the oars. Mariners know the lore of the sea. They can also predict the weather.

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Mariners need to be strong and some agile. Captains require a high Mind.

Mariners may receive a combat bonus in actions at sea and possibly even against sea creatures that they might have some familiarity with.

MERCHANT (OR TRADER)

Merchants travel across the sea and mountains to seek adventure as well as trade goods. They encounter strange peoples and even stranger creatures. Merchants will have knowledge of land and sea trade routes; they will also know lore about popular trading centers.

Merchants need quick minds and a degree of appeal to haggle and barter for a living.

Merchant is not a combat career, so this will almost never be helpful to a character in a fight.

MERCENARY (OR WARRIOR)

Warriors love the life of a soldier. There is no shortage of work amongst the palace - states. There is always glory to be had. Mercenaries have skill in living rough, Horse riding, intimidation, carousing, and even weapon and armor upkeep and repair.

Mercenaries should be strong and agile to ply their trade.

Mercenaries are notorious for their ability to fight well when well-paid, but to fight poorly or not at all, when conned or badly paid. In combat, they might receive a career bonus if the money is particularly good.

NOBLE (OR COURTIER)

Nobles are the wealthy and influential citizens of a city. They may be royalty or the descendant of a wealthy merchant. Nobles often dwell in the Acropolis of cities as well as have country villas. Nobles have privilege and money.

In combat, having a career of noble will rarely be of any benefit whatsoever.

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PHYSICIAN (OR HEALER)

Physicians use science or favor of the Gods to heal, some use both. Healers can treat disease, set bones, and do minor surgery. They have knowledge of plant lore and human anatomy.

Mind is the most important attribute for a Physician character.

In combat, the physician's career is not really of particular benefit to a character, although after the fight, they are often most welcome.

PIRATE (OR SEA WOLF)

The well-used merchant routes of the Aegean are ripe for the picking. The craggy coasts and archipelagos are perfect hiding places. Pirates make their living by attacking merchant ships and raiding coastal settlements. Some pirates have fleets large enough to threaten the largest cities.

Pirates are skilled in climbing, sea lore, navigation by stars, and boat handling with a good knowledge of far ports and islands.

Pirates need to be strong and agile.

Pirates might receive a career bonus in sea actions, especially if there is the promise of booty at the end of it.

PRIEST (OR ORACLE)

Priests reside in temples in the major cities of Hellas. They lead worship of the Gods. They also determine the will of the Gods. Priests can perform rituals to gain help from the Gods. Priests are important to the many people due to their close relationship to the Gods.

Characters with a career in Priest often accompany soldiers or merchants. Diviners interpret the will of the Gods. Soldiers or Mercenaries often have a career rank in Priest.

They need to have clever minds and the best ones have plenty of appeal to be able to sway their followers.

Having the priest career will rarely, if ever, give the character any advantages in combat.

SCHOLAR

(OR PHILOSOPHER)

Philosophers observe the natural world. They train their minds to see things in a different way. They try to question all things and seek truth. Philosophers are also taught in ancient lore, astronomy, map making and mathematics. Scholars get a bonus in perception and figuring out problems. The art of educated conversation and debate is favored as a form of entertainment in feast halls and camps.

Philosophers need to have good minds to do their work. They also need to be literate.

There are not many circumstances where having a career as a scholar will have any discernible use in combat.

SLAVE (OR HELOT)

There are many slaves. Some are defeated enemies, others are born into bondage. A character may have been a slave at some time in their past. Others are born into slavery. In Sparta if you are not a Hoplite you are a slave. The career gives skill in things like humility, going unnoticed, listening and sneaking.

Slaves that are used for labor need good strength; female slaves normally find things better (or worse!) if they are appealing. Slaves used to run errands often need high agility. Clever slaves are normally considered to be troublemakers.

The career is not really of any practical use in a fight though.

SOLDIER (OR HOPLITE)

Soldiers are the defenders of the palace states. They are trained as soldiers at a young age. Soldiers are required to serve when needed. The only full time professional soldiers, aside from mercenaries, are Spartans.

Hoplites are elite soldiers. They are better trained and have better weapons and armor than the average soldier. To be a Hoplite a Hero must have a career in noble.

Strength is normally most important for soldiers, although archers and cavalrymen could do with a bit of agility. Officers need to have plenty of appeal to lead their men and quick minds to make sound battle plans.

Soldiers are not specialists of any sort but will sometimes gain a career bonus in combat especially if fighting tactically as a part of a well-led unit.

THIEF (OR ROGUE)

Thieves are the followers of the cult of Hermes. These characters seek fortune above all. They will get it by any means. They are also called 'Wall Diggers.' Thieves are adept at burglary, sneaking and picking pockets. Thieves rule the dark city streets. They have knowledge of the criminal underworld. They may have contacts in their city of origin. The best thieves are from Feneos.

Thieves require agility for their trade, but a quick mind also helps.

Thieves generally try to avoid face to face combat. Sneak attacks and dirty fighting is their game. They may gain a career bonus with unorthodox attacks.

WORKER (OR LABORER)

Workers are the lowest social class short of slave. They do a wide variety of tasks. They may assist artisans, build walls, or be dock workers. Heroes may have come from the this humble beginning. Or forced into working due to hard times.

Workers are not really combatants although they do tend to settle their disputes with their fists and they might, therefore, receive a bonus during a brawl.



ORIGINS

AEGINA

Aegina citizens have a unique ancestry. They were once ants. Home of the legendary Myrmidons (Ant People) known for their bravery and skill in combat.

Boons

Immune to disease: You can never get sick from cold, plague, or bad food.

Runner: You surprise your enemies by charging headlong into the fray. You get a boon in any fight you choose; once per game session, but in that fight you cannot defend or retreat.

Ant Armor: Aegina alchemists developed a black steel alloy that is light and strong. You get a defense (1) higher, for the armor that you choose, but not the penalty with your black Myrmidon armor.

Marked by the Gods: You have an extra Hero Point. Your mximum Hero Points is now 6 instead of 5.

Agile: You get an extra die for tests of agility.

Flaws

Challenged: Myrmidons are famous fighters. Everyone wants to carve a reputation from your hide. You will get challenged to a fight when someone recognizes you.

Feels the Cold: Roll an extra die for any tasks undertaken in a cold environment.

Loyalty: You are fiercely loyal to Aegina. If someone utters a curse about it you must defend Aegina's honor.

Glorious Death: It is your fate to die gloriously in battle. You cannot defend or retreat.

Poor recovery: You require medical attention to restore lost LB and recover nothing from normal rest.

AMAZON

Amazons are nomadic woman warriors. They live and fight from horseback. They are taught that men are their lessers and should not be trusted. In Amazon if you are not a woman you are a slave.

Boons

Horse: You get an extra dice when riding or fighting from a horse.

Plains Tracker: When tracking, trapping, or hunting creatures in a plains environment, you may use an extra die.

Amazon Bow: When using a composite bow from Amazon you get an extra die.

War Cry: Strikes fear into your opponents that can hear the war cry. They take a Flaw (roll an extra die, take the two

least favorable results) on all their rolls for the first round following the War cry, and gives Boons to all your character's buddies (roll an extra die and take the two highest) for that round as well.

Attractive: Roll an extra die in situations where good looks might be important.

Flaws

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Distrust of Men: When dealing with men you must roll an extra die

Country Bumpkin: The big city is a confusing and heartless place for the new arrival. Roll an extra die in situations to do with urban survival.

Poor Hearing: Whenever you make a mind check to perceive something using your hearing, you roll one extra die.

Untrustworthy: Roll an extra die when the situation calls for someone to believe or trust you.

Rage: Your lust for battle is all encompassing. After all foes are defeated you must succeed at a mind check or roll a 1d3. That is the number of rounds you continue attacking anyone close to you, friend or foe.

ARCADIA

People of Arcadia live a simple life as farmers in the fertile mountains. They are comfortable with labor and living in the wilderness. Arcadians are often hired as assassins, due to their stealth.

Boons

Arcadian Bow: Roll an extra die when shooting an Arcadian great bow.

Beast Friend: Whenever dealing with animals, roll an extra die.

Keen Eyesight: Whenever you make a mind check to perceive something using your eyesight, you may roll one extra die.

Stealth: You get an extra die when trying to sneak.

Hard-To-Kill: Add +2 LB to your total.

Flaws

Lumbering: Roll an extra die when balance is important – crossing a narrow bridge or standing on a mountain ledge. **Country Bumpkin:** The big city is a confusing and heart-

less place for the new arrival. Roll an extra die in situations to do with urban survival.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Distrust of Sorcery: When dealing with wizards and alchemists, roll an extra die.

Greed: You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll an extra die whenever tempted by the offer

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of cash.

ARGOS

Argosian people are celebrated as selfless and thoughtful. They are valiant in battle and rarely show hubris. Many skilled actors and musicians come from Argos.

Boons

Argos Sword: You get an extra die while using a sword made in Argos.

Great Actor: You get an extra die while entertaining or imitating.

Leader: You are a natural born leader. You get an extra die when pleading your case or inspiring your followers with a speech

Favored by the Gods: Roll an extra dice after prayer to gain Hero Points.

Keen Hearing: Whenever you make a mind check to perceive something using your hearing, you may roll one extra die.

Flaws

Cursed: One God has cursed you with a labor to complete. At some point you or an ancestor has offended the god. You must complete a labor to once again gain the grace of the god. You cannot gain a Hero Point from this particular god until the labor is completed. (Discuss with your GM) **City dweller:** Roll an extra die in situations to do with outdoor survival.

Poor Judge: You tend to see only the good in people. You gain an extra die when someone is trying to deceive you.

Poor eyesight: You use an extra die when trying to observe or spot something.

Exiled: You have committed a crime. You have been judged and exiled by your king, or you fled before judgment. You cannot return home. You get an extra die when dealing with people from your home (work with the GM to come up with a back story)

ATHENS

Athenians are educated and trained in the arts of war. Athenians all serve as defenders of Athens at sea or on land. Many Athenians are used to the relative comfort of their city and feel uncomfortable outside it. To be from Athens you must have (1) career in Soldier and (1) career in Scholar.

Boons

Phalanx: You have been trained to fight in a Phalanx. You get an extra die when fighting alongside two or more friendly soldiers.

Artistic: Roll an extra die when appraising or creating items of art.

Learned: When recalling a fact from your area of specialty, you use an extra die.

Pirate Killer: You gain an extra die whenever in combat with pirates.

Athenian Spear: You have a spear forged at the temple of Athena. You gain an extra die while using it.

Flaws

City dweller: Roll an extra die in situations to do with outdoor survival.

Arrogant: Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

Loyalty: You are fiercely loyal to Athens. If someone says something negative about it you must defend Athenian honor. If Athens is threatened you must defend it.

Delicate: Deduct two from your LB total.

Combat paralysis: Roll a d₃. This is the number of rounds that you freeze and during which, you can only take defensive actions.





CYCLADES ISLANDS

The Cyclades Islands are groups of hundreds of large and small islands dotting the Aegean. They are a home to pirates, fisherman, and rich merchants.

Inhabitants of the islands are rough and free spirited preferring the freedom from the palace states that the island life affords.

Boons

Born sailor: When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll an extra die.

Carouser: Use an extra die to gain information, make contacts or acquire goods and services whilst in a tavern.

Sea Fighter: You are sure footed and experienced ship board fighter. Gain an extra die when fighting aboard a ship.

Fearsome Looks: Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Knife Fighting: You gain an extra die when using a Cyclades knife.

Flaws

Drunkard: Roll a die when you are required to do something important for the rest of your companions. If a 'ı' comes up, you are drunk and unable to do anything until

sobered up.

Greed: You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll an extra die whenever tempted by the offer of cash.

Missing Eye or Ear: Roll an extra die whenever the GM feels it is appropriate to the situation.

Exile: You have committed a crime. You been judged and exiled by your king, or you fled before judgment. You cannot return home. You get an extra die when dealing with people from your home (work with the GM to come up with a back story)

Feels the Cold: Roll an extra die for any tasks undertaken in a cold environment.

FENEOS

People of Feneos vary greatly. Most have less than noble origins. Rogues, Thieves and mercenaries find a home in Feneos. Treachery and trickery are accepted practices in the sprawling city.

Boons

Blind Combat: No light? No problem. By using smell, sound, disturbances in the surrounding air, etc. You are one with the universe. Whatever penalties the GM applies to fighting in the darkness, your character does not suffer at all.

Escape Artist: Ropes, chains, manacles, even prison cells-

nothing holds you for long. Either by skill or dumb luck, you always get away (eventually). Use an extra die whenever in this situation and trying to break free.

Poison Immunity: Roll an extra die whenever you are resisting the effects of drugs, venom, toxins, and even

Thieves' tools: Use an extra die when attempting to open locked doors or remove mechanical traps.

Sneaky: You are particularly quiet. Roll an extra die where stealth is important.

Flaws

Greed: You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll an extra die whenever tempted by the offer of cash.

Distrust of Sorcery: When dealing with wizards and alchemists, roll an extra die.

Drunkard: Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

Poor recovery: You require medical attention to restore lost LB and recover nothing from normal rest.

ITHICA

People of Ithica live simply on their island. They are independent and clever. Ithicans can be ruthlessly vengeful. They tend to see the best in life. Most Ithicans make their own way without the help of Gods.

Boons

No Need for Gods: You have never depended on Gods and have learned to live without them. You start with five Hero Points, but cannot pray for more. You will gain them back at the end of the adventure.

Born sailor: When dealing with ships or carrying out physical activities on board ship (other than fighting), especially navigation you may roll an extra die.

Ithica Bowman: gain an extra dice when using a composite bow from Ithica.

Musician: You are gifted with the instrument of your choice. You can inspire others to forget their cares. You can play an inspirational tune to give other characters an extra dice to do a non-combat task. You can also play a tune to lessen the effects of a hardship. (ie. Hot, cold, thirst, hun-

Athlete: You gain an extra die while doing a task in your chosen sport. (ie. Running, swimming, climbing, riding, etc.)

Flaws

Cursed: One God has cursed you with a labor to complete. At some point you or an ancestor has offended the god. You must complete a labor to once again gain the grace of the god. You cannot gain a Hero Point from this particular god until the labor is completed. (Discuss with your GM) Poor Judge: You tend to see only the good in people. You gain an extra die when someone is trying to deceive you. Poor Horseman: You never learned the skills to ride a

horse. You get a flaw while riding.

Poor recovery: You require medical attention to restore lost LB and recover nothing from normal rest.

Arrogant: Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.



KNOSSOS

Cretans are fanatically dedicated to Poseidon and their home. They strive to restore Knossos to its former glory. Cretans must start with a career in priest.

Boons

Labrys Axe: You get an extra dice when using a Minoan double edged Labrys.

Charioteer: You get an extra dice while driving or fighting from a chariot.

Night Sight: Roll an extra die when darkness causes negative modifiers to see things.

Unarmed combat: You are gifted at boxing or wrestling. Gain an extra die.

Born sailor: When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll an extra die.

Bull strength: Poseidon has gifted you with the strength of his sacred symbol. Roll an extra die when breaking, lifting, pulling or pushing things.

Flaws

Blood guilt: You have killed someone close to you. You must make amends* until you do you get an extra die. The flaw has to be related to the crime. (Example: you killed your cousin with a knife, so now whenever you use a knife you get an extra die.) Discuss with the GM.

*- to settle this flaw you must do something to appease the family or the King. This can be a matter of paying blood money, commissioning a shrine, or a labor to atone for the crime.

Cravings: You are addicted to something and require it every day to function fully.

Unsettling: Roll an extra die in social situations.

Combat paralysis: Roll a d₃. This is the number of rounds that you freeze and during which, you can only take defensive actions.

All thumbs: Roll an extra die when picking locks, firing a bow or crossbow or when doing fine work.

MYCENAE

Mycenaean's seek glory and conquest above all else. They strive to expand their empire through diplomacy and war. Mycenaean's are arrogant and ambitious.

Boons

Etiquette: Your character gains an extra die on any task where good form is important.

Great Wealth: Roll an extra die on any attempt to obtain any goods, services or items you need whilst in your home city.

Unarmed combat: You are gifted at boxing or wrestling.

Gain an extra die.

Learned: When recalling a fact from your area of specialty, you use an extra die.

Charioteer: You get an extra die when driving or fighting from a chariot.

Flaws

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Landlubber: Roll an extra die on activities whilst at sea. **Arrogant:** Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

City dweller: Roll an extra die in situations to do with outdoor survival.

Greed: You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll an extra die whenever tempted by the offer of money.

Exile: You have committed a crime. You have been judged and exiled by your king, or you fled before judgment. You cannot return home. You get an extra die when dealing with people from your home (work with the GM to come up with a back story)

PINDUS MOUNTAINS

People of the Pindus Mountains are often referred to as barbarians. They live in small villages and make their living by hunting among the dense forests and craggy peaks.

Boons

Sling: Roll an extra die while using a sling

Hot / Cold immunity: Your training has taught you to ignore extremes in temperature better than others.

Mountain Tracker: When tracking, trapping, or hunting creatures in this environment, you may use an extra die.

Fearsome Looks: Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Friend of Centaurs: Roll an extra dice when dealing with centaurs.

Strength Feat: Roll an extra die when breaking, lifting, pulling or pushing things.

Flaws

All thumbs: Roll an extra die when picking locks, shooting a bow or when doing fine work.

Country Bumpkin: The big city is a confusing and heartless place for the new arrival. Roll an extra die in situations to do with urban survival.

Missing Limb: Roll an extra die whenever the GM feels the situation is appropriate.

Distrust of Sorcery: When dealing with wizards and alchemists, roll an extra die.

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PYLOS

In Pylos the citizens believe that the way to glory is to be clever in diplomacy and military tactics. They are renowned for their negotiating skills, and sound counsel in the arts of war.

Boons

Tactician: You gain an extra die when predicting an enemy's moves. You also get an extra die on the Battle Table. **Etiquette:** Your character gains an extra die on any task

where good form is important.

Javelin: Roll an extra die when throwing a javelin.

Detect Deception: Anytime someone tries to lie to or con your character, you can see right through him or her. Roll an extra die to divine fact from fable. You won't automatically know the truth but you will know that what he's being told isn't it.

Sea Fighter: You are sure footed and experienced ship board fighter. Gain an extra die when fighting aboard a ship.

Horse: You get an extra die when riding or fighting from a horse.

Flaws

Untrustworthy: Roll an extra die when the situation calls for someone to believe or trust you.

Enemy of Centaurs: Roll an extra die when dealing with

Delicate: Deduct two from your LB total.

City dweller: Roll an extra die in situations to do with

outdoor survival.

Blood guilt: You have killed someone close to you. You must make amends* until you do you get an extra die. The flaw has to be related to the crime. (Example: you killed a friend while competing in your favored sport, so now whenever you compete, you get an extra die.) Discuss with the GM.

SALAMAS

Achaeans of Salamas prize athleticism above all else. They are known for their great strength. Outside of physical development Salamans don't trouble themselves with much else

Boons

Giant Strength: You may add 1 to your strength. Your maximum strength is 6 rather than 5.

Hard-To-Kill: Add +2 LB to your total.

Quick Recovery: When recovering after a combat, you regain an additional point of LB, on top of the half you recover normally.

Leader: You get an extra die when trying to convince peo-

ple to help you with your cause.

Strength Feat: Add an extra die when Breaking, lifting, pulling or pushing things.

Flaws

Taciturn: Your character is ridiculously tight-lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard-of for him to initiate conversation. His extreme reluctance to speak unfortunately means he never volunteers information without being asked. Roll an extra die in social situations.

City dweller: Roll an extra die in situations to do with outdoor survival.

Unsettling: Roll an extra die in social situations.

Poor Hearing: Whenever you make a mind check to perceive something using your hearing, you roll one extra die. **Landlubber:** Roll an extra die on activities whilst at sea.

SPARTA

Sparta has been likened to a wolf. You are the teeth of the wolf. Spartans are full time soldiers from childhood. You are taught to fight and endure. If you survive the "Agoge" (military training) You will be called Spartan. Some non-Spartans are allowed to partake in the Agoge. In Sparta If you are not a Hoplite you are a helot (slave). (Even non-Hoplite soldiers are slaves.) Spartans must have Soldier of at least (1)

Boons

Shield Bash: You get an extra die when executing a shield bash with a Spartan Hoplon.

Spartan Phalanx: You get an extra die when fighting alongside two or more soldiers.

Spartan Spear: You get an extra die when using a Spartan spear (Doru).

Hot / Cold immunity: Your training has taught you to ignore extremes in temperature better than others. Spartans rarely wear warmer clothes in cold weather.

Stealth: You get an extra die when trying to sneak.

Flaws

Arrogant: Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

Taciturn: Your character is ridiculously tight lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard-of for him to initiate conversation. His extreme reluctance to speak unfortunately means he never volunteers information without being asked. Roll an extra die in social situations.

Exile: You have committed a crime. You have been judged and exiled by your king, or you fled before judgment. You

Missing Eye or Ear: Roll an extra die whenever the GM feels it is appropriate to the situation.

Drunkard: Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until

THRACE

The Thracian tribes are constantly at war. Thracians consider all other endeavors besides fighting beneath them. They have a reputation for being ruthless fighters. They are sought after as mercenaries.

Thracians exist in tribal villages with few fortifications. Chieftains of tribes constantly change.

Ambush: You are a master at sneak attacks. You and your party get an extra die.

War Cry: The Thracian way is to smash weapons against shields to scare the hell out of opponents that can hear the din. They take a Flaw (roll an extra die, take the two least favorable results) on all their rolls for the first round following the War Cry, and gives Boons to all your character's buddies (roll an extra die and take the two highest) for that round as well.

Snow Tracker: When tracking creatures in this environ ment, roll an extra die.

Musician: You are gifted with the instrument of your choice. You can inspire others to forget their cares. You can play an inspirational tune to give other characters an extra dice to do a non-combat task. You can also play a tune to lessen the effects of a hardship. (ie. Hot, cold, thirst, hunger, etc.)

Rhomphia: Get an extra die when using a Thracian

Javelin: Roll an extra die when throwing a javelin.

Flaws

Feels the Heat: Roll an extra die for any tasks undertaken in a hot environment.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Country Bumpkin: The big city is a confusing and heartless place for the new arrival. Roll an extra die in situations to do with urban survival.

Ugly & brutish: You are socially inept. Use an extra die in all situations where you are dealing with other people.

Cravings: You are addicted to something and require it every day to function fully.

Untrustworthy: Roll an extra die when the situation calls for someone to believe or trust you.

TROY

#YTTC+ COM FIZZ AATT

Trojans are known as unrivaled horseman and fearless defenders of their opulent city. Despite their prosperity Trojans still covet more wealth and power.

Boons

Horse: You get an extra die when riding or fighting from a

Etiquette: Your character gains an extra die on any task where good form is important.

Runner: You surprise your enemies by charging headlong into the fray. You get a boon in any fight you choose; once per game session, but in that fight you cannot defend or

Great Wealth: Roll an extra die on any attempt to obtain any goods, services or items you need whilst in your home

Trojan Sword: You get an extra die when using a Trojan sword.

Flaws

Lecherous: when dealing with the opposite sex you get an extra die when good judgment is needed.

Arrogant: Roll an extra die when dealing with people of other cities, where your arrogance might annoy or offend them.

Loyalty: You are fiercely loyal to Troy. If someone says something negative about it you must defend Trojan honor. If Troy itself is threatened you must defend it.

City dweller: Roll an extra die in situations to do with outdoor survival.

Glorious Death: It is your fate to die gloriously in battle. You cannot defend or retreat.

Poor Hearing: Whenever you make a mind check to perceive something using your hearing, you roll one extra die.

LANGUAGES

Languages are handled the same as in BOL. There are a few common languages that the Heroes might

Achaean

know.

People from mainland Hellas will speak Achaean. Each region may have a recognizable accent. Achaean is the most common language spoken throughout the Aegean. It is also called the trade tongue.

Minoan

Minoan is an ancient and magical language of the Cretan

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island. Many Minoans also speak Achaean.

Trojan

The language of the Trojans is very similar to the Achaean language. The Trojan accent is unmistakable to Achaeans, but still understandable.

Thracian

Thracian is one of many barbaric dialects. It is spoken throughout Thrace. It is often spoken in mercenary groups. A similar language is spoken by the Macedonian Wild men.

Amazonian

Amazonian is a Barbarian dialect spoken amongst the steppes nomads. Amazons find it an insult for men to know more than a few words in their sacred dialect.

Atlantian

Atlantian is an ancient language. It is all but forgotten. A few scholars and alchemists study the language. Translated Atlantian texts will have long lost spells and science.

Hyperborean

Hyperborean is another ancient dialect. Adventurers and scholars that are brave enough to obtain ancient Hyperborean hieroglyphs and translate them are rewarded with science beyond imagination.

Names

A Hero must have a name; a name to be immortalized. A Heros hould have a name that fits well in an epic. You must have a name that will echo in the halls of kings. One of the last things that some players do is thinking of a name; yet this is the first thing anyone of us is given in life. Here are a few ideas to help.

A name can have a nickname attached to it; like 'Rusa: The Bull' or Lycos: Raider of Cities.'

Achaean and Trojan names

Acantha, Adonis, Adrasteia, Adrastos, Aegle, Aella, Aeson, Agaue, Aglaea, Aias, Aineias, Aiolos, Alcyone, Alecto, Alexandra, Alexandros, Alkyone, Althea, Amalthea, Andromache, Andromeda, Anthea, Antigone, Antiope, Apollon, Arethusa, Argus, Ariadne, Aristaeus, Aristodemos, Asklepios, Astraea, Atalanta, Atropos, Bacchus, Briseis, Calliope, Castor, Cepheus, Charon, Chloe, Chryses, Circe, Clotho, Damocles, Damon, Danae, Dardanos, Deimos, Demeter, Dione, Echo, Elpis, Endymion, Enyo, Eos, Erato, Erebos, Eris, Euandros, Eurydice, Evander, Glaukos, Halcyone, Hemera, Hyakinthos, Hyperion, Iacchus, Ianthe, Ia-

petos, Iason, Icarus, Kalliope, Circe, Kleio, Klotho, Klytie, Koios, Kreios, Polyxena, Praxis, Proteus, Psyche, Pyrrhus, Sarpedon, Semele, Terpsichore, Tethys, Thalia, Thanatos, Theia, Themis, Theseus, Tisiphone, Xanthe, Zephyr

Amazon

Aegea, Ainippe, Amastris, Anaea, Andromache, Clete, Cyme, Cynna, Ephesos, Eurypyle, Gryne, Helene, Hippo, Lampedo, Latoreia, Lysippe, Marpesia, Melanippe, Molpadia, Myrleia, Myrto, Mytilene, Orithyia, Otrera, Pantariste, Pitane, Priene, Sanape, Sinope, Sisyrbe, Smyrna.

Cretan

Aranare, Arudara, Asijaka, Bansabira, Didikase, Duripi, Itaja, Jadikira, Kikeru, Kitane, Kitanetos, Kubaba, Mijararos, Nashuja Pamesijos, Pijaseme, Pijasiros, Pinaruti, Pura, Rusa, Sama, Sijapuros, Tarina, Titiku, Widina, Yidini, Yikashata, Yishharu

Thracian

Bastiza, Bikilis, Brasus, Burebista, Comosicus, Daizus, Damanais, Dardanos, Decaeneus, Drilgisa, Cotiso, Dablosa, Dapyg, Decaeneus, Decebalus, Diegis, Dicomes, Diurpaneus, Dromichaeta, Komozoi, Komakiza, Mucapor, Mucatra, Natoporus, Orola, Oroles, Petoporus, Pieporus, Rigozus, Rescuturme, Scorylo, Tarbus, Thiamarkos, Tharax, Tiati, Tsinna, Tsiru, Vezina, Zalmoxis, Zebeleizis, Zia, Zyraxes





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PLAYING THE GAME

Heroes of Hellas is a game of epic adventure. Heroes chase their fate to the ends of the earth.

HERO POINTS

The Gods favor bold Heroes. When a player uses a Hero Point it represents the Hero being favored by a god.

The same rules apply per the BOL core rules. In H of H the Hero can only replace Hero Points by prayer. The Heroes do not get their Hero Points replaced at the beginning of a new adventure. The only way to avoid having to pray for Hero Points is by taking the 'No Need for Gods' Boon.

New Heroes begin with five Hero Points. The way to gain back Hero Points is to pray at a temple or Altar or by making an offering. This is done to replace lost Hero Points. The Hero can never have more than five points, "except if he has the boon Marked by the Gods".

Making offerings, that are not at a shrine or temple, must be presided over by a priest (an NPC or PC with at least one career in Priest). A Hero can pray at a shrine or temple without the help of the priest. Once the Hero has made the proper prayer to the Gods they make a roll and add the appropriate modifier based on the nature of the offering (see Priests and prayer) plus number of careers the priest possesses. If the player rolls a nine (9+) or higher they gain a Hero Point.

CALAMITOUS FAILURE

If a player fumbles a roll, two ones on 2d6, it means he has offended a god somehow. The failure is played the same way as in BOL. The only difference is that the GM or player decides which god has been offended.

The Gods are always divided on issues. One may favor a Hero, another will be opposed. The GM may want to determine which Gods will take notice of the Heroes before an adventure begins. Or the players can decide on the fly if the GM has not.

(Example: A rogue is on a mission to steal an artifact from an abandoned temple that once honored Apollo. Apollo would oppose the thievery; while Hermes would favor the thieving Hero.

The Heroes may take actions that please or offend the Gods. The effects will not happen until the player uses a Hero Point or rolls a calamitous failure.

MIGHTY SUCCESS

In H of H Mighty success occurs the same way as in BOL. When a natural 12 is rolled that would have been a success or when a Hero Point is spent to make a normal success into a Mighty Success. Except in H of H the mighty success applies to all task rolls, not just combat. The Hero will get the added damage per BOL for combat. For task rolls the Hero may get extra information or added benefit. The GM declares the added benefit of the Mighty success. As per the BOL rules the player can add a Hero Point to make it a legendary success. This would give the player added benefit above and beyond what the GM declares.

(Example: Our rogue searches a hallway for traps. She is successful with a natural 12 (a Mighty success). She detects a trap in the hallway. She also gains an extra benefit by discovering that the door at the end of the hallway is also trapped.)

CULTS

Cultists show fanatical devotion to a single god or dead Hero. A Hero is accepted into the cult to partake in secret rituals. Through their devotion cultists gain special favor from their god or Hero.

To join a cult a Hero must pray or make an offering to a single god. A Hero must gain and use at least five (5) Hero Points in honor of a single god. This means that a Hero must pass up chances to gain Hero Points if there is a feast or a shrine that is not in honor of their chosen god.

Once the Hero is accepted by the cult they gain a Boon that is appropriate to the God or dead Hero.

Once a Hero accepts the Boon she can never pray or partake in offerings to any other god. Some temples or altars are dedicated to a specific god; so a cultist may not be able to pray and gain Hero Point at a dedicated altar.

OMENS

Omens are signs and symbols that give a clue to the will of the Gods or significant event in the future. Anyone can see Omens. They may be experienced through a dream, through the flight of birds, or a strange natural occurrence. Priests can also see omens through divination. They will use a sacrifice or ashes. Seeing a symbol of a god can be an omen; such as an owl for Athena or an earthquake for Poseidon. Omens usually need to be interpreted by a priest.

TREASURE AND REWARD

Treasure can take many forms in Hellas. Treasure can be money, items, privileges, and titles. As in the BOL rules the Hero cannot gain Advancement Points (AP) until he or she has described how they have lost or spent all their fortune.

Commerce in Hellas is based mainly on a barter system. Goods are the basis for trade. The larger cities have coinage. But this is rare and the coins may have no value outside the city. Monetary reward for the Heroes may take the form of gold, silver, copper or tin. More often goods are given as reward; such as oxen, fine pottery, fabrics, perfume, grains, or even slaves.

(A note on slaves: Although slaves are common in Hellas, Heroes rarely keep them. Keeping slaves and taking advantage of them will cause followers to think the Heroes unjust. Heroes often free slaves. The slaves sometimes become loyal followers.)

The Heroes should also share their treasure with followers. If they shared in the risk they will expect compensation.

If the Heroes do a task to help a village or town they may get payment in the form of a feast or simply food and lodging.

A king may reward the Heroes with lands, titles or privileges. This is often an attempt to get the Heroes to stay and serve the king.

Many Heroes don't ask for much monetary reward. They seek glory and immortality through their deeds.

Spending treasure can be done in many ways. The Hero could invest in a merchant venture; such as a shipping company. They could fund building a temple to honor a god. A Hero should richly reward his followers. Having a lavish feast to honor the god that helped or to appease a god who is offended is never a bad idea.

Players may want to seek out an alchemist to create extraordinary weapons and equipment. Ordinary gear that is made to a higher standard is not hard to obtain with the right amount of money.

FATE (PLAYERS)

The attribute 'Fate' is an addition to the BOL core rules.

Fate is your destiny. It determines the path of your life. Players write a few lines about your character's fate. What drives them? What do they want? Will your Hero seek for-

tune? Will they win a throne by their own hand? Will they avenge an injustice? How will they meet their end?

KLEOS (PLAYERS)

+Y MCZ (+Y MCD ZT +V55C+ C \oplus N MZ2 AA55 +YY (+Y (CLA(+ ZT (+X)CA5C) ZT +ZCLAZC) C \oplus N

The Kleos attribute is an addition to the BOL core rules. A Hero gains Kleos as they succeed at difficult tasks. As their Kleos grows the Hero gains influence followers and special honors. They also get the attention of Gods and kings.

Beginning characters start with a Kleos of (o) zero. Kleos is a measure of honor, glory and renown all wrapped in one. It is also a measure of how famous a character is. It can have a positive or negative effect on people's reaction to the Hero. You may gain positive Kleos in one area for killing a rampant Pythos, but get negative reactions in a city that sees snakes as sacred. Thieves and Rogues may want to keep their Kleos low for anonymity. Kleos does not count if a deed is done, and no one knows about it. A character gets Kleos points for doing Heroic tasks. They are awarded by the GM. The GM rewards a Kleos point for extraordinary labors such as slaying a monster, leading followers to a victory in battle, defying a god or rectifying an injustice.

Kleos points can be added to an Appeal roll when dealing with people. Having Kleos can help a character gain audience with a king or to intimidate an enemy. Heroes with a high Kleos will be wanted as mercenaries. They will be given soldiers to lead or a ship to sail.

A Hero can also gain followers with Kleos. Adventurers that want to share in the fame and fortune of the Hero's adventures will volunteer to go with the Hero.

A Hero with 1 or 2 Kleos will be known to a few. There will be rumors about their deeds. With 3 or 4 Kleos the Heroes' reputation will precede them. They will be recognized by many. Bards will write songs about them. Followers will want to join them on adventures. Kings will reward them with gifts and honors. The Gods will take particular interest in such a Hero. A Kleos of 5 or more indicates a Hero with renown throughout Hellas. There deeds are heard in taverns and halls that echo with epics of their adventures. A Hero with this much Kleos will have many followers. Armies will eagerly follow them. Gods will be closely watching them. Kings will see the Hero as a rival. A king may try to gain them as an ally or discredit their reputation. A king might even try to dispose of them permanently.

FOLLOWERS (PLAYERS)

The Heroes may travel and adventure with several followers. Followers may be crew members for a ship or soldiers

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on campaign. Followers will handle the everyday tasks such as setting up camp, procuring supplies or scouting.

Followers are handled as NPC's. Players and the Game Master should not be daunted by the sheer number of NPC's to keep track of. They don't need to have stats. NPC followers are considered to be rabble. So, if they need to make a task roll they would just roll a straight 2D6.

Followers may have specific knowledge or skills that the Heroes don't have. If the players choose they can make a resources roll to see if their followers can help with knowledge or with skills. The Followers will only have a single career point. The players should mark down the career that their each followers has. The career bonus and can use it again without making a resource roll.



GAME MASTERING HELLAS

There can be many types of adventures in Hellas. Determining what type of adventure your players want to play may take a little bit of research. Try asking the players what type of game they are interested in playing. If they are unfamiliar with the setting they may not have an answer. Take a look at the character sheets. I have heard RPGers say that the character sheet is a love letter to the GM. The chosen careers and Fate will shed some light on what type of adventure the players are looking for. If they are a rogue with a lock pick they most likely want to steal some things. If they are a Mercenary they probably want to go to war. A sailor wants to take to the sea, etc. If the characters are very opposed in their skill sets, let the players know that you will do a campaign with different adventures that spotlight each character's talents. This usually works out well.

To spotlight a character use something from their back-story. You can also have them use a career that no one else in the party has. Introduce an NPC that the character knew from their past.

LABORS

Labors are tasks that a Hero must complete. The Hero may have been cursed by a god; a priest determines the labor. A labor may also be a task that a Hero or adventuring group chooses to complete for pay or glory. Labors can be many different things, but they will always be difficult. A labor is beyond the abilities of the average mortal. A labor can be a matter of slaying a monster, obtaining an artifact, or to make peace with warring palace states.

Once again let the players be involved. They made their characters with a certain purpose in mind, so they may have some ideas for labors already. Labors should be determined by the type of characters or the adventuring party involved. A group of hoplites and mercenaries will probably want a classic slay the Hydra labor. A rogue or Noble may want a heist or intrigue type of labor. If you have a group that is mixed you may want to have several different types of labors to complete to spotlight the different types of characters in the group.

FATE (GM)

The fate statistic is a guide to the GM. It gives the Gm an idea of the type of story line, or adventure, the player wants. It also adds to the flavor of the game and gives the other players a clue to the demeanor of the Hero.

The GM should not try holding the player to their Heroes Fate strictly. The players may all have opposed Fates that will lead them in different directions for a campaign. This shouldn't be a problem. Just focus on one Heroes Fate at a time. Let them know that you will focus on each player as the game progresses.

KLEOS (GM)

Kleos is sometimes rewarded by the Gm when an adventure or labor is completed. Kleos is not the same as advancement points. Where advancement points are freely rewarded after each adventure, Kleos is rewarded only when a Hero succeeds at a task that is well known. The task must be helpful to mortals or in direct opposition to the gods.

Kleos is highly dependent on who is aware of the deed. It is also reliant on the opinions of mortals. If a group of Heroes work together to succeed at a task they may not all get Kleos. If an adventure takes place in a remote area, other mortals my never know about it.

Heroes that want to gain Kleos will have followers to witness their deeds or a Bard to compose epics about them.

FOLLOWERS (GM)

In general the players should have control over their followers. They should be given tasks by the players. The Gm will handle the NPC's by narration. The Gm will determine the effect of the tasks given to the followers. (For example: The Heroes make a landing in their damaged Pentekonter. There are roughly fifty oarsman plus the Heroes on the ship. The Heroes command the crew to make camp, repair the ship, hunt, procure water, and scout the area. (Dice rolls may be made by the players to accomplish these tasks. Beware; you don't want to roadblock the players over mundane tasks. The die rolls may just represent varying levels of success.)

Game Master narrates what the Followers accomplished. "The crew sets up camp, with tents and fires etc. They fell a tree and will complete repairs by morning on the ship. The hunters were successful and return with several island goats and full water skins. Your scouts return with tales of a stone ruin in a secluded valley to the northwest.

The players should be discouraged from using followers for tasks that they should do themselves. Heroes are supposed to lead and take the risks. If they use followers as 'meat shields' they will not gain Kleos or advancement points. Followers will also abandon the party, if they think the Heroes are unfair.

Followers are a good opportunity to have Heroes in reserve. If a Hero dies during an adventure a player can make up another character. They have been with the party all along, as followers, and now have come to the forefront a Hero in their own right. This allows the player to keep playing the adventure seamlessly. This can also be a chance for the player to have a couple of Heroes made up, and rotate them on separate adventures. It is not suggested to have the player play several characters at the same time but to play one and have the other ones serve as rabble followers.

GODS

Implementing the Gods shouldn't cause overload for the GM. The will of the Gods should only come up during a roll of Mighty success, calamitous failure or, use of a Hero Point. If the players are getting into the game they will most likely come up with a cool description of how they have been favored or hindered by a god on their own. This should be encouraged so that the GM's duties are relieved a bit. If they can't think of a good description help them out, or better yet get the whole game group to come up with something. The goal is to have the players determine how the Gods meddle with their characters.

Another situation when Gods come into play is if the GM wants to have them in the story as a plot device. Sometimes a god will visit a Hero through a dream or by omen to give them a helpful hint or a warning. This should not be overplayed.

If the Hero has offended the god in a particularly blatant style; such as hubris, desecrating a temple or hurting a devout follower. Hubris is considered the worst offense to the Gods. Forms of hubris are overwhelming pride, arrogance and lawless violence. An especially offensive act of hubris is to compare oneself to a god.

Another way to offend the Gods is to seek knowledge of the ancients. The ancient super alchemy of Atlantis and Hyperboria led mortals to be nearly as powerful as the Gods. If the Gods notice mortals delving into ancient ruins or deciphering forbidden texts, they will try to stop them.

Keep the Gods in the background. Use them as a story telling tool. The Gods will meddle with the characters a bit, but you don't want the players to feel controlled. Remember that the Heroes are the main characters of the story.

Gods will rarely kill mortals outright. They fear Zeus's edict not to kill mortals. He does not want Hades power to grow, by receiving more souls in the underworld.

CURSES

Curses are imposed by the Gods as punishment to mortals. A curse takes effect when the player rolls a calamitous failure. A curse can be a onetime thing such as a broken weapon or a stumble, a Labor imposed by a god, or it can be a temporary flaw imposed on the Hero.

A labor is a difficult adventure that a Hero must complete in honor a particular God. The Hero cannot gain Hero Points from the God, who imposed the labor, until the labor is concluded.

The worst form of curse is a permanent flaw. This can vary from disfigurement to exile. The flaw can be taken from the ready-made flaws or be made up by the GM or player. A Hero can remove a flaw by undertaking a 'Labor'. This can be determined by consulting a priest. The GM shouldn't impose a permanent flaw on a Hero unless they have continuously tempted the Gods; Like raiding temple after temple. They should get warnings and less harsh curses first.

A player can always use a Hero Point to negate a flaw. This represents an opposed god intervening

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OMENS

Using omens in the game can be a good way to give the characters clues or warnings. The GM can come up with a cool description of the omen; (i.e.: The clouds are tinged blood red...) or simply state that the party sees a strange occurrence that could be an omen. Let the players come up with their own description. A player that is playing a priest may jump at the opportunity.

CITIES

There are hundreds of cities throughout Hellas. They vary, from sprawling palace states to small farming towns. The Gm and the players should feel free to make up cities to add to the game. The players can make up a new city to provide an origin for a new character. They can pick and choose Boons and Flaws that are appropriate to their city. The Gm can make up a new city and flesh it out to run adventures in. Don't feel held back by history, this is a game of myth after all. Try not to get too bogged down with detail about your new environment. A few descriptions and key personalities are plenty.

(Example: You have heard rumors about the crumbling city of Navorus. The King is Janus. He lives in fear of his advisor, Remik, an evil blood sorcerer. The populous serves the King in fear and are planning a revolt. This description is enough detail to begin an adventure.)

ISLANDS

There are many islands in the Aegean. Some are described in the Atlas, but many more are not. Islands can be populated at will to create an adventure setting. Islands can have a pirate band, ancient ruins, a refuge for a god, or be an empire with a king. Some islands float and may have strange creatures and treasure from distant lands. Feel free to create new islands for adventures.

DON'T FORGET THE WEATHER

Telling a good story is about narrating the details the audience can relate to. Try to hit senses other than sight. What do they feel? What do they smell? What do they hear? Instead of; "You walk into the town after a long journey." Try; "Your party walks into the town on sore feet. You are reminded of your empty bellies by the smell of roasting meat in the streets."

The weather can add dramatic effect to any scene. Hellas is a land of extremes so make the weather extreme also. Try to frame the scene with a good weather description. The time of day is important too. Instead of; "Your army crests the hill and sees the enemy." Try; "At dusk the sky turns iron gray as warm rain starts to fall. You hear thunder rumble in the distance. Your army crests the hill. Your soldiers sneer as they see the enemy waiting for them."

Another way to provide cool descriptions is to get the players in on it. Ask them to set the scene. This can be fun and engaging to the players.

You don't need to be an award winning author to have good descriptions. Don't stress about making every scene perfect. A little description goes a long way. Some GMs go overboard with narration, this can bore the players.

INITIATIVE CARDS

Initiative cards are an optional way to handle initiative that can speed up combat. Instead of the traditional BOL way of rolling for initiative for every round of combat, use index cards with the Heroes names on them. Also put the monster or NPC stats on other cards. At the beginning of combat roll initiative once and put the cards in order. Then just cycle through the cards for each turn.

If a Hero or adversary is forced to defend; then lose some initiative. Their card gets put behind the next lowest one.

HEROES DEMISE

When a Hero dies they are honored with funeral games. They are placed on a pyre with treasure to pay Charon the ferryman to take them across the river Styx to the underworld.

The funeral games can last for days. The dead Hero is honored with chariot races, the fight of the oxys, wrestling, foot races, single combat, discus, archery, and other games. There is a great sacrifice and feast. This is all in the hopes that the Hades will listen and welcome the dead Hero to the Elysian fields of the underworld. In rare cases the dead Hero will be made into a god.

The player of the dead Hero makes a demanding (-6) roll + Kleos. If they succeed; the dead Hero takes their place among the Gods.



HEROES

WEAPON	DAM.	NOTES
Axe	d6	Can be thrown
Bow, composite	d6-1	Range 80' can be shot from a horse with no penalty
Bow, self	d6	Range 60'1 to shoot from a horse.
Club	d6-1	Can be thrown
Dagger	d ₃	Can be thrown easy to conceal
Gastrophetes	d6+3	Range 60' halves armor value
Javelin	d6	Range 50' Add ½ strength to dam. When thrown or hand to hand.
Knife	d6-2	
Lybris	d6+2	Two handed
War hammer	d6	Can be thrown at -1
Net	0	+1 to hit paired with weapon
Oxys	d6-2	Gain one armor point if no shield is used.
Rhomphia	d6+2	Two handed
Sling Sling, large	d6-2 d6	Range 30' Two handed
Spear: Doru Trident	d6 d6+1	Can be thrown Range 20' +2 if used two handed.
muciii	u0+1	Range 5' for trident
Staff	d6-1	Two handed
Sword: Falx Xiphos Kopis	d6	04

CULT OF ATHENA

The Arts of War

A hero needs a dependable weapon. A spear that always finds it's mark or a sword familiar to the hand. Heroes choose a favored weapon that never leaves their side.

Spartans favor a spear to form their deadly Phalanx. Cretans use their sacred double edged Labrys axe to cleave their enemies. Arcadians bend their Great bows to pierce armor and beasts. Thracians are known for their murderous Rhomphia.

Bronze is the predominant metal used for weapons and armor. Crafting with bronze has reached a high level. Some barbarians use iron. Weapons made of iron are inferior to well- crafted bronze. Some alchemists have the knowledge of making steel. A highly sought after metal that makes superior weapons.

Adamant is a metal that is many times stronger and lighter than steel. The ancient techniques and formulas, to make the miraculous metal, have been lost for eons. Adamant artifacts are priceless.

AXES

Used throughout Greece. The axe can be single or double sided. Axes are made of bronze or iron. Axes can be single handed or great two handed axes. The double headed Labrys is the holiest of symbols to the Minoans. Some Labrys are as tall as a man.

BOWS

There are two types of bows: the all wood self-bow and the shorter composite bow. The sinew, wood, and horn composite bows are more compact and have a longer range, but are more difficult to build.

Composite bows are easier to use from horseback. Self-wood longbows are easy to make. They make up for their lack of range with heavy arrows and heavy draw weight.

BOXING

Boxing is the art of using fists to strike an opponent into submission.

CLUB

The club is the simplest of weapons. Clubs can be a branch of a tree or a shaped and smoothed implement with metal banding. A club was used by the demigod Hercules.

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FALX

The Falx is a thin single handed forward curving blade. Used by the Thracians.

GASTROPHETES

or "belly bow" - A heavy bow mounted on a stock. The user leans on the bow with their belly pushing the bow against the ground to span it. The bow is held horizontally. The gastrophetes shoots a large arrow nearly the size of a javelin. Gastrophetes halves (½) a target's armor protection.

JAVELIN

A light spear balanced for throwing. Javelin throwers sometimes use a leather strap to assist throwing. They are common as a war and hunting weapon. Several javelins are often carried.

KOPIS

A popular one handed sword with a broad forward curving blade. The weight of the blade is heavier towards the end.

NET

A weighted fishing net. Once used to catch fish. Now used by seafarers to snag opponents. When using a net, paired with another weapon, the Hero gets a (+1) against opponents during melee combat.

OXYS

Leather wraps, wrapped the length of the forearms. With hard leather at the knuckles, sometimes with steel studs. Used by boxers to deliver heavier blows. If used with no shield or other arms, Oxys provide (1) point of armor.

PANKRATION

Pankration is also known as 'all Combat' meaning to use any means necessary for victory. It is a formal art. Pankration uses boxing, wrestling and any makeshift weapons available. Nearly all Achaeans are taught Pankration for unarmed fighting.

The Heroes Heracles and Theseus invented Pankration as a result of using both wrestling and boxing in confrontations with opponents. Theseus utilized his extraordinary Pankration skills to defeat a Minotaur in the Labyrinth beneath Knossos. Heracles killed an Invictus Lion using Pankration.

RHOMPHIA

A large forward curving two-handed sword used by the Thracians to collect heads. Similar to a Falx.

SPEARS

Spears are the most common weapons by far. They range in length from a few feet to over ten feet. They usually have a leaf bladed head for slashing and stabbing, and a butt spike.

TRIDENT

The trident is a large three pronged spear, and the symbol of Poseidon. They are a bit heavy for throwing. The Trident's prongs have the ability to trap enemy weapons.

SWORDS

Swords made of bronze are most common. Most are one handed. Common swords are the Xiphos, Kopis, and Falx.

SLING

Slings are simple yet effective weapons. They use a length of leather with a pocket to hurl a sling bullet with surprising accuracy and speed. Sling bullets are football shaped and made from marble or lead. Heavy slings are larger versions that hurl a bullet the size of a man's fist.



WAR HAMMER

The war hammer is a more refined version of the club. They are marble or bronze headed, and are used to brutally crush armor and helmets.

WRESTLING

Wrestling is an ancient form of grappling. It uses clinching, joint locks and leverage to defeat an opponent. A deadly form of fighting; wrestling is also enjoyed in Hellas as an entertaining spectator sport.

XIPHOS

The Xiphos is a straight broad bladed sword. It is double edged. This sword is common among the Spartan and Athenian Hoplites.

SHIELDS

Shields are ubiquitous in Hellas. Heavy or light soldiers rarely fight without one. A shield will often be used with no other form of armor. Armor could be worn or discarded at will, but to lose a shield is shameful.

There are many common shield types from small round to winged Hoplon shields, and the heavy Hoplite Hoplon, covered in bronze. Soldiers personalize their shields with symbols or designs. Shields are emblazoned with symbols of their Gods, a crest of a household, or a fierce creature. The symbols are sometimes an inside joke or to distract the enemy.

SHIELD BASH

Shield Bash is an addition to the BOL rules

To shield bash a player must not use their defense during the combat turn. Then they roll for the bash to hit at the end of the turn. The shield bash does d3 + strength damage. Or you can use the Id3 + strength to unbalance your foe. Subtract your roll from your opponent's next initiative If using initiative cards; move their card (Id3+Str.) down the initiative order.

Round shield (1)

The most common shield used. They are made of wood or bronze.

Pelta (1)

A crescent shaped shield made of wood and leather. The Pelta is popular with slingers and cavalry.

Dyplon (1)

The Dyplon is a round shield with cutouts on each side to allow a spear to be held.

Figure- eight (2)

The figure - eight is a large shield in the shape of an eight. It is made with layers of wood and leather.

Tower (2)

The tower shield is a large rectangular curved shield. It is made with layers of wood and leather. The tower shield is more of a solid piece of armor. It hangs from a shoulder strap to cover from neck to knees.

Hoplon (2)

The large round shield is wood covered with bronze. The Hoplon is used by Hoplites. The weight and size of the shield requires strength and skill.

ARMOR

Due to expense and the hot climate not much armor is worn in Hellas. Many fighters prefer mobility.

Beginning characters may start with two points of armor. For three or more points a character must have a career in Noble.

Each piece of armor imposes (1) or (2) points of protection. Add up the points and this is the total value of protection and penalty on the armor table.

Animal Skin (1)

Hides of animals are used for makeshift armor. Bull hides are the most common. Lion and Leopard skins are also

Heracles was famous for using the impenetrable hide of an Invictus Lion.

Light Cuirass (1)

Light cuirasses are the most common armor used by the Achaeans. They are made from linen laminated together or from leather. The cuirass covers the torso and tops of the shoulders front and back. The armor has a pflertuges, vertical strips of leather, or a kilt of heavy leather to protect the thighs.

Heavy cuirass (2)

The main armor used is a cuirass. A heavy cuirass is a hinged clamshell design that latches shut. Bronze plating that covers front and back. Often shaped like muscles. The armor has a pflertuges or a kilt of heavy leather to protect the thighs.

Bronze Plate (3)

Bronze plate, or 'Dendra' armor consists of hammered

bronze plates held together with leather straps to create an articulated suit. The armor protects the entire body from the chin down to the knee. This armor is rare and quite expensive. Warriors usually use bronze plate from a chariot due to its weight.

Scale or lamellar armor (1)

Scale or Lamellar armor covers the abdomen, upper arms and upper legs. The scales are made out of bronze, hardened leather or ivory. They are attached to a leather shirt or are laced together. Scale and lamellar armor is popular among the Thracians and Amazons.

Helmets (1)

Helmets are often forged from a single piece of bronze. Helmets protect the head and neck and sometimes the cheeks and nose. Helmets sometimes have a horse hair crest to ad fierceness. There are also helmets covered with boar's teeth. Poor soldiers make do with simple hardened leather caps. When not in combat helmets are worm tilted back on the brow.

Grieves (1)

Grieves cover the lower leg from knee to ankle. They are made of bronze or hardened leather. Grieves are often sculpted to mock muscles.

Vambraces (1)

Vambraces are bronze or hardened leather that cover the lower arm. Vambraces do not help the protection value if used with a shield.

ARMOR TABLE

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POINTS	PROTECTION	PENALTIES
1	d3-1 (1)	No penalty
2	d6-2 (2)	Max. defense 3
3	d6-1 (3)	Max. defense 3 Agility -1
4	d6 (4)	Max. defense 2 Agility -1
5	d6+1 (5)	Max. defense 1 Agility -2
6	d6+2 (6)	Max. defense o Agility -2
7	D6+3 (7)	Max. defense o Agility -3

PANOPLY

Panoply is a full suit of bronze armor. This is an example of a very well equipped noble Hoplite.

Bronze helmet (1)

Bronze cuirass (2)
Grieves (1)

Bronze Hoplon (2)

Protection = 6 or D6+2

CHARIOTS

Chariots are drawn by two to four horses. Chariots are made to be light and fast. They are used for racing, hunting and in war. In battles they usually have a driver and a fighter with a bow or javelins. The fighter may also use a long spear to lance opponents. Highly skilled charioteers can drive and attack.

There are three kinds of chariots. A light chariot that is fast with no protection. Usually used for racing. The heavy chariot with armored sides; used in war. The largest is the battle-wagon. It has four wheels and armored sides. A battle wagon can have two fighters as well as the driver. Chariots are used to attack by wheeling and shooting arrows or javelins. Charioteers can also attack with a melee weapon from a chariot. They are also used to trample. Barbarians sometimes fix blades to the wheels to cut down soldiers.

Wealthy hoplites will ride to battle in a chariot and fight on foot then use the chariot for a fast getaway.

- When a chariot is at speed use the following modifiers. chariot armor ads 2 to armor of the fighter and driver.
- Attacking from a chariot is a 'Tricky' (-1) task.
- A +3 to damage with melee weapons while at speed, from a chariot.
- Attacking a chariot driver or passenger is a 'Tricky' (-1) task.
- Trample. Use the charioteers Agility plus charioteer skill if they have it. The trample is an attack with two hooves at 1d6 each.
- Scythed wheel attack uses the driver's skill and does 1d6+4 damage.



CULT OF ATLAS

Land of Blood and Bronze

Hellas is covered with arid steppes, fertile valleys, volcanic peaks and dense forests. Traveling in Hellas is done mostly on foot. Nobles and soldiers can sometimes afford horses for travel. Venturing outside the protection of the cities can be dangerous, so travelers and merchants often hire mercenaries. In the wilderness robbers, marauders, vicious beasts and magical creatures rule.

There are roads leading to the cities. They are well maintained close to the cities but get rougher further away. The terrain often makes travel difficult. So, Achaeans depend on the sea for trade.

PALACE STATES

Immense walled cities are the center of power for kings.

The palace states have a sphere of influence rather than well-defined borders. Kings keep their rule by brutality and military power. Barbarians wait for a chance to raid the rich cities. Nobles bide their time to usurp the throne from within.

CITIES

The cities provide protection. They also provide places to live, worship and trade. Most cities are located away from the coast due to the constant threat of pirates invading from the sea. Most cities are generally laid out in the same way. There is an Acropolis or 'High City' usually on a hill or plateau that overlooks the rest of the city. The Acropolis will often have its own wall as a secondary defense. The Acropolis will have the king's palace as well as the houses of nobles, barracks for a royal guard and a temple. If the Heroes are summoned to audience with the king they will go to the Acropolis.

HEROESCHELLY

Below in the main city is the Agora or 'Place of Assembly'. This is where most people spend their time. The Agora will have a bizarre, taverns, theaters, baths shops, schools, parks and many others amenities. There may also be an arena to see chariot races, gladiatorial combat and other athletic events. This is where most of the action will take place in city adventures. Heroes can go here to get supplies, have weapons made, whore and gamble away their hard won riches. The Agora is a good place to get information and make contacts. Beware, rogues and thieves are always on the lookout for adventurers with heavy purses.

Sprawling out beyond the Agora are residential districts. The houses close to the Agora are luxurious and become less so further from the city center. Slums and slave quarters reside near the wall. Some populations spill outside the city walls.

The cities during the day can be a vibrant, wondrous place. Once the dark of night shrouds the city she shows her other face. The dark winding streets become the domain of rogues and thieves. Only the bravest Heroes travel in the cities after dark.

SEA PORTS

Many cities have a seaport close by. The port is usually within a few miles. There will be a well-used road connecting the port to the city. Sea ports are alive with activity. Fisherman and merchants are unloading their goods. Soldiers and adventurers are returning to celebrate and tell their tales. People who frequent the sea ports are known as a rougher lot. Mercenaries, soldiers, laborers, beggars, rogues and slaves are all found at the port. Sea ports are a good place to gain employment or book passage.

ALTARS

Altars are small shrines dedicated to a particular god or Hero. They will have a statue or symbol of a god or Hero. An altar can be made from stone, marble or bronze. Mortals can make offerings and pray to the god at the altar. Altars are found just about everywhere in Hellas. They can be in the middle of a city, at a remote crossroads, or even in a house.

TEMPLES

Temples are large sacred buildings dedicated to one or more Gods or a dead Hero. They are run by a priest or a group of priests. Temples are used for religious ceremonies such as marriages, divination and sacrifices. Citizens often visit temples.

Temples are located at the city center or at the highest elevation. Large temples are usually visible from anywhere in

the city. Heroes may want to visit a temple to pray or make sacrifice to gain back Hero Points.

SANCTUARY

Sanctuaries are complexes that are dedicated to one or more Gods. They are inhabited and cared for by cultists. There will be a temple, dorms, libraries and other facilities that cultists need. Sanctuaries are usually in remote locations. A sanctuary will take in all peaceful travelers and allow them to rest and will even heal them if necessary. Cultists never ask for payment, but it is tradition to offer sacrifice to the god of the sanctuary. Sanctuaries are usually safe from marauders due to the fear of angering a god.



RUINS

Ruins are a common sight in Hellas. They can be from an ancient civilization, an abandoned sanctuary or failed stronghold. The dangerous nature of Hellas insures that settled areas often don't last. Civilization tries to hold back the will of the wilderness, monsters and savages, but often fails. Ruins become the haunt of criminals, truculent spirits and vicious monsters.

The ancients of Atlantis and Hyperboria built fantastic structures. Now the buildings are mostly buried, moldering ruins. Most mortals stay away from these places for fear of rousing restless shades or triggering a long forgotten alchemic trap. Some alchemists and treasure hunters seek out the ancient ruins in search of treasure and lost knowledge.

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Cultists build sanctuaries in remote areas. They hope that their God will protect them; but sometimes brazen marauders kill the cultists and loot the sanctuary. Gods will have a monster inhabit the ruined sanctuary to punish any who would enter the desecrated ruins.

Strongholds are built to provide a trade hub or to expand the military might of a palace state. These often fail due to opposing palace states or pirates. They become outlaw outposts or lay unclaimed, burnt and toppled.

AEGEAN SEA

The Aegean Sea is named after the grieving king of Athens of the same name. King Aegean flung himself into the sea thinking his son, Theseus, had been slain.

The Aegean is dotted with islands. It provides trade routes to exotic lands. The Sea is also home to savage pirates and enigmatic creatures.

The wine dark sea promises fortune wonder and doom. Aside from the well-used trade routes much of the Aegean is unexplored. Sailors hug the coasts or use direct routes to charted islands. The sea is dotted with islands. Pirates take advantage of the many islands to ambush fat merchant ships. Some islands are inhabited by Gods. Others are the lair of murderous creatures. Beneath the sea lurks inscrutable beasts. Many ships set sail for adventure and are never heard from again. In spite of the dangers Heroes explore the Aegean and come back with riches and tales of their exploits.

AEGINA

Aegina is a small volcanic rocky island with a fertile plane. It is known as the land of the Myrmidons or 'Ant People.' The Myrmidons are reputed to be the fiercest warriors in all of Hellas. They wear black armor and are led by the demigod Prince Achilles. Their patron is Zeus.

Generations ago during the time of King Aeacus; Aegina was inflicted with a devastating plague. King Aeacus prayed to Zeus again populate Aegina. Zeus said that the people of Aegina will be as numerous as ants. From the ants grew the people of Aegina.

Fifty black Myrmidon war ships stalk the Aegean.

The current King is Peleus son of Aeacus; Father to Achilles. He won his throne through many campaigns. He was also with Jason on his famous quest for the Golden Fleece. He is said to have warred against the Amazons alongside Heracles.

AMAZON

Vast arid steppes bordered by the Black Sea are the domain of the Amazons. The Amazons are nomadic women warriors. They live on horseback and are never far from their powerful bows. Women are the only citizens of status. Conquered men are kept as helots. When male children are born they are killed or crippled and kept as slaves. Amazons are the descendants of the god Ares. They worship Ares and Artemis with equal fervor.

Several generations ago Heracles and Theseus attacked the Amazons. Theseus kidnapped the princess Antiope. This caused the Amazons to siege Athens. The attack was ultimately unsuccessful.

The only stronghold in Amazon is the walled city of Themiscyra. Once a year the Amazons have a trade and coupling festival, in the plains, in spite of the Amazon's mistrust of men.

The current Queen is Penthesilia. She stays in power due to her dedication to her sister Amazons. She is equal to any champion in combat. Penthesilia waits for the right time to exact revenge on the Athenians.

ARGOS

A dominant city Located on a fertile plain. Second in size and power only to it's ally Mycenae. Argos has a large sanctuary dedicated to the goddess Hera. Argos' large Agora sprawls out from the sanctuary. A popular attraction for many citizens and travelers is Argos' opulent theater, featuring renowned actors and musicians.

Argos can bring to bear eighty fighting ships.

Argos is ruled by the young King Diomedes and his wife Aegialia. Diomedes is celebrated as an honorable fighter and a skilled politician.



ATHENS

Athens sits away from the coast. Athens sea port, sits nearby on the coast, is home to her formidable navy. The Athenian citadel sits upon a walled acropolis on a plateau. Below is the agora that stretches out to the second walls of the city. Athenians are dedicated to learning, arts, athletics, and most of all war. The patron of Athens is the goddess Athena. Athens has an annual festival that honors the goddess.

Athens has fifty fighting ships.

The king of Athens is Menestheus. He is known for being a superior war leader. There is a long standing tension between Menestheus and Menaleus of Sparta.

CRETE

Crete is an ancient island. It is the birthplace of Zeus. Crete was once a thriving empire with over a hundred prosperous cities. Poseidon punished the Cretans' for their hubris and wiped the island clean with a tidal wave. Most of the former cities of Crete still lay in ruin. Now the only city of note is Knossos that is built on the ruins of its predecessor.

CELTOI MARCHES

The Celtoi are a race of warriors. Always willing to fight; they cover themselves with tattoos and charge headlong into any conflict. They are considered barbarians by the Achaeans. The Celtoi are generally avoided by Achaeans. They haven't made their way south into the Aegean in force; yet.

CYCLADES ISLANDS

There are many islands dotting the Aegean Sea. Some are rich ports, others are hideouts for pirates, and even more have yet to be discovered. Crete and Mycenae fight over the larger islands that are rich in resources.

CHIOS

Chios is a mountainous rocky island. The island has a fishing village and a large Sanctuary dedicated to Zeus. It is of strategic importance to many kings. Yet they fear taking it over outright, as they might offend the king of the Gods.

SAMOS

Samos is a large densely wooded island. It is the birthplace of Hera. There is a sanctuary dedicated to the goddess. Near the sanctuary is a small port town. The town is merely a stopover for pilgrims that are visiting the sanctuary. No one in Samos ventures very far into the woods; as there are terrible roars of beasts that echo throughout the island. There are rumors of giant flesh eating beasts, they are called Neades.

It is also rumored that there are ruins of an ancient city somewhere in the interior of the island. Any mortal that has attempted to find the lost ruins has never returned.

SERIPHOS

This island was once the island stronghold of king Polydectes. The king, along with his family, was turned to stone by the Hero Perseus, wielding the head of the Gorgon 'Medusa'. Now all that remains of the stronghold are overgrown ruins and stone effigies.

LEMNOS

Lemnos is a large volcanic island. It is densely forested and inhabited by several tribes of Cyclops. The largest volcano on the island is constantly spewing smoke. It is rumored that the volcano is the forge of Hephaestus. It is said that a mortal that can get past the Cyclops guards, to the volcanic forge could be rewarded with an item forged by Hephaestus himself.

DELPHI

Delphi, a town on the slopes of Mount Parnassus in Hellas, is the site of the Sanctuary of Apollo and of the Delphic oracle, the most famous oracle of Hellas. Delphi is maintained by the cult of Apollo. The Priests are all women called Pythians. The name is in honor of a Pythos that Apollo killed in the area. Before making important decisions, Achaeans and other peoples travel to this sacred place to consult the oracle and learn the Gods' will. Delphi is a popular place to visit. It is so popular that everyone is limited to consulting the oracle once a year.

Delphi has a sports complex that holds the Pythian Games every four years.

FENEOS

Feneos is on a plateau at the foot of Mt. Cellyne. It is also known as the city of thieves. It is the birthplace of Hermes. Feneos has a large temple dedicated to the god. The city sprang up around the Temple. Feneos is a large center for trade and solicitation of mercenary services. Merchants are attracted to Feneos due to the lack of king imposed taxes. Feneos is a popular hiding place for criminals. It is home to the cult of Hermes. The cult honors thieves, among other underworld professions.

The city does not have the traditional wall and Acropolis like other cities. Feneos does boast the largest Argola of any city. The rest of the city is a vast urban sprawl. Winding streets, dark allies and underground meeting places are to be found in the 'Tangle'. Some find their way to the Lotus dens whiling away their fortunes and their lives.

The cult of Hermes is dedicated to honoring the god, Therefore Thieves, vagrants, Harlots, and merchants are all welcome in Feneos. Athletes are also honored and paid well. The cult will help roguish types with information about opportunities to steal or blackmail.

Once a year during the festival of Hermes; the cities' population nearly doubles in size. Days of debauchery ensue. King Agapenor rules Feneos with a loose grasp. This makes the citizens fiercely loyal to their lax king. Feneos has a small delegation of officials that loosely enforce the law.

HITTITE EMPIRE

Across the plains lays the empire of the Hittites. They mainly concern themselves with running there large empire to the east. They have limited trade with the Achaeans. The Hittites don't venture from land much; but they are the masters in the plains where they can bring thousands of chariots to bear against their enemies.

ITHICA

The city of Ithica lies on the coast of a mountainous island of the same name. The patron of Ithica is Hera. The city has no walls and sits upon a hill overlooking the seaport. Ithican people live simply on their island, mostly as shepherds. They cherish family and tradition above creature comforts. They are known as wide ranging adventurers as well as superior navigators. The most seaworthy ships are built by Ithicans.

They have twelve ships that defend their fair island.

Ithica is ruled by King Odysseus with his wife Penelope. He is canny and vengeful; yet he is fair handed with his people.

KNOSSOS

Knossos has been ruled for over seven generations by the evil king Minos. It is rumored that Minos has alchemists working to extend his life.

Once a dominate power that threatened all of the Aegean. The black and red pillared city sprawls over the northern part of the island. The son of Poseidon and Europa, King Minos led the Cretans to dominate the Aegean. The demigod king has been kept alive for generations by alchemy and dark sorcery provided by his snake priestesses.

The Cretans ruled over the Achaeans for nearly a thousand years. They gained knowledge in alchemy and magic. Some say they reached too far and offended the Gods.

Poseidon conjured a tidal wave that destroyed the first city of Knossos and washed away most of the population. King Minos survived. Minos' grandson Idomeneus renewed the worship of Poseidon and provided human sacrifices to the sea God. Poseidon allowed the Cretans to rebuild. The destruction of Knossos and Thera allowed the Achaeans to establish a foothold in the Aegean. The Cretans are a shadow of their former selves. It's taken several generations to rebuild their stronghold.

The once vast Cretan navy now consists of a mere eighty Pentekonters.

The aging Minos has finally loosened his grip on the throne. He has relinquished control to his grandsons Idomeneus and his half-brother Meriones. Idomeneus is stoic and even handed. Meriones is fractious and emotional.



MACEDON WILDS

Dark tangled forests and ice capped mountains make up the wilds. The Macedon Wilds are home to the Agrion, wild men. Small savage tribes squabble over territory in the shadowed lands. Chieftains rule by brutality alone. The people, native to the wilds are uncultured and uneducated. They have no written language or knowledge of metal working or architecture.

Achaeans avoid traveling in the wilds. There is much risk and little of value in the Macedon wilds. Those who dare end up at the end of an obsidian tipped spear.

MOUNT OLYMPUS

Mount Olympus is the tallest peak in Hellas. The peak of the mountain is covered in ice and shrouded in the clouds. A marble hewn palace, built by Hephaestus, sits at the top of the mountain. The white columned palace is the meeting place for the council of the twelve Gods. They meet to determine the fate of mortals.

Mortals are forbidden from scaling Mount Olympus. If anyone dares they will be met with the monstrous Hecatoncheires. (See Cult of Artemis.)

MYCENAE

Mycenae broods on a hill overlooking the plains. The city was originally founded by the Hero Perseus. It is the largest and most powerful of the palace- states. It boasts the largest and best equipped army. A bargain was struck with a tribe of Cyclops' to craft the colossal walls that surround the citadel.

The Mycenaean navy is the largest with one hundred sixty fighting ships.

Agamemnon rules with his wife Clytemnestra. He is brother to Menaleus of Sparta. Agamemnon is a grasping jealous ruler. He is favored by Zeus and demands that his subjects revere him as a god. He is disliked even by his family. It is rumored that Agamemnon relies on sorcerers to gain advantage over his rivals. There has been talk about human sacrifices in the dungeons below his palace. Agamemnon's power is rivaled only by King Priam of Troy. He waits and plots to take Troy for his own.

PINDUS MOUNTAINS

'Spine of the World'

The Pindus are the highest range of mountains in Hellas. They are also called the 'Spine of the World.' The mountains are home to tribes of men and centaurs. The people of the mountains make their living by hunting and trapping. They are legendary trackers and hunters. The native mortals are often friends to the centaurs and obtain education and training from them. The people of the Pindus are also allies with the centaurs, in their war against Agamemnon.

PYLOS

The stone fortress of Pylos sits on a rocky promontory overlooking Pylos bay. The vicinity of the Capitol city being on the ocean is unusual for a city. Pylos is made of white stone. The building towers higher than any other fortress. It is a marvel of Achaean craftsmanship.

Pylos has the second largest navy. The fleet consists of ninety Pentekonters.

Pylos is ruled by the aging King Nestor. He is known as a brilliant tactician and a wise speaker. In previous years he assisted Jason as an Argonaut. He also warred against the centaurs.

SALAMIS

Salamas is a city on an island of the same name. It is a large city that has the palace of the king as well as theaters and many athletic complexes. Salamis was named after a nymph that was taken to the island by Zeus. She bore a child that became the first king of the island. Salamas is arid and rocky except for a small forest. The island is famous for ship building.

Salamis has twelve finely built Pentekonters.

The King of Salamis is Ajax. He is famous for his strength and skill in combat. He is cousin to Achilles. Ajax was also trained by the centaur Chiron.

SPARTA

Sparta is located in a mountain valley between the mountain of Taygetus to the West and Parnon to the East. Sparta lies along the Evrotos River. Sparta is also known as the city with invisible walls. The Spartans believe that their invulnerable phalanxes are the only walls they need to defend their city. The city structures are simple and practical. Temples are also sparse. The Spartans have no need of opulence and luxury. They subjugate the people of the surrounding areas so that they can dedicate themselves to being full-time soldiers.

The Spartan fleet is kept nearby at the harbor at Gytheion. Sixty Pentekonters wait to destroy the enemies of Sparta.

Sparta is ruled by King Menaleus and his wife Helen. Menaleus is stoic and brutal, but respected by his hoplites. He is brother to Agamemnon of Mycenae. His wife Helen is sister to Clytemnestra, the queen of Mycenae.

RCADIA

Arcadia is a large landlocked area of Hellas. Arcadia is rugged mountain wilderness in the highlands and fetid swamp in the lowlands. The Taygetus mountain range is named after a nymph Taygete. Home to many farmers and shepherds. They live individually in the rugged mountains. People of the Taygetus may be considered barbarians by other Achaeans. They learn the ways of the mountains. This rarely includes reading and writing. They are in harmony with the wilds and the flora and fauna that inhabit the mountains. In the south the mountains provide a natural barrier for Sparta. Spartans throw criminals and the weak into a chasm on Taygetus mountain called Caedas. Some Taygetus villages are helots of Sparta and must pay tribute. Arcadia also contains the Stymphalian swamp. It is a vast swamp with uncharted waterways and endless bogs. Deep in the swamp lurks ancient evil. Rumor has it that sunken ruins promise fortune; the stagnant swamp and ferocious monsters have deterred many treasure hunters.

THERA

Thera is an island in the southern area of the Cyclades. It was once a staging area for Cretan naval campaigns. A militaristic city sprang up around the port. It was also a place where King Minos' alchemists practiced their craft. Several generations ago Thera exploded. Some say the alchemists went too far with their arts. Others say Poseidon punished them for their hubris. Whatever the reason the island of Thera detonated and sank beneath the sea. All that is left now is a rough crescent of an island.

Now there are stories of vast treasure troves buried under rock and many talents of gold waiting just beneath the sea. No one has dared temp Poseidon and sail to Thera.

THRACE

Thrace is a wild region that stretches from the Axios River in the West to Hellenspont in the East. There are plains on the coast and rugged mountains further inland. Thrax, son of Ares, is the ancient Hero of Thrace. He united the mixed tribes and founded Thrace. The Thracians are constantly at war with invading savages from the Macedon Wilds to the West and the Celtoi to the North. There are no large cities in Thrace, only villages. The king has built several strongholds with wooden palisades. Thracians consider all other endeavors besides fighting beneath them. They have a reputation for being ruthless fighters. They are sought after as mercenaries. In spite of the fierce nature of Thrace, the area has produced the most gifted musician, Orpheus. Thrace is an ally of Troy.

TEROES "HELL

The current King is Rhesues. He is born for war. He won his throne through a merciless campaign . Two lesser Thracian chieftains, Alamas and Peiroslead control large loyal armies. Currently there is an uneasy alliance with King Rheseus. They bide their time to usurp his throne.

TROY

The gilded white stone city lies within seemingly impregnable walls, built by Poseidon and Apollo. The much coveted Troy is blessed with a natural port. It has prospered from trade and alliances with kings from the East. The Trojans exact a toll from any ships that pass through the isthmus that separates the Aegean and the Black Sea. The city itself sits atop a hill on the Scarmander plain. The Trojans feel secure behind the colossal walls of their city.

The aging King Priam and Queen Hecuba rule Troy. He is gentle and kind to his people. Many believe him to be greedy. The defense and politics of Troy are currently handled by his sons: Hector and Paris. Hector is loyal to the people of Troy. He is a valiant Champion. Paris is spoiled and lecherous. Many think that he will be the ruin of Troy.





CULT OF ARTEMIS

Flora and Fauna of Hellas

MONSTERS

The existence of strange and horrifying monsters is accepted by Achaeans. Monsters are created by the Gods to take vengeance on mortals or to guard sacred places. They are sometimes mortals that have been cursed and twisted into spiteful creatures. Large powerful creatures like the Kraken pre - date even the Gods.

HYBRIDS

There are creatures that are the results of splicing experiments conducted with mad alchemy or dark sorcery. The pitiful creatures are made by combining several creatures, or even humans, together to make grotesque specimens.

AUTOMATONS

Automatons are autonomous machines created by Alchemists. They're usually constructed of finely made bronze parts. They're propelled in many different ways. They move through a series of clockwork springs or a coal burning boiler, they can even be embedded with a captive shade, by a sorcerer.

DEMONS

Demons are spirits of the underworld that do not have a human origin, they tend to have a malignant attitude towards the living. When demons appear on earth they want to feast on the flesh and blood of the living, and claim souls for Hades. Some demons appear when the conditions are right; such as some type of strife. Others are summoned to do the bidding of evil sorcerers.

When Demons visit this plane in a corporeal from they can be fought by physical means. If there physical form is destroyed in this world they retreat to the underworld to recover.



AGRION	
Attributes	
Strength:	3
Agility:	0
Mind:	-1
Size:	medium
Combat Abiliti	ies
Attack:	Attack with weapon +1; damage per weapon Attack unarmed +0; damage d3+3
Defense:	Í
Protection:	d3-1 (1) animal skins
Lifeblood:	3 (rabble)
2 /	

Agrion, meaning wild, is used to describe the savage men that inhabit the Macedon Wilds and lands North of Thrace. They roam throughout the lands hunting and warring with other tribes. They have no written language. Agrions wear only animal skins and use crude obsidian tipped weapons. Brutality and cannibalism is an accepted fact of life to the Agrion.

ARACHNE		
Attributes		
Strength:	3	
Agility:	4	
Mind:	0	
Size:	large	
Combat Abilities	1	
Attack:	Attack with 1 bite +1; damage 1d3 + venom (strength test or be paralyzed) Shoot web +0; Strength test or be trapped.	
Defense:	2	
Protection:	d6 (4) exoskeleton	
Lifeblood:	10-30 (5 for hatchlings)	

Arachne are large spiders. They can vary in size.

Arachne can be man size to colossal. They will inhabit anywhere that can supply them with food and seclusion. They live in dense forests or ruins. Whenever a Hero is in an Arachne lair he must make an agility test when critical or be tangled in the web. They must make a strength test to break free.

Some Arachne show higher intelligence. They are adept at spinning a tapestry out of web that can see the future. The Arachne may be convinced to help a Hero. (see: Magical Items)

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ASH TREE

The Ash tree is was used by Prometheus when he created mortals. The resiliant wood is used for weapon handles and spear shafts. The wood from the tree has power over demons and shades.

BASILISK	
Attributes	
Strength:	5
Agility:	1
Mind:	0
Size:	large
Combat Abilities	
Attack:	1 bite +3, damage 1d6
Defense:	1
Protection:	d6-2 (2) (scaly hide)
Lifeblood:	20
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Basilisks are the largest of all serpents. They are extremely venomous. They leave a trail of death and corruption from their dripping fangs. Plants and animals that come into contact with the black trail of venom are poisoned. The basilisk's venomous bite will kill and its gaze will turn flesh to stone unless you make a successful Strength check (-2) to avoid the effect.

*	
BEAR	
Attributes	
Strength:	4
Agility:	0
Mind:	-1
Size:	medium to large
Combat Abilities	
Attack:	1 bite +1; damage 1d6 2 claws +0 per attack; damage d6 (special: If the bear hits with both claws, it can grapple its opponent causing a further d6 constriction damage)
Defense:	1
Protection:	d6-2 (2) (thick pelt)
Lifeblood:	10-15

Bears live in theeforests of Hellas. The shy creatures can be teritorial.

BLACK LOTUS

Black flowers grow in shaded areas throughout Hellas. Black lotus flowers have the power to induce a dream-like state. The user forgets any hardships or longings. A passerby may be overcome with euphoria and lie down and never get up. Victims will waste away and becomeing food for the plants. Make a hard Strength roll (-2) or be stuck for an hour and take 1d6 damage. Black Lotus patches are marked with skeletons of victims. Some people know how to harvest the flowers without becoming entranced. Small amounts of the dried flowers are used to ease pain. Some become addicted. Addicts are called "Lotus Eaters". They forget everything but the flower.

BOAR		
Attributes		
Strength:	2	
Agility:	О	
Mind:	-1	
Size:	medium to large	
Combat Abilities		
Attack:	1 bite +1; damade 1d6-1	
Defense:	О	
Protection:	d3-1 (1) (tough hide)	
Lifeblood:	10-15	

Boars are found throught Hellas on farms and in the wilderness. They are popular quarry for hunters.

BRAZEN BIRD		
Attributes		
Strength:	2	
Agility:	3	
Mind:	0	
Size :	medium	
Combat Abilities		
Attack:	1 bite +2; damage 1d6-1	
	Attack with 2 feathers +2 per attack;	
5	damage 1d6-1	
Defense:	2	
Protection:	d6-2 (2) (bronze feathers)	
Lifeforce:	20	
1 - 1 - 1 - 1	·	

HEROES "HELL

Brazen birds are aggressive birds that have bronze beaks and talons and are covered with sharp bronze feathers. They tend to inhabit swamps. No one is sure how they came to be. They may have been created by a sorcerer or an alchemist. They can attack by flinging sharp feathers at their victims.

Lifeforce:	50

CAME

Brazen Bulls are bronze automatons created by alchemists in the form of an enormous bull. They can trample and gore as well as breathe fire.



Attributes	
Strength:	3
Agility:	0
Mind:	-2
Size:	large
Combat Abilitie	5
Attack:	1 bite +1; damage 1d3
Defense:	О
Protection:	d ₃ -1 (1) (tough pelt)
Lifeblood:	15
Camels are slow	moving, but reliable beasts of burden.

They require little water and food. They are popular

among steppes and desert people.

BRAZEI	Y BULL
Attributes	
Strength:	10
Agility:	I
Mind:	-1
Size:	large
Combat Abilit	ies
Attack:	fire breath +1; 1d6+1 (20 feet) gore: 2 hooves and horns +0 per attack; damage 2d6
Defense:	i /
Protections	d(10 (() (bronzo hido)

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large	Tarel .
S	
damage 1d6 each pincer	ack;
0	Y /
d6 (4) (exoskeleton)	1 1
10-30	
	3 2 0 large s Attack with 2 claws+2 per attadamage 1d6 each pincer (attack with all attacks at -1) 0 d6 (4) (exoskeleton)

Carcinus are large crabs that inhabit coast lines and brackish swamps. They can vary in size; from the size of a shield to the size of a wagon. They lurk in the shallows waiting to drag victims to their doom.



	9 27	
CENTAUR		
Attributes		
Strength:	4	
Agility:	ı	
Mind:	ı	
Size:	large	
Combat Abilities	3	
Attack:	weapon +1; damage per weapon 2 hooves +0 per attack; damage 1d6	
Defense:	I	
Protection:	d3-1(1) (tough hide)	
Lifeblood:	20	

Centaurs live in tribes in mountains and forests. They are intelligent and skilled at woodcraft. Their temperament varies per tribe and individual. Centaurs seldom drink wine as it makes them lose control. Some have been known to befriend men; others raid villages. They are known for their penchant for human females. An enclave of tribes are at war against Agamemnon.

-	200	
CERBERUS		
Attributes		
Strength:	4	
Agility:	2	
Mind:	-1	
Size:	large	
Combat Abilities		
Attack:	three bites +2; damage 1d6 each bite	
Defense:	2	
Protection:	d6-1(2) (tough hide)	
Lifeblood:	30	

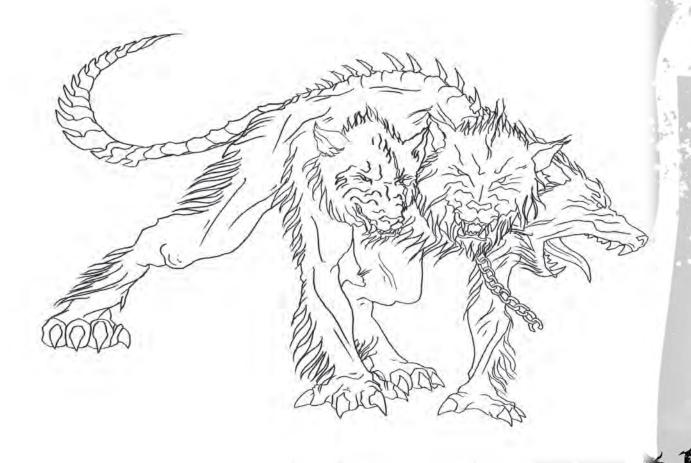
Cerberus are solitary three headed dogs. They are very territorial. Cerberus are larger than their wolf cousins the Orthrus. They are sometimes used as guard dogs by giants. The most well-known Cerberus guards the gates of Hades.

CHARYBDIS		
Attributes		
Strength:	30	
Agility:	-8	
Mind:	-4	
Size :	colossal	
Combat Abilities		
Attack:	special (see below)	
Defense:	2	
Protection:	d6+1 (5) (rubbery hide)	
Lifeblood:	300	

A Charybdis is a huge jelly fish like creature. It sucks in huge amounts of water and expels it, several times a day. This creates whirlpools. The colossal whirlpool is large enough to engulf any ship. Captains must maneuver around the whirlpool or be sucked in. The splintered ship will soon be expelled forcefully back out.

CHIMERA Attributes		
		Strength:
Agility:	-I	
Mind:	O .	
Size:	huge	
Combat Abilities		
Attack:	bite: +1; 2d6-1 damage horns: +1; 2d6-1 damage Fire-Breath: +4 (ranged) 2d6+2 dam- age	
Defense:	0	
Protection:	d6-1 (3) (tough hide)	
Lifeblood:	40	

The Chimera is a grotesque combination of three animals. The head of a lion, tail of a fire breathing Pythos and a goat head growing out of the center of the body. The appearance of the deadly monster is a bad omen and is usually followed by a god wrought disaster like a storm or volcano.



CROCODILE	
Attributes	
Strength:	4
Agility:	I
Mind:	-2
Size :	large
Combat Abilities	
Attack:	1 bite +1; damage 1d6+2
Defense:	2
Protection:	d6-2 (2) (tough/ scaly hide)
Lifeblood:	30

Top predaters in brackish swamps and rivers. Crocodiles wait near the bank to ambush there victims.

DEER / G	OAT
Attributes	
Strength:	3
Agility:	2
Mind:	-1
Size:	large
Combat Abilities	
Attack:	1 bite +1; damage 1d6-1 2 hooves +0 per attack; damage 1d6-1
Defense:	0
Protection:	d3-1(1) (tough hide)
Lifeblood:	10
common as dome	esticated animals as well as quarry for

DOLPHIN	
Attributes	
Strength:	8
Agility:	3
Mind:	1
Size :	large
Combat Abilitie	S
Attack:	1 bite +3; damage 1d6+2
Defense:	1
Protection:	d6-2 (2) (tough hide)
Lifeblood:	20
Dolphins are a common sight in the Aegean Sea. Sailors	

DOG'S TOOTH GRASS

A magical grass that grows by the sea. If eaten it can heal any wound. Sometimes the grass will heal as well as making the consumer into a gilled man, that must live in the ocean. (When eaten the Hero must make a Moderate (o) Strength roll or be turned into a Mer person.)

DRACAINA

DRACO

Dracaina is a shrub that grows throughout Hellas. The plant has magical properties as well as alchemic. The leaves of the plant are used as sacrifices to the Gods. Alchemists can use the sap to render love related elixirs.

	DITIOO	
vil.	Attributes	
	Strength:	20
	Agility:	-1
in.	Mind:	I
001	Size:	enormous
	Combat Abilities	
lo	Attack:	bite: +1; 2d6-1 damage tail: +1; 2d6-1 damage Fire-Breath: +4 (ranged) 2d6+2 dam- age
,	Defense:	O
1	Protection:	d6+1 (5) (tough hide)
	Lifeblood:	100
	- 1	. 1 .1

Dracos are large winged reptilian creature. Some Dracos are intelligent. They may speak several dialects. Some are ageless and have long memories. Dracos are fond of treasure. They will often be guarding a hoard.

EAGLE / FALCON		
Attributes		
Strength:	-2	
Agility:	2	
Mind:	-1	
Size:	large	
Combat Abilities		
Attack:	bite +3; damage 1d3 2 talons +2; damage 1d3	
Defense:	2	
Protection:	О	
Lifeblood:	3	
	s. Used in Hellas for hunting.	

consider them a good omen.

the hunt.

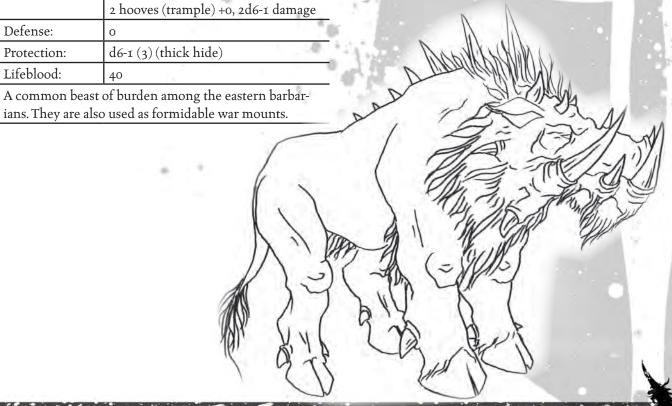
EARTH BORN	
Attributes	
Strength:	0
Agility:	0
Mind:	-2
Size :	medium
Combat Abilities	
Attack:	weapon +0; damage by weapon type
Defense:	0
Protection:	d6-2 (2) (or by armor)
Lifeforce:	3 (rabble)
Earth Born are corpses that are summoned to do the	

bidding of a sorcerer. They may have armor and weapons. There must be corpses buried in the ground to be summoned, unless the sorcerer uses Draco teeth. (see Magical Items)

ELEPHANT	
Attributes	
Strength:	10
Agility:	-2
Mind:	-1
Size :	huge
Combat Abiliti	es
Attack:	2 tusks +1; damage 2d6-1 2 hooves (trample) +0, 2d6-1 damage
Defense:	0
Protection:	d6-1 (3) (thick hide)
Lifeblood:	40
A common bea	ast of burden among the eastern barbar-

GIANT	
Attributes	
Strength:	10
Agility:	0
Mind:	0
Size:	very large
Combat Abiliti	ies
Attack:	Attack with weapon +1; damage per
V . A	weapon Attack unarmed +0; damage d6+2
Defense:	1
Protection:	d3-1 (1) (tough skin)
Lifeblood:	20

Giants are direct ancestors of the Titans. They live in seclusion. They went into hiding after their numbers were decimated by the Gods during the giants' revolt. Giants have the capacity of intelligence, but tend to be uneducated. They generally use primitive tools and weapons, but have been known to obtain more refined tools. Some giants will capture and eat humans. They are protected by Poseidon.



GORGON		
Attributes		
Strength:	2	
Agility:	2	
Mind:	2	
Size:	medium	
Combat Abilities		
Attack:	Attack with weapon +2; damage per	
	weapon	
	Gaze of stone (see below)	
Defense:	2	
Protection:	d ₃ -1 (1) (scaly hide)	
Lifeblood:	12	

Gorgons appear to be women with hair that is a tangle of snakes. No one can be completely sure of their appearance. Gorgons live solitary lives; often inhabiting ruins. Gorgons are so loathsome that gazing into their eyes will turn a person to stone. A character must make a Hard (-2) task plus mind to avoid being turned to stone.

HECATONKHEIRES	
Attributes	
Strength:	20
Agility:	0
Mind:	0
Size:	huge
Combat Abilities	
Attack:	10 boulders +1; damage per boulder 2d6
Q.	Attack unarmed +0; damage 2d6
Defense:	1
Protection:	d6+2 (6) (very tough skin)
Lifeblood:	80
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Hecatonkheires are colossal giants, which are siblings of the Titans. Their name means hundred hands. They fit their name as they have one hundred arms and a head for each pair of arms. These grotesque beings are quite hostile. If they are seen they are likely to attack. They can throw a boulder with each giant arm (up to 10 a turn) They are very rare. It is believed that Hecatonkheires are guardians of Mount Olympus and to Hades.

EMPUSAE	
Attributes	
Strength:	6
Agility:	3
Mind:	О
Size :	medium (varies)
Combat Abilities	
Attack:	2 claws+2 per attack; damage 1d6
1	each claw
4	bite +1 1d3 per round
Defense:	4
Protection:	d6-1 (3) (incorporeal)
Lifeforce:	30

Empusae are demons that can choose to be material or incorporeal. They can shape shift to nearly any form. They can appear to be any night creature. (i.e.: wolf, rats, bats, etc.) Empusae like to masquerade as a very beautiful man or woman to attract the opposite sex. They will then attempt to use a compel spell to seduce the victim. If their victim is enthralled they will drain their blood. Empusae hunt only at night as their corporeal form will be burned by sunlight.

William .		
EURYNOMOS		
Attributes		
Strength:	2	
Agility:	2	
Mind:	0	
Size :	medium (varies)	
Combat Abilities		
Attack:	1 bite +1; damage 1d6-1 2 claws +0 per attack; damage 1d6 per claw.	
Defense:	2	
Protection:	d3-1 (1) (tough hide)	
Lifeforce:	15	

Eurynomos is the demon of rotting corpses, who strips the flesh from the bones of the dead. He appears as an old man with blue black desiccated skin. He wears a cloak of fetid vulture feathers. Eurynomos shows up when a corpse is left with an improper burial. He commands creatures that eat rotting flesh such as flies maggots and vultures. If disturbed he will send swarms of his minions against interlopers. (See Swarm)

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A STREET, SQUARE, SQUA	
GOLEM	
Attributes	
Strength:	10
Agility:	-1
Mind:	-1
Size :	large
Combat Abilit	es
Attack:	bash +1; 1d6 damage
Defense:	0
Protection:	d6+1 (5) (Solid) Blade weapons no effect.
Lifeforce:	40

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Golems are constructs that have a life force. They can be made of various materials; such as stone, clay, wood or bronze. Golems are then imbued with a life force by a magician. Golems are built from solid material and move by magic alone. A Golem should not be confused with automatons created by alchemists. Golems are virtually impervious to bladed weapons. Stone golems are often overlooked as they stand inanimate; posing as a pillar or statue.

GRIFFIN	I		
Attributes			
Strength:	6	18	2-
Agility:	О	17	1 2
Mind:	О		
Size :	large	. 6	
Combat Abilit	ies		
Attack:	bite +1; d6+ 2 claws +2; o Attack with	~	each attack
Defense:	1		32 Y
Protection:	d6-2 (2) (tou	ıgh hide)	×
Lifeblood:	20		
Criffondana	harbuid of lion on	daada Tilrad	th on her

Griffons are a hybrid of lion and eagle. Like other hybrid creatures their form can vary. Some Griffons have wings while others are flightless. Some have fore paws of a lion while others have talons. They are ancient creatures created by alchemy. Griffons are fiercely territorial. Griffons mate for life; therefore they are usually encountered in pairs. It is believed that they were originally created to guard treasure.

HARPY	
Attributes	de la companya de la
Strength:	2
Agility:	2
Mind:	0
Size:	medium
Combat Abilities	
Attack:	1 bite +1; damage 1d6-1 2 claws +0 per attack; damage 1d6 per claw. Scream (see below)
Defense:	2
Protection:	d3-1 (1) (tough hide)
Lifeblood:	15

Harpy are large bird like creatures. They have large claws, fetid feathers covering their large wings, a distended belly and a gaunt human like face. Harpy often partake of carrion as is evident by the gore that remains on their face and neck. Harpy are excellent fliers. They announce their presence with shrill screams. (Heroes must make a tricky (11) mind check or be disoriented (flaw to all actions) by the Harpy's screams.)

Harpy inhabit wooded areas where they make their nests high up in the trees. They are territorial, but will also venture out to raid for food. They will often pick one person to harry day after day. Harpy will attack with claws and try to bite. Due to their fondness for carrion a bite may carry infection.

HYDRA	
Attributes	
Strength:	16
Agility:	-1
Mind:	-1
Size:	massive
Combat Abilities	
Attack:	Attack with 1 bite +2; damage 3d6+2 (+ poison) (If the first bite hits, the creature has a second attack at +1 to hit (at the same or a different opponent). If that attack is successful, it gets a third attack at +0 to hit and so on, until it misses or all heads have had an attack).
Defense:	0
Protection:	d6 (4) (scaly hide)
Lifeblood:	(10 per head)

A Hydra is an immense serpentine creature with multiple venomous heads. (the GM determines the amount of heads.) Each head gets an attack. Hydras generally live in swamplands and marshes.

If a Hero rolls a legendary success it means that they have completely severed a head. The next turn two heads sprout to replace the severed one.

Special: Poisonous Bite (At the end of the battle, make a Tough task check, using strength, each minute to avoid an additional I point of poison damage, until you succeed the check or pass out and then die)

KERES		
Attributes		
Strength:	3	page 6
Agility:	0	
Mind:	0	- 3
Size:	very large	100
Combat Abilities		
Attack:	bite +0; damage d6-1 2-claws +1; damage d6+3	1
Defense:	I	- 4
Protection:	d3-1 (1) (tough skin)	
Lifeforce:	15	. 0

Keres are demons of violent and cruel winged death. They are attracted to battlefields and plague. They seek out mortals that are on the edge of death and carry them away to devour them. Keres appear as black humanoids with leathery skin. They drip blood from their skin. Their hands and feet have grasping talons. Their mouths are filled with constantly gnashing fangs.

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HORSE	
Attributes	
Strength:	5
Agility:	0
Mind:	-1
Size:	large
Combat Abilit	ies
Attack:	1 bite +1; damage 1d6-2 2 hooves +0 per attack; damage 1d6-1
Defense:	0
Protection:	0
Lifeblood:	15
- 1 11	1 1 1 1

Sacred and loyal companions to mortals since the time of the ancients.



INVICTOU	S LION
Attributes	
Strength:	8
Agility:	3
Mind:	0
Size :	large
Combat Abilities	
Attack:	ı bite +4; damage 1d6+5 2 claws+2 per attack; damage 1d6+5 each claw (Attack with all 3 attacks at -1)
Defense:	2
Protection:	d6+2 (6) impervious to cuts
Lifeblood:	30

The kings of lions; Invictus Lions are twice the size of a normal lion. They tend to be solitary and dwell in caves. The Lion is adept at making sounds of their prey. They can lure other predators to their cave by making the sounds of wounded animals. The Lions can even make pitiful sound of a person crying to lure in unsuspecting Heroes.

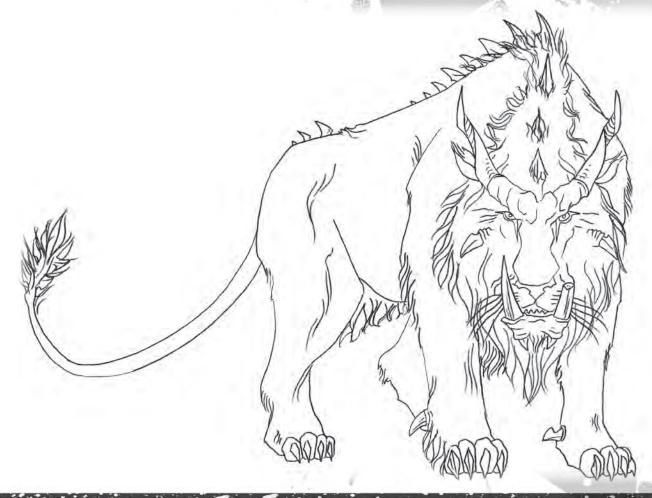
An Invictus lion's hides are impervious to punctures or cuts. Bladed weapons will have no effect on them. Only the lions own claws will cut its hide.

LAMIA	
Attributes	
Strength:	3
Agility:	4
Mind:	I
Size:	medium
Combat Abilities	
Attack:	claw +2; 1d6 damage bite +; 1d6-1 damage
Defense:	2
Protection:	d3-1 (1) (tough skin)
Lifeblood:	15

Lamia are half human and half snake. They live in remote parts of forests in caves. Lamia seek out children and eat them. Lamia will approach men and women at night and try to seduce them with a compel spell. When the victim falls asleep the Lamia will devour them.

KRAKEN	1
Attributes	
Strength:	18
Agility:	-4
Mind:	-2
Size:	colossal
Combat Abilitie	S
Attack:	2 tentacles +0; 4d6 damage If both tentacles hit, the Kraken will swallow whole whatever it has a hold of.
Defense:	0
Protection:	d6+3 (7) Kraken hide
Lifeblood:	100

The Kraken is an elemental beast with a huge toothed maw and multiple suction cupped tentacles. They stay mainly dormant at the bottom of the ocean until roused. Kraken can grapple war galleys, plucking the crew off to grind up for fodder. If a Kraken comes close to land it will cause tidal waves that destroy coastal towns. Its' horrific bellow can sometimes be heard on the open ocean.



LEOPARI)
Attributes	
Strength:	Ed a la
Agility:	3
Mind:	o
Size :	medium
Combat Abilities	
Attack:	1 bite +4; damage 1d6-1 2 claws+2 per attack; damage 1d6-1 each claw (Attack with all three attacks at -1)
Defense:	2
Protection:	0
Lifeblood:	10

Jungle cats that wait on tree limbs to ambush their prey.

Attributes	
Strength:	10
Agility:	2
Mind:	0
Size:	large
Combat Abiliti	es
Attack:	1 bite +4; damage 1d6 2 claws+2 per attack; damage 1d6 each claw (Attack with all 3 attacks at -1)
Defense:	2
Protection:	d3-1 (1) (tough hide)
Lifeblood:	20

LIMOS	
Attributes	
Strength:	10
Agility:	0
Mind:	0
Size:	medium
Combat Abilitie	S
Attack:	weapon +1; damage per weapon withering touch +0; damage d6+2
Defense:	1
Protection:	d3-1 (1) (tough skin)
Lifeforce:	20

Limos are the demons of hunger and starvation. They appear as an old woman with coarse white hair. Their body is emaciated with near translucent parchment like skin. Limos are responsible for areas of famine. They can be seen walking in farm fields sterilizing the ground with their touch. Their touch will cause a rapid emaciating hunger to the victim.

MELINOE	
Attributes	
Strength:	10
Agility:	О
Mind:	О
Size :	medium
Combat Abilities	
Attack:	Attack with weapon +1; damage per
	weapon
	special gaze +0 (see below)
Defense:	I
Protection:	d ₃ -1 (1) (tough skin)
Lifeforce:	20

Melinoe is a powerful demon. She is known as the demon of nightmares and madness. She appears as a beautiful woman on one half and a grotesque crone on the other. She wanders Hellas attracting lost shades. She then takes them to the underworld. She may appear if a mortal attempts to harm a shade.

Melinoe is always followed by a group of shades that will jealously protect her. Her gaze can cause night-mares and madness.

If she chooses to gaze upon a mortal, the victim will get a glimpse of the horrors in the underworld. Her gaze will cause nightmares and eventually madness. A mortal that is afflicted must use a Hero point or consult a priest to be relieved.

MINOTAUR		
Attributes		
Strength:	4	
Agility:	0	
Mind:	-1	
Size :	large	
Combat Abilities		
Attack:	weapon +1; damage by weapon type horns +2; d6 damage	
Defense:	0	
Protection:	o (or by armor)	
Lifeblood:	20	

Minotaur are imposing humanoids that possess the body of a large man and the head of a bull. Minotaur are generally brutish and cruel and will attack immediately. They are carnivorous and prefer to dine on humans. In the ruins of the old Knossos lurk Minotaurs. They are the result of dark sorcery, not from a union between a woman and a bull, as Athenian rumor reports.



MONKEY		
Attributes		
Strength:	-1	
Agility:	4	2
Mind:	0	
Size:	small	0.0
Combat Abilities		
Attack:	bite +3; damage 1d3	
Defense:	3	()
Protection:	0	
Lifeblood:	3	
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Mischeavous jungle dwellers. Monkeys are notorious	é
tattlers and thieves.	

	A STATE OF THE STA
ORTHRI	JS
Attributes	
Strength:	3
Agility:	2
Mind:	-1
Size:	large
Combat Abilit	ies
Attack:	two bites +2; damage 1D6-1 each bite
Defense:	2
Protection:	d3-1 (1) (tough hide)
Lifeblood:	14
30	

Orthrus are a species of large two headed wolves. They hunt in packs. Orthrus are known for their vicious temperament. The pack moves into an area, then kills anything living, before moving on.

	The second secon
OX / BUL	.L
Attributes	
Strength:	5
Agility:	-1
Mind:	-2
Size:	large
Combat Abilities	5
Attack:	1 horn +2; damage 1d6 damage two hooves +0 per attack; 1d6 damage
Defense:	0
Protection:	d ₃ -1 (1) (tough hide)
Lifeblood:	20

Popular beasts of burden and sacrifices to the gods. Even domesticated Oxen and bulls can be ill tempered.

PEGASI	
Attributes	
Strength:	5
Agility:	0
Mind:	O
Size:	large
Combat Abiliti	ies
Attack:	bite +2; damage 1d6-1
Defense:	0
Protection:	d3-1 (1) (tough hide)
Lifeblood:	20
Pagagi are wing	red horses capable of flight They are

Pegasi are winged horses capable of flight. They are more intelligent than common horses. Pegasi reside in small herds on the plains. Pegasi have the ability to find underground springs and dig up the water. Only two have ever been ridden.

PYTHOS		
Attributes		
Strength:	6	
Agility:	О	
Mind:	-1	
Size:	huge	
Combat Abilities		
Attack:	constriction +0; damage 2d6-1 fangs +2; damage d6+2 (+ poison)	
Defense:	0	
Protection:	d6-2 (2) (tough scaley hide)	
Lifeblood:	35	

A giant snake consisting of 40 feet of body. Some are constrictors and some have a poisonous bite. In rare cases, Pythos are known to be both constrictors and have poisonous fangs. (Poison: some Pythos are venomous; one bite can paralyze and kill their prey within minutes. The victim dies from suffocation, as the lungs and heart stop. To avoid being paralyzed, make a Tough task check using Strength. If paralyzed, you get another Hard check after a couple of minutes — this time, if you fail, your Hero is killed.

PROMETHEAN FLOWER

The Promethean Flower is named after the titan Prometheus. This blood red flower is thought to grow from the blood of the titan. The flowers are very rare. They grow in rocky areas by the sea. Alchemists know how to make the flowers into oil that can be rubbed on a warrior to make them invulnerable to blades and fire for a short time.

SATYRS	
Attributes	
Strength:	2
Agility:	2
Mind:	О
Size:	medium
Combat Abilities	
Attack:	weapon +1; damage per weapon unarmed +0; damage d3+3
Defense:	ı
Protection:	О
Lifeblood:	5

Satyrs vary in appearance. They are humanoid with some features that betray their ram ancestry. Some have the legs of a goat and human upper body, or the opposite, lower body of a man and upper body resembling a goat. Others may seem completely like a man, but have a goat's nose and horns.

Satyrs generally aren't violent. They prefer to spend their time drinking and playing music in the woods. Some satyrs know a few magic spells. They usually use their spells to cause mischief or to lure women into the forest.

Satyr groups may have human followers that are attracted to the carefree life of the Satyrs.

Combat Abilities		
Attack:	3 maws +0; 3d6 damage If a character reaches o L.B. or less the Scylla will take a round to swal- low them.	
Defense:	0	
Protection:	d6+1 (5) (very tough rubbery hide)	
Lifeblood:	200	

Scylla are huge six headed eel like creatures. They hide in sea caves in narrow straights. It waits for unwary ships to pass, then it snatches sailors from the ship with its fanged maws.

SCORPIC	OS
Attributes	
Strength:	3
Agility:	2
Mind:	-2
Size :	large
Combat Abilit	ies
Attack:	2 claws +2 per attack; damage 1d6 each claw 1 stinger +2; damage 1d6 (Attack with all 3 attacks at -1)
Defense:	2
Protection:	d6 (4) (carapace)
Lifeblood:	20
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Scorpios are large versions of their tiny cousins. They have crushing claws and a dagger like stinger. Their black venom will cause extreme pain and then death. Make Hard (-2) strength roll or take 1d6 damage every hour until a successful roll is made; or the Hero is dead. Scorpios live virtually anywhere in the wilderness.

SCYLLA	7	
Attributes		
Strength:	18	
Agility:	-4	
Mind:	-2	
Size :	gigantic	
	·	1

SHADE	
Attributes	
Strength:	О
Agility:	О
Mind:	0
Size :	medium
Combat Abilities	
Attack:	cold touch +1; damage 1d6-1 (no armor protection)
Defense:	2
Protection:	d6-1 (5) (unless magic or ash wood)
Lifeforce:	15

Shades are spirits that have not made their way to the underworld.

Shades prefer to lie and deceive to cause unrest and mischief.

Shades can be recognizable by their former corporeal form. Shades have many reasons for communing with the living. They may have unfinished matters in the material world. They often attempt to deceive or drive away the living. They may want to help a friend.

Shades have partially omniscient knowledge. They can be very helpful if they choose to answer questions. They can be summoned and bribed with blood by a skilled sorcerer.

unlucky mortals.

SHARK	
Attributes	
Strength:	8
Agility:	0
Mind:	-1
Size :	large
Combat Abilit	ies
Attack:	bite +3; damage 2d6-1
Defense:	1
Protection:	d6-2 (2) (thick hide)
Lifeblood:	40
Poseidon's chil	dren trail ships waitig for scraps and

SPHINX	
Attributes	
Strength:	2
Agility:	2
Mind:	1
Size:	medium
Combat Abiliti	es
Attack:	1 bite +4; damage 1d6 2 claws+2 per attack; damage 1d6 each claw (Attack with all 3 attacks at -1)
Defense:	2
Protection:	d3-1 (1) (tough hide)
Lifeblood:	15

Sphinxes are hybrid creatures that are half lioness and
half woman. They seek out people to devour. Sphinx
like to torment their victims before killing them. They
may make a deal with their victim. If their prey answers
a riddle or completes a difficult task the Sphinx may
choose to let them live.



SWARM	(INSECTS, RODENTS)	
Attributes		
Strength:	О	
Agility:	0	
Mind:	0	
Size:	tiny	
Combat Abilities		
Attack:	i bite or sting; automatic damage 1 point per combat round per character attacked	
Defense:	3	
Protection:	d6-2 (2) (masses of them)	
Lifeblood:	10-50 (rabble)	

An insect swarm can be many types of flying or crawling insects. They can be ants, wasps, bees or even termites. A dangerous swarm can also be a pack of vicious rats. They will swarm and attack anyone within their territory. While being attacked any character is at a -2 to all actions. Lifeblood is as one organism. So a large swarm of wasps would have 50 lifeblood total.

WOLF/ LARGE DOG			
Attributes	Attributes		
Strength:	О		
Agility:	I		
Mind:	О		
Size :	medium		
Combat Abilities			
Attack:	bite +3; damage 1d6-1		
Defense:	I		
Protection:	o		
Lifeblood:	7		

Packs of wolves lurk in the wilderness. A bone chilling howl may be the only warning a Hero gets before a pack strikes.

Large dogs are often used to guard important places in cities. They are also used as hunting and tracking dogs. Barbarian tribes use armored war dogs.

YENGEANCE BOAR			
Attributes			
Strength:	6		
Agility:	2		
Mind:	-1		
Size:	huge		
Combat Abilities			
Attack:	gore +2; damage 1D6+6		
Defense:	2		
Protection:	d6-2 (2) (thick hide)		
Lifeblood:	40		

Vengeance Boars are solitary oversized boars that lay waste to farm lands and woods. It is believed that these boars show up when a god is displeased. Due to their size and quarrelsome temper Vengeance Boars often go unchecked until the land is tilled to ruin.



THE GODS

The Gods watch over the mortal world. They are amused by the endeavors of mortals. The Gods are a bit jealous of the lust and urgency for life that mortals have. They are particularly interested in the lives of Heroes. The Gods like to watch their reckless deeds. They feel compelled to help Heroes at times. Sometimes they become offended and punish them.

The whim of the Gods is capricious. Like a roll of the dice they can favor or hinder Hero.

The Gods and Goddesses reside on Mount Olympus. The Gods wield the power of life or death over mortals. They watch mortals for many different reasons. Some are jealous and contemptuous; others see mortals as children to protect. Gods meddle with the affairs of mortals, often with dire consequences.

AEOLUS

Aeolus is the keeper of the winds. He is usually helpful, but sometimes cannot keep the winds under his control. Aeolus is often worshiped by sailors.

APHRODITE

Aphrodite, wife of Hephaestus, is the goddess of love and beauty. She is charming and vain. She has many followers, due to her beauty. Her symbols are roses, doves, sparrows, dolphins and rams.

APOLLO

Apollo is the god of the sun, light and truth. He controls the suns movement across the sky. Apollo is also a patron of the arts and is a skilled musician. He is the twin brother of Artemis. He killed the serpent Python when it was sheltering in the shrine at Delphi. His symbol is the Laurel

ARES

Ares is the god of chaos and battle. He has a violent temper and is always instigating fights. He is patron to soldiers and mercenaries. He is known to favor valor in battle. His symbols are a burning torch, a spear, dogs and vultures.

ARTEMIS

Artemis is the moon goddess and huntress. She never married and is fiercely independent. She is merciless in her vengeance. Her silver arrows bring plague and death, but also have healing powers. She protects young girls and pregnant women. She is a friend to the shy nymphs. Her symbols are Cypress trees, deer and dogs.

ASCLEPIUS

Asclepius is the god of medicine and healing. He had been a mortal and a very successful doctor. He went too far by bringing the dead back to life. He was killed by Zeus and then revived to become a god himself. He is patron to healers.

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ATHENA

Athena is the goddess of wisdom and war. She is the patron goddess of Athens. She is cool tempered, but can be dangerous if offended. Her symbols are the owl and the olive

DIONYSUS

Dionysus is the god of wine and plays. He journeys on earth to teach people to make wine. He lives a hedonistic pleasure filled life. He is attended by fanatical followers, which include Satyrs and creatures called Maenads. He is cup bearer to the Gods.

EROS

Eros makes couples fall in love, even if they were unsuited. He can be mischievous. He grazed himself with one of his own arrows and fell in love with a mortal, Psyche.

HECATE

She is an ancient goddess that resided in the underworld long before Hades claimed dominion over it. Hecate is the goddess of magic, sorcery, the night, moon, shades and necromancy. She is considered to be the true queen of the Underworld. She is assisted by her demon followers. Hecate is the only god that will show favor to magicians. Her symbols are a black cat or dog.

HEPHAESTOS

Hephaestus is blacksmith for the Gods. He is the son of Zeus and Hera. He is the patron of craftsmen. He is also known as the god of volcanoes. He is assisted by Cyclops at his forge. His symbols are the anvil, hammer and tongs.

HADES

Hades is the god of the Underworld and riches that are buried in the earth. He's also the god of proper burial. He's the brother of Zeus and Hera. Hades rides a chariot with four black horses. He is known to be cunning and fierce, but fair in judgment. Hades doesn't have any particular spite for mortals. He's favored and cursed in equal measure. He does want the souls of the dead to increase his power. If the dead are not properly handled; Hades will send his demons to reap the souls and punish the mortals responsible. His symbols are a Cerberus, the helm of invisibility, helm of darkness, the key to Hades and the color black.

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HERA

Hera is the sister and wife of Zeus. She is the protector of women and marriage. She is proud and jealous. She spends much of her time finding and punishing her husband's lovers. Her symbols are the pomegranate and the peacock.

HERMES

Hermes is the patron of voyagers, merchants, prostitutes, athletes and thieves. He will attempt to protect or heal his worshippers. He is the messenger of the Gods. His symbols are the rooster, tortoise, winged shoes and hat.

PAN

Pan is the patron of shepherds, Mountains, woods and music. He is the god of Satyrs, as he resembles them. Pan often spends time with satyrs and Nymphs. He is known to be lecherous. He plays his namesake pipes and can cause inspiration, fear, sexuality or "panic". His symbol is the pan flute.

PERSEPHONE

Persephone is the goddess of the harvest. She is the daughter of Zeus and Demeter. She was kidnapped by Hades, and forced to be the queen of the Underworld. Due to her unhappiness she was allowed to spend half the season (spring, summer) with her mother, and the other half with Pluto (autumn and winter). She is capable of releasing someone from the Underworld, but has only done so once. Her symbol is a sheaf of grain.

POSEIDON

Poseidon is the god of the sea, rivers, flood and drought, earthquakes, and horses. He is also called the 'Earth Shaker.' He is the creator of horses. He is brother to Zeus. Poseidon demands weekly sacrifices to him from anyone that makes their livelihood from the sea or rivers. He is the most vengeful of the Gods. He has destroyed cities with earthquakes, and tidal waves. He will also send colossal sea monsters to destroy his offenders. To sate Poseidon's ire he sometimes requires a blood sacrifice. He can also be kind to his devoted followers. Poseidon has rewarded cultists with an immortal horse or a bubbling spring in the middle of a desert.

The symbols of Poseidon are the trident, horses, seashells, and bulls.

ZEUS

Zeus is the king of the Gods. He has eternal jealousy and spite for mortals. His judgments are rash and cruel. He uses mortal women when he wishes and torments Heroes at his whim. Zeus imposes cruel curses at the slightest offense. He stops short of killing mortals. He fears Hades

increasing power, by sending souls to the underworld. Zeus rarely favors mortals. He will give divine help to his demigod children.

THE TITANS

The titans have been in supplication for eons. They are kept imprisoned by Hades in the underworld. Atlas and Prometheus are not imprisoned. The Titans suffer hardships imposed on them by the Gods. They endure in order to serve human kind as they have done for countless generations.

ATLAS

Atlas is the titan responsible for keeping the balance of the earth and the heavens. It is beyond mortal comprehension what exactly this means. He is now virtually a slave to Zeus. He constantly performs his task to keep the earth safe from reverting to its primordial state.

Atlas is worshipped by astronomers and navigators. His symbol is a globe.

PROMETHEUS

Prometheus is a Titan. He is a Deity of civilization and alchemy. Prometheus created mortals. He shared the knowledge of alchemy with humans as well as other civilized arts. Prometheus is known as a savior of human race. He endured millennia of torture at the hands of Zeus to save the human race. Prometheus has a cult following. His symbols are fire and links of chain.



CULT OF ARES

The Chaos of Battle

The Palace states are constantly at war. Thousands of Hoplites meet on the battlefield. Scores of ships clash at sea. A battle is something that the Heroes will surely be involved in at some point. A tactical simulation of a battle is beyond the scope of this game. The solution is an abstraction of a battle. It captures details that characters may experience in the course of a battle; while giving them a chance to have a hand in the outcome of the conflict.

On the table roll 2d6 for the Battle round. If the character has career ranks in soldier, Hoplite or mercenary. They can add the points to the roll. Only one character can add their ranks.

The roll is what happens for that Battle round. Battle rolls from 1-18 only last for one (1) combat turn. Once the round ends, another Battle roll is made, regardless of the outcome. This is to simulate the fast pace and confusion of a battle. The characters can decide to attack or only defend during the Battle round.

If the characters attack the enemy and survive the round they are able to add the noted bonus to the next Battle round roll. If they only defend they do not get the bonus. The bonuses are cumulative. (Example: if they get a +1 for engaging archers this round. They get to roll 2d6 and add +1. If they 'hold the line' next round they get another +1 So, the next battle round they roll 2d6 +2 and so on.)

Battle round rolls from 19+ represent a chance to defeat units of the enemy army. They last as many rounds as it takes to determine a victor. If the characters have already rolled to flank a unit and been victorious and they roll it again then they just skip down to the next number.

Victory usually occurs when the enemy standard or general are captured or destroyed. It is up to the GM to decide.

Tactical modifiers

The characters can receive tactical modifiers to their roll. These are advantages or disadvantages due to tactics or terrain.

Superior numbers. (+1/-1)

Choke point: a narrow pass or opening in a wall negates the superior numbers advantage.

King of the Hill: The army at the top of a hill gets the advantage. (+i/-i)

Unrested: The army has traveled without rest, food or water. (+1/-1) per day.

Heart for Battle: Morale is important. The armies heart is not in it. They fight for an unjust King. (+1/-1)

Seasoned Army: This army has been in battle before. They were born for it. (+1/-1)

Battle Order:

1. Roll on battle table. Add applicable career ranks: Hoplite, Soldier, Mercenary and combat modifiers. If roll on table is 1-18; That is the encounter for one round. A roll of 19+ gets played until one opponent retreats, surrenders or is dead.

2.Resolve combat per description on battle table. Roll 2d6 plus bonuses on table again.

Roll 2d6 + career ranks

1	BA	TTLE TABLE
	< 12	Hold the line +1
	13	Missile attack archers, slingers, psiloi, peltasts +1
	14	Engaged by skirmishers +1
	15	Engaged by chariot +1
	16	Save a brother / sister +1
le l	17	Defend the standard +1
	18	Defend the general +1
6	19	Break the line +1
	20	Flank the archers, slingers, psiloi, peltasts +1
3	21	Flank the skirmishers +1
	22	Flank the chariots +1
	23	Challenge the champion +2
1	24	Capture the standard +3
	25 or higher	Capture the general (Stratego)



Hold the Line-

The shield wall racks and buckles, but it must hold!! Cover your comrade, fill the gaps!

Each character is attacked by one enemy rabble hoplite.

Missile attack-

The characters are attacked by 1d3 archers per character, slingers, psiloi or peltasts. The Gm determines the range. The characters may attack back if they have missile weapons of their own.

Skirmishers-

1d3 skirmishers charge in on horseback. They use a combination of shield and spear or sword.

Chariot-

A chariot hurtles across the field toward the characters. There is a rabble driver and a rabble archer or javelin thrower. The horse will try to kick or trample anyone who gets close.

Save a brother / sister-

One of your comrades has fallen. They are still alive. You have a chance to save them.

You must fight 1d3 enemy rabble hoplites and drag your comrade to safety.

Defend the standard-

The standard bearer is threatened. The guards have been cut down! The standard must be preserved!
You must defend the standard bearer against 1d6 enemy rabble hoplites.

Defend your Stratego-

The enemy has a path to your Stratego! They must be stopped or the day is lost!

You must defend the general against 1d3 enemy rabble hoplites.

Break the Line-

The general spots a weakness in the enemies shield wall! He sends you in to break it!

Each character takes on one enemy rabble hoplite.

Flank the archers-

Your characters have a chance to put an end to a company of the enemies ranged weapons

The characters attack 1d3 per character: archers, slingers, psiloi or peltasts. The DM determines the range.

Flank the Skirmishers-

Your characters have a chance to put an end to the last of the enemy skirmishers.

The characters attack 1d3 per character: skirmishers.

Flank the enemy Chariot-

Your characters have a chance to put an end to the last of the chariots.

The characters attack a chariot.

Challenge from the Enemy Champion-

The champion of the enemy army spots you! He issues a challenge!

The character(s) fight a non-rabble (higher skill than the characters) champion.

Capture the Enemy Standard-

Your characters have a chance to capture the standard. The characters fight 1d3 per character: rabble hoplite guards.

Capture the Enemy Stratego-

Your characters have a chance to capture the general! All that stands between you and him are his chosen men! The characters fight 1d3 non-rabble (equal skills to the characters) hoplite guards.

MICTORY AND DEFEAT

The battle rules should allow the characters to lay waste to many rabble, flank the enemy, defeat a champion and ultimately win the battle for their side. Then they will gain Kleos and feast etc.

Sometimes the players will just roll low and get worn down and have to retreat.

Defeat of the characters doesn't mean that the battle is lost. The GM can leave the outcome to chance or allow the battle to be won in spite of the characters' defeat. Keep in mind the overall story.

RETREAT

If the characters are low on lifeblood they may choose to defend or retreat. Defending is handled in the same way as BOL rules. If they choose to retreat they will not be attacked and will retreat to safety. Other soldiers will pay the price for the retreat.

If the Heroes are in charge of a group of fighters (Followers); the fighters may take losses from the battle. To determine how many Followers perish roll a d6 for each time the Heroes are forced to defend (retreat).

EXAMPLE NPCS



RABBLE HOPLITE

This is a typical rank and file soldier. The soldiers that defend the cities are made up of mostly 'Rabble Hoplites.' Hoplites also work as city guards and patrol outside the city.

Attributes		Combat Abili	Combat Abilities	
Strength	0	Pankration	0	office
Agility	0	Melee	0	438
Mind	0	Ranged	0	8
Appeal	0	Defense	0	1. "
Lifeblood	3			180

Careers	
Hoplite	1
Protection:	d6 (4) linen cuirass, helmet, grieves, shield
Weapons	Spear d6



RABBLE SKIRMISHER

This is a typical horse riding soldier. They gain a little advantage from being on a horse.

advantage from being on a noise.			
Attributes		Combat Abilities	
Strength	0	Pankration	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	3		
Careers			
Hoplite	I		
Protection:	d6-1 (3) helmet, grieves, shield		
Weapons	Spear d6, Sword d6		



RABBLE PSILOI

Psiloi are lightly armored soldiers that use some sort of missile weapon. They could have a bow, javelins, a sling or even a bunch of good sized rocks.

Attributes		Combat Abilities	
Strength	0	Pankration	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	3		
Careers			
Soldier	1		
Protection:	d6-2 (2) helmet, Pelta shield		
Weapons	Bow d6 R8o', Javelin d6 R5o', Sling d6-2 R3o', Rock d3 R2o'.		

CHAMPION HOPLITE

This is a tough fighter. He has worked his way through the ranks to be a champion. Champions may be battle officers or chosen body guards to rich merchants or royalty.

Toyany.			
Attributes		Combat Abilities	
Strength	3	Pankration	1
Agility	2	Melee	3
Mind	О	Ranged	0
Appeal	О	Defense	2
Lifeblood	13		44
Careers			
Hoplite	3		
Protection:	d6+2 (6) Heavy cuirass, helmet, grieves, large shield		
Weapons	Kopis d6, Dagger d3, Spear d6		





STRATEGO

This is a typical commander of a Hellas army. They are experienced soldiers. They are able to fight as well as lead. Stratego are willing to join the fray if needed, but if they are captured they choose diplomacy to save themselves and their soldiers.

Attributes		Combat Abilities	
Strength	2	Pankration	2
Agility	2	Melee	2
Mind	2	Ranged	0
Appeal	2	Defense	1
Lifeblood	12		
Careers			
Hoplite	3		
Noble	1		
Protection:	d6+2 (6) Heavy cuirass, helmet, grieves, large shield		
Weapons	Xiphos d6, da	igger d3	V I

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CULT OF POSEIDON

Adventures on the Wine Dark Sea

A large portion of Achaean trade and travel is conducted at sea. The rugged terrain and the scarcity of resources saw the Achaeans take to the Sea. Adventurous merchants explore and make fortunes. Traders and fisherman travel the Aegean waters. Unscrupulous pirates stalk the sea for fat merchant ships. Warships transport soldiers to war in distant lands.

The common sailing practice is to hug the coastlines and beach the ship each night and in rough weather. Ships also island hop across the Aegean. The effort taken to row a fast galley requires a lot of fresh water for the crew. This makes stops a necessity for war galleys. The time to travel can vary due to weather. To cross from Salamas to Troy takes roughly four days, calm seas.

The characters can charter a ship, book passage or sign on as mercenaries. They may have access to a ship if they have sufficient ranks in Noble or a high Kleos. A king may supply a ship if they want the Heroes to go on a quest.

Sea People

The sea people are fleets of mariners that have forsaken the land and taken to the sea. They survive by robbing ships and raiding the coast. Sea people fleets can be large enough to threaten even the largest cities. Their fleets are floating palace states. There is a Sea King that rules the fleet by might and guile. The king usually owns most of the ships. The other captains and crew follow the king for the promise of greater riches.

The Sea People can strike without warning. Their unrivaled sailing skill coupled with the numerous islands of the Aegean make them an elusive enemy.

CREW

Adventuring in a ship requires a crew. The characters can take charge of the ship or hire an experienced captain.

The crew can be hired mercenaries or followers of the party. (See Followers)

SHIPS

There are many types of ships; from lumbering merchant ships to sleek war galleys. Merchant ships rely only on sail power. So, they are dependent on fair winds for travel. War Galleys are built long and narrow for speed. War Galleys have sails as well as oars.

Next are listed some example ship statistics. They represent the relative maneuverability and fighting ability of the ships.

Oars

This number is simply the amount of oars the galley uses to move. There is one crew member pulling at each oar.

Crew

Crew is the amount of bonus the crew lends to any actions or maneuvers the captain commands. Every ten crew members lend a +1 to resources. When being attacked by missile weapons the loss is to the crew number. The bonus number can be used to maneuver or attack, or both in the same turn.

Hull

Hull is the 'Lifeblood' of the ship. This number represents the amount of damage the ship can take before sinking.

Ram

Ram is the amount of damage the ship will do to another ship if the maneuvers roll is a success.

War machines

Catapults and fire machines are sometimes fitted to war galleys. At great expense a craftsman can build a ship catapult. The secrets of the fire machine are jealously guarded by alchemists. Yet some ships have the fire spewing contraptions. These ships are the most feared on the Aegean.

Defense / Resources

The Defense / Resources number represents the crew's ability to perform tasks and the defensive capability of the crew and ship. As a defense the number is subtracted from any attacks an adversary's ship makes. The defense is the same for all attacks made. The resource number can be added to rolls during a turn. The bonus can be added to maneuvering, attacks and repairs. The number must be split up or used all on one action. As a ships hull or crew takes damage the resources will get lower.

(Example: an undamaged Pentekonter is attacked twice in a round. The resources and defense for a Pentekonter is 3 so each attack from the enemy is at a -3. The player decides to maneuver and use +1 from resources, then attacks using +2 from resources. This uses up the ships resources for the turn.)

KYRENIA

4 oars

Crew 4

Hull 4

Ram o

Resources o

Kyrenia are wide beamed merchant sail boats. They rely on sails. They are built to transport large amounts of goods from port to port. There are larger variants.

KERKOURI

14 oars

Crew 17

Hull 14

Ram 2d6

Resources +2

The Kerkouri is a small war galley or a merchant ship with teeth. The Kerkouri is often used as a fast trader. It can outrun pirates as well as fight. The Kerkouri is popular among adventurous merchants.

TRIAKONTER

30 oars

Crew 35

Hull 30

Ram 3d6

Resources +3

The Triakonter is a medium sized war galley. It is the fastest of war ships. It is the most common ship used by the Sea People.

PENTEKONTER

50 oars

Crew 55

Hull 50

Ram 5d6

Resources +5

The Pentekonter is the largest war galley. The mainstay of the Palace state fleets. They are used to crush enemies at sea and to transport soldiers to other lands.

SEA BATTLES

In the Heroic Age sea battles are common. The main tactic is to pursue and ram the opponent's ship.

The ship will lower sails and try to maneuver to execute a ram on the other ship. When in range archers and slingers will shoot volleys at the ship. This is to soften up the marines and to kill or disable oarsmen. Some war ships will also have a catapult to launch stones or fire pots of burning pitch. There are a few ships that are equipped with dreaded fire machines.

Once the ship is rammed the marines rush on board and

fight with melee weapons.

SEA BATTLE TURN PHASES

- 1. Maneuvers- Run, Pursue, Ram, Rake, or Grapple.
- 2. Attack- Missile, Catapult, Fire Machine.
- 3. Repairs- Repair hull, save crew, Stop fires.

Range

The initial range is determined by the situation. The range determines what type of maneuver or attack a ship can make. At long range the ships receive a -2 to attack and a -1 at medium range.

Maneuvers

Task Roll = (Hero's career rank + resource used + 2D6) – (range modifier + enemy defense)

A successful maneuver roll brings the target ship one range closer or farther away depending on whether the ship is pursuing or evading.

Ram

Damage: (per ship)

To ram or avoid being rammed, the captains declare their intention. Then the ships make a maneuver roll. If a ship is rammed it takes the 'Ram' damage to the Hull points of the ship. To break free, make a maneuver roll.

Oar Rake

Damage: 1d6 to Hull

A ship runs alongside and attempts to run over and break an enemy's oars. This is to disable a ship without sinking it. An oar rake does not leave the ships locked together as a ram does.

Grapple

Grappling is to use oars or grappling hooks to seize a ship. A successful grapple allows fighters to board. The grappled ship remains immobile until a successful maneuver roll is made to break free.

Attack

Attack Roll = = (Hero's career rank + resource used + 2D6) – (range modifier + enemy defense)

Missile

Damage: 1d6 to Crew

When a ship is at range the crew can make missile attacks with javelins, bows, or slings.

Catapult

Damage: Rock: 1d6 to Hull & 1d3 crew

Fire: 1d3 Hull & 1d3 crew

Catapults are used to hurl boulders or Pots of burning pitch. Boulders can crush the hull and rigging of a ship as well as the crew. A fire pot that bursts showers the hull and crew with burning pitch. The pitch will burn until the crew dowses the flames.

Fire Machine

Damage: 1d6 to Hull & 1d6 crew

The Fire Machine is an alchemist's device that requires special skills to use. The exact design and formulas are a closely guarded secret. The fire machine is a large pressurized bronze tank with a tube on the top. The machine shoots a stream of burning liquid great distances. The flames are near impossible to extinguish.

Damage

Damage is subtracted from the crew or Hull points. Damage takes effect immediately during play. If a ship remained on fire from the previous turn; fire damage is rolled at the beginning of the new turn.

On the ship record sheet Hull or crew are marked off. The brackets indicate when a ship will lose Defense/Resources. So, if a ship losses all the Hull Strength or Crew in a bracket; the ship losses a Defense/Resources point.

Repairs

The last phase of the turn is to make repairs. The crew can attempt to patch holes in the hull, repair rigging, put out fires and help the wounded. So, the Heroes must decide whether to fix the ship, put out fires or save crew members. The task is resolved with a moderate (0) roll with the appropriate careers added and ship resources. On a successful roll the ship can gain back 1d6 crew or 1d6 hull. If a fire is put out the ship will not take any more fire damage in the next round.

Fire

The most feared weapon in ship warfare. When a ship catches fire; the fire will burn until it is extinguished. The ship's hull and crew will take damage every turn until the player makes a successful repair roll during the repair phase of a combat turn.

Sinking

When a ship reaches o hull points it will sink. It may take a while for a ship to fully submerge. This gives the crew time to abandon ship and pray to Poseidon for mercy.

SEA RANGE CHART

The sea range chart is used to keep track of the relative proximity of the ships during a battle. Use some sort of marker or die to keep track of the enemy ships on the chart. The players, or Heroes ship location is always the ship icon on the far left. An enemy ships location changes when maneuver rolls are resolved.

If a ship is at 'Distant' range and the Player (that is evading) makes his maneuver roll; the enemy ship moves to 'Long' range. If the player makes another Maneuver (evade) roll; the enemy ship will be moved to extreme rang, etc. If a ship moves beyond horizon it has successfully evaded.

As the enemy ship gets closer the player and enemy gets options to attack listed at the top of the chart. (see Range Chart in Appendices)



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ROESFHELLIN

CULT OF HECATE

Sorcerers and Their Arcane Skills

The rules and spells in the BOL Magic and section are appropriate for a Heroes of Hellas adventures.

Hecate is the goddess of magic. She is the only god that will favor a Magician. When a Sorcerer rolls a calamitous failure the Gods tend to be harsh with them. The Gods punish mortals that meddle with the natural world.

Sorcerers and magicians attempt to tap into arcane power that usually only the Gods possess. They tap into powers beyond the physical realm of mortals. Most Sorcerers use the life force of living things around them to conjure spells.

Some Sorcerers choose a dark path. They seek ever greater power despite the risk.

Sorcerers attract shades and demons with blood sacrifices. Sorcerers will sacrifice animals and sometimes humans for their evil spells. Once a spirit has been attracted, the sorcerer will use the energy of the shade to execute their incantations. Meddling with restless spirits and malign demons is risky for a Sorcerer. They risk being drained of their lifeblood; or being possessed by the spirit.

Most people in Hellas are wary of Sorcerers. They believe that such powers should be prayed for and bestowed only by the Gods.



CULT OF PROMETHEUS

Alchemists and Their Craft

The rules and preparations in the BOL Alchemy section are appropriate for a Heroes of Hellas adventure.

Alchemists are valuable in Hellas. They are often hired by kings to work in secret labs. Alchemists have mastered basic scientific knowledge that is understandable to the average person. They can assist the citizens with helpful potions. More often, Alchemists are wanted to make advanced devices like weapons, armor and complicated locks and traps to guard the king's treasure.

Alchemists that delve deeper into the craft uncover lost secrets. They make potions to enhance the advantage of mortals. The potions can enhance speed, strength and vision.

Alchemists that have gained even more knowledge can create compounds that can change shape, appearance of mortals or even make someone invulnerable to attack. Their devices can do the impossible like fly through the air or make someone invisible.

Master Alchemists have deciphered the long lost knowledge of the ancients. Fragmented tablets and weathered inscriptions from ancient Atlantis and Hyperboria give clues of ancient alchemy. Master Alchemists can create devices such as automaton machines, lightning generators, and, invisibility mechanisms.

They can also manipulate living creatures. Alchemists can create potions to prolong life. Ancient alchemy had the ability to create and combine life forms to create monstrous hybrid creatures.



CULT OF ORPHEUS

Bards and Their Epics

Bards are skilled at composing music and writing epic poems. Some are simply entertainers, others have achieved a level of art that can affect the hearts and minds of man and beast. Still fewer have achieved levels of the art that can get the attention of the Gods or even move non-living objects.

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Orphic Cult

The Heroic cult is dedicated to Orpheus, the greatest musician that ever lived. Orpheus was a Thracian bard that accompanied Jason on his epic journey to steal the Golden Fleece. It is said that Orpheus could charm birds, fish and wild beasts and even rocks and trees with his music. He could change the weather and divert rivers with his skill. Orpheus could even convince Hades to release a soul with tunes from his Lyre.



Cantrips

Cantrips are the most common songs or poems performed by a bard. They are meant to inspire and entertain those who want to listen. When a bard sings an inspirational song Heroes or willing Npcs get a bonus to their die rolls equal to the career rank of the Musician/Bard. A Cantrip can help during negotiating, in a battle, ease suffering, and many other skill tests. When negotiating with an important person background music will help. When seeing a king the parties' bard can sing of their deeds. When a group of followers' morale is low a bard can help with an inspirational speech, or to convince them to press on.

(Example: Rusa must fight a duel with a belligerent adversary. His companion Rufus (Bard = 3 ranks) takes up his lyre and sings an ancient tale of triumphant Heroes. Rufus spends an arcane point makes his roll of 2d6. He rolls a 7 +bard of 3 +appeal of 2 =12 (target of 9). So Rusa gets a +3 for all rolls during the duel. Rusa's mind was not added to the difficulty because he was a willing participant. This can also be done for a whole group as long as they are willing.)

Cantrips Cost

Cost:	1 or 2 arcane power
Requirements:	-1 per extra requirement taken
Minimum:	1 arcane power
Difficulty:	Auto or Easy (o or -1)

Epics of the First Magnitude

These songs are much more difficult. They are meant to affect those who are unaware or unwilling to be influenced by the bard. First magnitude epics have the same effect as Cantrip songs. The difference is that the target's mind rating is added to the difficulty of the song.

Epics of the First Magnitude Cost

Cost:	5 arcane power
Requirements:	-1 per extra requirement taken
Minimum:	2 arcane power
Difficulty:	Moderate or tricky (0 or -1)

First Magnitude Requirements

Special item: a scroll or clay tablet that has a special song that has been previously composed.

Line of sight: The target can clearly see and hear the bard. **Compose:** the bard takes 1d6 x 30 minutes to compose a special epic.

Special knowledge: The bard knows something intimate about the target and incorporates it into the epic.

Prayer: The musician prays to the appropriate Hero or Gods. Usually to Hermes or Orpheus.

Sacrifice: A trinket or libation is sacrificed.

Enhancements: The bard uses props or dancing to enhance the performance.

Wounds: The musician puts so much into the performance that they are drained of d₃ LB.

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Epics of the Second Magnitude

These epics are even more powerful. Second magnitude epics affect the hearts and minds to glorious or detrimental results. They can cause Heroes to fight valiantly without a scratch, cause enemies to be confused or even make beasts slumber.

Second magnitude spells add a Boon to friends or a Flaw to enemies. The Boon or Flaw remains as long as the song is played. Like the First magnitude an opponent's mind is added to the difficulty and a friendlies' mind is not added.

Second Magnitude Cost

Cost:	10 arcane power
Requirements:	-1 per extra require- ment taken
Minimum:	6 arcane power
Difficulty:	Hard or tough (-2 or -4)

Second Magnitude Requirements

Special item: a scroll or clay tablet that has a special song that has been composed for the special circumstance. Compose: the bard takes 2d6 hours to compose a special epic.

Special knowledge: The bard knows something intimate about the target and incorporates it into the epic.

Prayer: The musician prays to the appropriate Gods. Usually from the cult of the twelve that have a particular interest in the deed.

Sacrifice: An animal is sacrificed to the god. This can be in form of a feast.

Wounds: The musician puts so much into the performance that they are drained of d6+1 LB.

Epics of the Third Magnitude

These epics are the most powerful. The tones and skill of the musician are so compelling that even trees and stones move in sympathy.

A musician that has reached this level of skill can turn blades and arrows, calm the sea, change winds, move trees or topple walls.

Third Magnitude Cost

Cost:	15 arcane power
Requirements:	-1 per extra require- ment taken
Minimum:	11 arcane power
Difficulty:	Demanding (-6)

Third Magnitude Requirements

Labor: The bard must undertake a physical labor to purify their mind and heart.

Prayer: The musician prays to the appropriate Hero or God that is the patron of that particular item. Ie; Poseidon to calm the sea.

Sacrifice: several large animals or a sentient creature must be sacrificed.

Wounds: The musician puts so much into the performance that they are drained of 2d6+1 LB.

SPELL EXAMPLES

Cantrip Examples:

Inspire

Songs of past deeds and Heroes inspire friends to greatness. Friendlies get a bonus to all rolls while the bard plays. They get a bonus equal to the Bard's career rank.

Heal

Soothing tones can heal wounds and cure the diseased.

Hearten

During hardships the bard can steel the hearts of Heroes. In times of hunger, thirst, cold or heat Heroes get an edge to endure.

First Magnitude Examples:

Blessing

An epic of Gods and Heroes gives Heroes and NPC's friendly to the bard a boon for all rolls.

Discourage

An opponent that has heard a song of doom from the musician feels heavy hearted and is at a minus equal to the bards career rank. The target's mind is added to the difficulty.

Sleep

Soothing tones make the unwary man or beast drift off to a sound slumber.

Compel

The bard can convince a target to do the bard's bidding. This is something the target would normally do. The target's mind is added to the difficulty.

Second Magnitude Example

Curse

This epic is a song of hopelessness. The target feels a sense of dread and has to roll a 'flaw' to all actions. (Roll 3 dice keep the two lowest)

Beguile

The target hears the melodious tones and feels overwhelming admiration for the bard. They will do most anything for them. The target will obey the Bard's commands without question.

Apathy

This epic song makes the target apathetic towards the bard and allows them to pass by without being noticed.

Third Magnitude Examples:

Calm the Sea

Stormy seas can be calmed by the most skillful Bard.

Change the Weather

The weather can be changed by the perfect pluck of the lyre.

Turn Blades

Sticks and stones or blades and arrows turn to avoid the Bard.

Move objects

Inanimate objects can even be moved by a flawless performance. Trees can be made to walk and stone walls can be toppled.

Cheat Hades

Hades may be convinced to release a dead Hero from the underworld by an epic.



PRIESTS

Devotion and Fear of the Gods

Priests are important to the people of Hellas. They use the art of divination to determine the will of the Gods. They can also curry favor from the Gods by prayer and sacrifice. Priests preside over religious rites such as prayer, marriages, funerals, and sacrifices. Kings will also have priests as advisers.

Priests worship the pantheon of Gods. Some worship all the Gods, and pick and choose the one that is appropriate to the situation. Others remain loyal to one god. Priests often reside in a temple, or in the court of a king. Others travel with soldiers or merchants.

Like the BOL core rules a priest must take time worshipping to gain fate points to apply a Boon to himself or someone else.

WORSHIP

The two ways of worship are through prayer and sacrifice. Simply praying may only get the priest one fate point. While praying at a temple may gain more. A way to get more fate points is to make a sacrificial offering. The sacrifice can be as simple as some wine or as elaborate as a feast where one hundred bulls are sacrificed.

SACRIFICES

making offerings is a way to enhance your prayers. A player will get a bonus of +1 to +5 to their Hero Point roll, depending on the value of their Heroes offering. Making an offering of a small trinket will get a +1 while having a feast may get +5. It is up to the GM to decide.

Trinket

a simple item of value.

Libation

some wine or other alcohol.

Food

a bit of food offered to the Gods.

Money

gold and silver may help your prayer.

Animal sacrifice

the favorite of the Gods is an animal sacrifice followed by a feast. Feasts can be simple or lavish affairs. Many beasts may be sacrificed at a time. A 'Hecatomb' is the sacrifice of one hundred beasts.

Human sacrifice

Human sacrifice is the most uncommon. Some kings may go to drastic measure to get favor from the Gods. Be warned, the Gods do not favor human sacrifice. Particularly Zeus, he doesn't want his brother, Hades, to gain the power of the valuable life force in the underworld. Human

sacrifices are often a ritual to summon a shade or demon by a sorcerer that is mistakenly seen by outsiders as a sacrifice to the Gods.

OMENS

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Sometimes there are strange occurrences that may be an omen of things to come. The priest can roll to interpret the omen.

Rolling the dice to decipher an omen is a base roll of 9+ using the priests mind and priest career ranks. To determine what the Gods intend or to see a day into the future. Seeing beyond a day increases the difficulty.

DIVINATION

Priests can perform divination. This is a practice of determining the will of the Gods or seeing future events. During a divination a priest can determine the will of the Gods as they relate to the party of Heroes. That can also see possible future events.

Priest use many different techniques for divination. Some look at the entrails of animals. Others peer into water or a flaming brazier. Priest will sometimes chant themselves into a trance to get answers. Rolling the dice for divination is a base roll of 9+ using the priests mind and career ranks.

DEMONS AND SHADES

Demons and shades may be encountered in the material world. A demon is almost always trouble and will attempt to harm mortals. A shade is usually lost or has some unfinished tasks before moving to the afterlife. A priest can attempt to trap demons and shades or dispel them to the underworld.

To attempt to trap or dispel a demon or shade the priest makes a mind + career roll of 9 + the mind of the demon or shade. A priest can also use a Fate point to gain a boon.

OTHER CHARACTER TYPES

Players may want to play a race other than a mortal human.

DEMIGODS

DemiGods are the offspring of a god and a mortal. They are not immortal but are superior to humans in some ways. DemiGods always tend to suffer. This is due to the jealous immortal spouse of the demigod's parent. Famous demi-Gods are Heracles, Perseus, Bellerophon, and Achilles.

As a demigod you automatically get the attention and ire of the Gods.

You must pick the Father or Mother god. Your character automatically gets the favor of the parent and the ire of the spouse. (For example: Perseus gets help from Zeus, but gets interfered with by his wife Hera.)

When playing a demigod you get one Attribute or combat ability automatically at 5. Then you get 3 points to divide among the other statistics.

DemiGods get 2 flaws with no benefit of a boon. This is in addition to other flaws. A demigod can have any Origin they choose.



MINOTAURS

Minotaurs are a race of hybrid monsters created by King Minos's mad Alchemists as a tribute to Poseidon. They were originally created to be slave soldiers. They proved too difficult to control, so they were imprisoned in the ruins below Knossos.

Some have escaped and have made their way throughout Hellas. The brutes usually lurk in seclusion waiting for the chance to feast on human flesh. A few show intelligence and have learned to live among men. They have trouble being accepted by people due to their reputation. Minotaurs are prized as champions due to their fearsome nature.

Boons

No Need for Gods: You have never depended on Gods and have learned to live without them. You start with five Hero Points, but cannot pray for more. You will gain them back at the end of the adventure.

Fearsome Looks: Use an extra die whenever you are trying to force somebody to give you information or do something they don't want to do.

Strength Feat: Add an extra die when breaking, lifting, pulling or pushing things.

Unarmed Fighting: You are gifted at fighting with no weapons. You get an extra die.

Flaws

Ugly & brutish: You are socially inept. Use an extra die in all situations where you are dealing with other people.

Country Bumpkin: The big city is a confusing and heartless place for a new arrival. Roll an extra die in situations to do with urban survival.

Rage: Your lust for battle is all encompassing. After all foes are defeated you must succeed at a mind check or roll a 1d3. That is the number of rounds you continue attacking anyone close to you.

All thumbs: Roll an extra die when picking locks, firing a bow or crossbow or when doing fine work.

CENTAURS

Centaurs are an ancient race that predates the creation of humans. They live in mountain forests in small tribes throughout Hellas. Centaurs have a reputation for being uncouth and wild. Centaurs become restless away from the woods. The trappings of civilization make them uncomfortable. Many have a problem with drinking, going mad when they drink wine.

In spite of their wild nature Centaurs have ancient knowledge of the arts of war, music and sciences. They are some-

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times sought out to teach others their ancient skills.

The most famous Centaur is Chiron. He served as tutor to many famous Heroes, including Heracles and Jason. He taught music and medicine as well as the skills of the hunt. He became renowned for his civility and wisdom.

Centaurs are currently at war with Agamemnon. It is rumored that the mad king wants to obtain the ancient knowledge that the centaurs guard.

Humans generally honor centaurs due to the deeds of the famous Chiron; yet they are wary due to their unpredictable nature. It would be dangerous for a centaur to encounter soldiers from Mycenae.

Boons

Runner: You surprise your enemies by charging headlong into the fray. You get a boon in any fight you choose; once per game session, but in that fight you cannot defend or retreat.

Sagittarius: gain an extra dice when using a bow made by Centaurs

Learned: When recalling a fact from your area of specialty, you use an extra die.

Mountain Tracker: When tracking, trapping, or hunting creatures in a mountain environment, you may use an extra die.

Flaws

Unsettling: Roll an extra die in social situations.

Taciturn: Your character is ridiculously tight-lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard-of for him to initiate conversation. His extreme reluctance to speak unfortunately means he never volunteers information without being asked. Roll an extra die in social situations.

Exile: You have committed a crime. You have been judged and exiled by your King, or you fled before judgment. You cannot return home. You get an extra die when dealing with people from your home (work with the GM to come up with a back story)

Distrust of Sorcery: When dealing with Wizards and alchemists, roll an extra die.

SATYRS

Satyrs are a magical race. They worship the hedonistic god Pan. They rove about the wilderness of Hellas; with no permanent settlement. They tend not to worry about much. Robbing or entertaining when they need material things. They spend their time with dancing, music, and drink. Satyrs are wild and lusty. They often have human followers that want to join in their carefree life.

In spite of their good for nothing reputation, Satyrs make excellent Magicians and Bards. There closeness to the natural world gives them unique skill.

Boons

Musician: You are gifted with the instrument of your choice. You can inspire others to forget their cares. You can play an inspirational tune to give other characters an extra dice to do a non - combat task. You can also play a tune to lessen the effects of a hardship. (ie. Hot, cold, thirst, hunger, etc.)

Great Actor: You get an extra die while entertaining or imitating.

Escape Artist: Ropes, chains, manacles, even prison cellsnothing holds you for long. Either by skill or dumb luck, you always gets away (eventually). Use an extra die whenever in this situation and trying to break free.

Blind Combat: No light? No problem. By using smell, sound, disturbances in the surrounding air, etc. you are one with the universe. Whatever penalties the GM applies to fighting in the darkness, your character does not suffer at all

Flaws

Drunkard: Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are drunk and unable to do anything until sobered up.

Cravings: You are addicted to something and require it every day to function fully.

Greed: You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll an extra die whenever tempted by the offer of cash.

Illiterate: You cannot read or write and you cannot choose a career with literacy as a requirement.

Lecherous: when dealing with the opposite sex you get an extra die when good judgment is needed.

SAMPLE HEROES

KRYSIOS

Krysios was born in the great city of Mycenae. He discovered at an early age that he was gifted at boxing. He gained limited fame by defeating many opponents, in Olympic competitions.

He has a passing knowledge of divination, he would pray with priests for victory in matches.

He learned proper etiquette when in the company of nobles; He was often an honored guest after winning fights.

In the streets of Mycenae Krysios lost his temper with an upstart challenger. He killed the man, Delon, in an unarmed brawl.

King Agamemnon exiled Krysios from Mycenae due to his dishonorable fight. He now wanders Hellas, throwing in his lot with mercenaries and assassins.

ing in his lot	with mercenaries	and assassins.	
Attributes		Combat Abiliti	ies
Strength	4	Pankration	I
Agility	I	Melee	0
Mind	0	Ranged	0
Appeal	-I	Defense	3
Lifeblood	14	Age .	
Careers			
Olympian	2	2	1 9
Oracle	0		Ø .
Mercenary	1		
Assassin	1	100	- 1
Fate	Find a way to ex home.	punge his exile	and return
Languages	Aechean		
Boons	Unarmed combat (Boxer) Etiquette		
Flaws	Exile- Mycenae		
Protection	d ₃ -1 (1) Oxys		
Weapons	Oxys d6-2		



LYCOS

Lycos was born from a noble family in Sparta. When he was a child, Lycos was removed from his family and trained to defend his home. He survived the harsh 'Agoge' training, then tempered in battle. Lycos joined a group of Spartan mercenaries. He now travels looking for adventure and fame.

Attributes Combat		Combat Abiliti	les
Strength	2	Pankration	0
Agility	2	Melee	2
Mind	0	Ranged	1
Appeal	0	Defense	1
Lifeblood	12		-
Careers			
Noble	0		
Assassin	0		
Hoplite	2		
Mercenary	2		
Fate	Become king of Sparta		
Languages	Aechean (read/ write)		
Boons	Shield Bash		
	Phalanx		
Flaws	Taciturn		
Protection	6 (d6+2) Helmet, Bronze Cuirass, Bronze Grieves, Large Shield (Hoplon)		
Weapons	Xiphos (sword) d6, Spear (Doru) d6		



NEREUS

Nereus was born to a humble family of ship builders on the island of Ithica. Once renowned as an superior craftsmen. A ship that his family built sank without warning. After the mishap the family was reduced to poverty. So, Nereus took to the sea. His love for the sea and his skill has made him a valuable crewman, and a treasured mercenary.

treasured me	rcenary.		
Attributes	Combat Abilities		ies
Strength	1	Pankration	1
Agility	2	Melee	2
Mind	1	Ranged	0
Appeal	0	Defense	1
Lifeblood	11		1.2
Careers			
Craftsman	0		
Beggar	0		
Mariner	2		
Mercenary	2		
Fate	restore his families' honor.		
Languages	Aechean (read/ write)		
Boons	Born Sailor		
1 0 2	Athlete (swimming)		
Flaws	Cursed- family dishonor. Flaw when deal-		
-t	ing with people from Ithica.		
Protection	d ₃₋₁ (1) small shield		
Weapons	Kopis (sword) d6, Knife d6-2		





RUSA

Rusa was born a farmer on the island of Crete, near the great city of Knossos. He was blessed with strength of the sacred bull. He also has agility that belies his burly frame. Rusa passed his right of adulthood by surviving the bull leaping ritual. Due to his unrivaled strength and agility he became a soldier and sailed the Aegean fighting Aecheans and pirates. Traveling gave him a taste for adventure, and a taste for wine. A savage scar has left his visage quite unsettling; In spite of this he is good natured. Rusa enjoys a good celebration especially if there is plenty of wine.

is plenty of v	vine.		
Attributes		Combat Abili	ities
Strength	3	Pankration	0
Agility	2	Melee	2
Mind	0	Ranged	0
Appeal	-1	Defense	2
Lifeblood	13		
Careers			
Farmer	0		
Tumbler	0		
Mariner	2		
Sildier	2		
Fate	Retire comfortably rich and drunk.		
Languages	Minoan (read/ write)		
Boons	Lybris Axe Unarmed Combat Bull Strength		
Flaws	Unsettling Cravings: Wine		
Protection	d6 (4) Bronze Cuirass, Bronze Vambrace, Bronze Grieves		
Weapons	Lybris (two headed axe) Xiphos (sword) Xiphodian (knife)		

HERMIANI

Hermiani was born in Feneos, to a family of actors. At a young age she become bored with the acting lifestyle. Her family endued cruel treatment from a rich family. She secretly assassinated the noble responsible. Hermiani discovered that her acting skills along with her sharp mind could get her within reach of rich and important people. Hermiani enjoyed the quick justice and fast riches her new profession afforded. She now aspires to be the best thief and assassin in Hellas.

best thief an	d assassin in He	ellas.	- I	
Attributes	Combat Abilities		ties	
Strength	o Pankration 1			
Agility	I	Melee	2	
Mind	2	Ranged	1	
Appeal	1	Defense	O pagetos	
Lifeblood	10			
Careers				
Actor	I			
Assassin	2	2		
Hunter	0			
Thief	I			
Fate	Become the best assassin and thief in all of Hellas.			
Languages	Achaean (read/ write) Thracian			
Boons	Escape Artist Sneaky Poison immunity			
Flaws	Drunkard Greed			
Protection	d6-2 (2) Leather Vambraces, Leather grieves			
Weapons	Garrote d6-2, Sword d6, Throwing knife			



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LABORS

Adventuring In Hellas

EVIL IN FENEOS

This Epic takes place in the city of Feneos. It is meant to introduce the players to the city and its inhabitants. The adventure is setup in several encounters that provide clues to solve the mysterious disappearances of children in Feneos.

The adventure takes place during the festival of Hermes. During the festival the city swells to twice its size. All sort of mercenaries, thieves, laborers, merchants, rogues, and even priests show up for the festival. It is a time of revelry and celebration in honor of the god Hermes. The festival is also a time to gain employment. Many come to get hired as muscle for rich merchants or to join an expedition to far off lands. Merchants, craftsmen and bronze smiths find wine hazed adventurers willing to pay well for their wares. There is an evil sorcerer that is sacrificing humans to summon demons. He is having his followers snatch children in the night. The children are taken to a ruin in the woods outside the city. At the ruins the children are sacrificed and a demon appears to do the bidding of the sorcerer.

The following encounters occur as the Heroes tour the city and partake of the celebration. The encounters do not have to be played in order. Each one will provide a clue to the mystery.

Temple of Hermes

The Temple of Hermes is a large rectangular pillared structure. It has a twenty foot tall statue of Hermes at the center. At the statues feet are piles of offerings. Wine, coins, trinkets, and food constitute the sacraments. Several priests are present to oversee the prayers. A nearly constant stream of worshippers visits the temple. The players that make offerings at the temple will gain a Hero Point.

In sharp contrast to the jovial worshippers are a grief stricken family. The players hear them crying and praying for the return of their daughter, Alda, that has been taken. If asked, they will tell the characters about a black winged creature that snatched their daughter from the street. The family will insist that Hermes has heard their prayers and sent bold Heroes to help. If the players accept the challenge they will receive a one-time boon roll in addition to their Hero Point. The Boon roll can be used at any time during the adventure.

Keres Attack

The Heroes will hear a man yelling and a child screaming in the night. When they go to investigate they will discover a man waving a stick at three hovering Keres. They are harassing the man and are attempting to grab his son.

	1 8 8
KERES	
Attributes	
Strength:	3
Agility:	0
Mind:	0
Size:	very large
Combat Abiliti	es
Attack:	bite +0; damage d6-1 2-claws +1; damage d6+3
Defense:	I
Protection:	d ₃ -1 (1) (tough skin)
Lifeblood:	15

The man is a local bronze smith named Clotho and his apprentice son Rotho. They were on their way home when they were attacked by the demons.

The Keres (demons) were summoned by the sorcerer Nefatus to abduct more children. The demons will attack until they succeed at grabbing the boy, or are driven off by the Heroes. They will fly out of the city towards the woods to the north. If Rotho is taken away by the Keres, Clotho will beg the Heroes to get him back. If asked for compensation Clotho will offer to build the characters bronze items or weapons.

The Tangle

The tangle is the sprawl that radiates out from the argola. It is a jumble of plaster and stone buildings that creates dark alleys and dead end paths. The pathways and buildings have evolved organically as needed. The dwellings are built among ruins of older structures that have been long forgotten. Radiating further out from the argola the buildings get more ramshackle; until the outer city wall is reached. The wall is in disrepair and no longer used for defense. There are no city gates. The wall has broken down sections that allow easy egress to the city. The 'Tangle' continues outside the wall. Less permanent hovels and tents crowd the outside of the wall.



Thugs

While in the tangle the players will be surrounded by 5-10 young rogue rabble. They are armed with knives and clubs. No armor. The thugs are opportunists and not real adamant about getting in an all-out fight over some loot. They could give up some information if the characters wish to question them.

They have seen several suspicious black robed priests in the area. They all wear a snake pendant.

The Overflowing Cup

The overflowing cup is a popular drinking den. It is a partially indoor and open air establishment. There is usually an Orphic playing Heroic epics. It is popular among all types of mercenaries. Mingling in the rough crowd is a good way to glean where employment can be had, and to catch up on local rumors. The players will hear rumors about trouble in the woods north of Feneos. They will also hear that the king has posted a reward to stop the kidnappings.

The Overflowing Cup is a good place for the GM to throw out adventure hooks for other adventures.

The Woods

Eventually the players will put the clues together. They will go investigate the woods north of Feneos. A mile or so out of the city, in the woods, they will encounter a few robed priests with torches heading down a trail. The priests will eventually lead the characters to a valley that contains old ruins. Columns and stone blocks lay scattered about the clearing. There is the remnant of an old temple standing. The temple entrance is guarded by two thugs. The priests enter the ruined temple. Chanting echoes into the night.

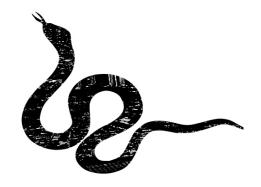
The Ruined Temple

The ruined temple has one entrance that is guarded by the two thugs.

If the characters search; there is another entrance to the side of the building. There is a break in the walls that Is hidden. A strength check will allow them to move a stone block to gain entrance to the interior.

Inside is a large rectangular high ceilinged room. It is lit by torches set into the marble walls. On a raised dais Nefatus the sorcerer is standing over the young girl, Alda, with a knife. The child is chained to a blood stained slab. In audience below are (3 per player) black robed (rabble) priests chanting. Nefatus is preparing to make a human sacrifice. If the characters attack; the priests will rush with daggers to defend Nefatus. Nefatus will cast evil eye on the nearest Hero, to give him time to escape. He will then use a villain point to disappear in cloud of sulfurous smoke.

If the Heroes unknowingly complete the summoning ritual by spilling blood; the blood from the slain priests and maybe Nefatus himself will soon begin to form into a Pythos. The snake is non-poisonous and will attempt to bite and constrict the Heroes. The Pythos will attack unless the Heroes are getting the worst of the exchange; it will slither into the woods.



A STREET, SQUARE, SQUA	AND THE RESIDENCE OF THE PARTY
PYTHOS	
Attributes	
Strength:	6
Agility:	0
Mind:	-1
Size :	huge
Combat Abilitie	es
Attack:	constriction +0; damage 2d6-1 fangs +2; damage d6+2 (+ poison)
Defense:	0
Protection:	d6-2 (2) (tough scaley hide)
Lifeblood:	35

The King

If the characters make their deeds known; they will be summoned to the court of King Agapenor. He will hold a feast in his throne room. The characters will be honored guests. They will be given treasure and special privileges. After several days of luxury in the king's court he will ask the Heroes to take on another labor; but that is another story.....

DEATH ON THE PLAINS

This labor throws our Heroes into battle. They are put in charge of a Pentekonter and a company of fifty hoplites. The characters are sent to uphold an allegiance with another palace state or defy the unjust usurper and join the other side.

King Agamemnon has called on the characters home city to be allied in a feud with Feneos. The characters are summoned by their king to answer the call of Agamemnon. The characters will be told of the feud and sent to fight in the battle and accept the reward and spoils of war. They will be put in charge of a Pentekonter and fifty men.

This adventure introduces omens. The players will encounter two omens on their journey. Both show disfavor from Ares. The god is opposed to Agamemnon's plot. The cause of the bad omens will be discovered by the characters. If the characters choose to fight on the side of Agamemnon they will receive no Hero Points by feasting with the king. If the Heroes switch sides they will receive a use once Boon roll during the battle. The reason for these two occurrences should be kept ambiguous.

This adventure has the characters in charge of many NPCs. They should be kept in the background but not totally disregarded. The GM should mention generally what the hoplites are doing. (ie: Gathering their gear to march, cooking food, playing songs, grumbling, etc.) Maybe have some dialog like boasts or stories. (ie: "I am Elos the best spear man in all of Hellas", or I am Hilon I once defeated a lion.") Remember the hoplites want to be noticed and gain favor with the Heroes; so boasting is common. The idea is to add some color and character to the hoplite followers but not to overshadow the Heroes. The Heroes make the journey by sea.

Then they will have to make a days march to the plain where the battle will take place. The Heroes will arrive the day before the battle.

The Journey

The first leg of the journey takes the characters from their city of origin to the beach nearest to Feneos. During the journey at sea the characters galley will be attacked by pirates.

A character or a crew member will see a Triakonter on the horizon. The pirate ship will pursue and attack the characters' galley. The players can decide to evade the pirates or turn to engage them. The pirates have had some successful raids recently and are feeling very confident to attack a larger ship. As they draw near they will holler curses and jeers to the Hero's ship. They will then attempt to maneuver and ram the Heroes' ship. The pirates are easily discouraged; so if the characters put up a fight they will disengage and row for the horizon. The point of this encounter is to add to the feel of danger and risk. It is also to get the players used to commanding the hoplites; which are currently crewing and rowing the ship. The characters should order the crew to maneuver the ship or attack the pirates. At the height of the sea battle a Kraken will be awakened. The creature will emerge near the ships. The ripple caused by the creature will push the ships apart. The creature will menace both ships but ultimately destroy the pirate ship. Once again this encounter is to add danger, but not to defeat the characters.

The Beach

The characters reach their destination and beach their Pentekonter. The landing can be at any location, on the shoreline, that gets the Heroes close to Feneos. The Heroes will see several ships, which transported other soldiers, already beached. There are several small camps of followers left to tend the ships. The campers will be interested in feasting and exchanging stories with the Heroes. The players may want to leave a few hoplites to mind the ship or make repairs.

The March

To reach the battlefield will require an all day march. First it will be an uphill climb to the plateau. At midday the company will see an omen.

A tortoise lays on its back baking in the sun. This is a bad omen by the god Hermes. A Priest can divine what the omen means. If the characters don't pick up on the omen; a crewman with some priest skill will offer to divine the omen. On a low Priest roll the Priest will know that Hermes is displeased. If the roll goes well, the priest will know that Hermes disfavors the impending battle against his patron city.

Agamemnon's Camp

The players group will arrive the day before the battle. Once the hoplites have set up camp the Heroes will be summoned to a feast by Agamemnon. The feast will be held in a large campaign tent. Other leaders from other cities will be in attendance.

Agamemnon will call the Heroes forward. He will challenge them.

The Feast

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Holding a feast is common practice before a battle. It is presided over by several priests. (The Heroes will get a Hero Point for attending the feast.) The feast is in honor of Ares.

There will be several leaders from other Palace states present. They will take turns making toasts and boasts about the battle.

The Challenge

Agamemnon will call out the Heroes. In a haze of dark wine, he will ask why the characters are worthy of partaking in the glory and spoils of the battle. Agamemnon will assert that the Heroes will lose heart in the battle and retreat. He wagers a sacrifice of fifty bulls to support his claim. The wager is affordable to the Heroes. The point is to test the Heroes' resolve.

The Offer

When the feast is over, and everyone has retired to their own camps, the Heroes will be approached by some emissaries from Feneos. King Agapenor, of Feneos, spies reported that there may be some contingents of soldiers that may be convinced to help him instead of Agamemnon. Two emissaries, Rufus and Tarbus have snuck into the camp to negotiate with the Heroes. Their mission is to get the Heroes to fight on the side of Feneos in the morning. They have permission to pay large amounts to convince the Heroes. They will also appeal to the character's honor and justice. They will say that the war is unjust, that Agamemnon wants to destroy innocent citizens, as a sacrifice. They will also say that Hermes disfavors Agamemnon's plans. If the Heroes decide to stay with Agamemnon; the emissaries will respectfully say that they will regret their choice and leave. They will utter something about a secret weapon. If the Heroes decide to change sides; Rufus will tell them that he knows a hidden trail that winds around the valley that will conceal the characters' Hoplites in the night. They should be challenged by a few sentries (rabble) when they try to sneak out of camp. The Heroes and followers will arrive at Feneos by the morning.

RUFUS

Rufus is a trusted courtier from Feneos. He is realistic and calculating.

Attributes		Combat Abilities	
Strength	0	Pankration	0
Agility	О	Melee	0
Mind	2	Ranged	0
Appeal	2	Defense	0

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Lifeblood	10	
Careers		
Scholar	2	
Noble	I	
Protection:	0	
Weapons	Dagger d3	

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TARBUS

Tarbus is a roughhewn Thracian; quiet and gruff.

Attributes		Combat Abiliti	les
Strength	2	Pankration	1
Agility	0	Melee	2
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	12		
Careers			
Mercenary	2		0
Slave	1		2
Protection:	d6-2(2), animal s	skin, vambraces	B
Weapons	Rhomphaia d6+	2	1

The Battle of Feneos

The morning of the battle will be spent readying equipment, inspiring hoplites and making offerings.

At mid-day on the baked plain the armies of Agamemnon and King Agapenor of Feneos will clash.

The battle should be handled per the Battle rules.

Both armies are generally equal. The battle begins with shield walls of armored hoplites clashing. Chariots wheel and psiloi pelt the soldiers with showers of arrows and sling bullets. The surprise comes when Feneos unleashes its secret weapon; group of fighting centaurs as well as their champion, a giant. Depending on which side the Heroes choose; they will have to defeat or fight alongside the quarrelsome creatures. The centaurs take the place of chariots on the Feneos side.

ELPHOS Agamemnon's Champion

Elphos is a soldier gaining some renown amongst Achaeans. He is favored by Apollo for this battle so gets one 'Boon' to a roll.

Boon' to a ro	oll.			
Attributes		Combat Abili	Combat Abilities	
Strength	3	Pankration	1	
Agility	2	Melee	2	
Mind	0	Ranged	0	
Appeal	0	Defense	1	
Lifeblood	13	×	Village .	
Careers				

Careers		
Hoplite	2	
Protection:	d6+2 (6) Heavy cuirass, helmet, grieves, shield	
Weapons	Kopis d6, dagger d3	

POLYBOTES Agapenor's Champion

Polybotes is champion for Feneos. He is a blood thirsty giant. The king promised him a feast of Agamemnon's soldiers. His size and fighting ability make him nearly invulnerable. He wields a ship's keel with the bronze ram, as a club.

Attributes		Combat Abilit	ties
Strength	10	Pankration	0
Agility	0 =	Melee	2
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	20		1/200
Careers			
Mercenary	2		1
Protection:	d3-1 (1) skins		(September 1)
Weapons	Club d6+10		100
			_

Victory / Defeat

The player's contingent of soldiers is pivotal to victory. So, whichever side they choose will ultimately be victorious. Once the battle is over and the dead are tallied there will be funeral games for the lost followers. The Heroes will be rewarded by whichever side they were fighting.

On Agamemnon's side:

Agamemnon will be spiteful towards the characters in spite of the victory. He will reward them with one hundred bulls. This reward has a large monetary value, but will be difficult to transport and liquidate. Agamemnon knows this and means it as a slight.

On Agapenor's side:

King Agapenor will invite the players inside the city to feast. They will be rewarded with a wagon load of various pieces of silver, gold gems etc. They will also be rewarded with their own apartment within the kings Acropolis.

If the players decided to change sides and defend Feneos they will have to deal with breaking an Alliance between their home and Mycenae. . . .



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ISLAND OF ENTROPY

This adventure introduces the characters to sea travel without being responsible for the whole crew. They are hired as a specialized team of explorers. The Heroes will visit a well-known island and encounter some trouble. Then they are pursued at sea by pirates. The adventure is culminated with an uncharted island where they awaken an ancient evil.

The characters are hired to be sea scouts by a rich merchant. The merchant wishes to establish an alternate trade route. The merchant has also obtained an ancient Hyperborean map of an island. He believes the island will be the key to establishing a new route; as well as possible treasure. The common trade routes are also well known to pirates. There are many unexplored islands in the Aegean. The merchant wishes to find a chain of islands that have suitable landings and fresh water. The Heroes are hired to go along and survey new islands.

The Triton

The 'Triton' is a Triakonter. The ship has a captain and crew of thirty. The ship is old but seaworthy. She has been used for many trading journeys. The Triton has survived a few sea battles with pirates. The crew is proud of their ship and will tell the stories of her voyages with little provocation.

CAPTAIN ALEC

Alec is an experienced sea fighter. He tends to grumble on land and turn to a jovial companion at sea. The captain is fiercely loyal to the merchant. He will keep a close eye on the interests of his employer, as well as the well-being of his crew.

Attributes		Combat Abilit	ies
Strength	0	Pankration	1
Agility	0	Melee	I
Mind	2	Ranged	0
Appeal	2	Defense	0
Lifeblood	10		
Careers			
Sailor	3		
Protection:	d6-2 (3) light cuirass		
Weapons	Kopis d6, dagger d3		
	•		-

TYPICAL TRITON CREW

The crew is truly motley. Some seek adventure others want to make enough to leave the life of the sea. They have a mixed bag of useful skills. The one thing the crew has in common is that they are not strangers to bending their backs to the oars and braving the dark sea.

Attributes		Combat Abili	ities
Strength	0	Pankration	0
Agility	0	Melee	0
Mind	0	Ranged	О
Appeal	0	Defense	О
Lifeblood	3		
Careers			
Other	Crew mem reers. (see I	bers have various he Followers)	elpful ca-
Sailor	I		
Protection:	d6-2 (3) ligl	d6-2 (3) light cuirass	
Weapons	Sword or sp	Sword or spear d6, dagger d3	

The Journey

The sea port that the journey starts from isn't important. It depends on where the Hero's last adventure left off.

The journey will take roughly two to three days. During the journey the characters will see a bad omen by Poseidon and encounter a rough band of pirates.

Omen

Once the Triton is out to sea, the crew will feel an earthquake. The ocean will boil and several dead dolphins will emerge from the deep. This is as a bad omen by Poseidon.

Sea People

The Triton will stop at nightfall at a small unnamed island. A group of sea people also wish to make their landing here. They are menacing, but are not in the mood for trouble. There is plenty of room and water for both ships on the rocky beach. The captain of the sea people ship will negotiate with the characters to stay the night. They will offer several amphorae of wine. They have silver and trinkets to bet on boxing and wrestling matches; as well as gambling. The crew of the Triton will be more than willing for some sport with the sea people.

The Challenge

One of the Heroes will be challenged by the ships champion to unarmed combat. The fight should be challenging but not to the death. Just handle the fight normally and stop the damage at o.

Island of Enaes

After a day at sea the captain will land the ship at a small island, a well-known stop among sailors. Enaes is a wooded island. It has a fresh spring and sandy beach that makes landings easy. After the ship is beached the crew will go about making camp. Three crewmen are sent out to fill large skins with water.

The Attack

Two crewman come running from the forest shouting about monsters. The third crewman, Elos, is not present. When the Heroes go to investigate they find a shaded pool with a waterfall fed by a small creek. The only trace of Elos is a smattering of blood on the grass. Two black leopards attacked the men. They killed Elos and dragged him above the waterfall to the top of a large tree. One Leopard will wait in the tree top and the other waits in the bushes to ambush anyone that climbs the cliff to investigate.

The leopards will attack the Heroes when they make their way to the top of the waterfall. Regardless of the hazards of retrieving the corpse of Elos; the crew will insist upon giving him a proper burial. (See: Death of a Hero) They fear that his shade will haunt them; or worse a demon will come to punish them.

LEOPARD

Attributes	
Strength:	I
Agility:	3
Mind:	0
Size:	medium
Combat Abilities	
Attack:	1 bite +4; damage 1d6-1 2 claws+2 per attack; damage 1d6-1 each claw (Attack with all three attacks at -1)
Defense:	2
Protection:	0
Lifeblood:	10

Jungle cats that wait on tree limbs to ambush their prey.

Fair Seas

After being resupplied the captain orders the Triton to sea. Several days of easy travel doesn't ease the crew's fears of not seeing land in several days. The water is running low and the crew gets restless. Alec changes course several times. He confides in the Heroes that he fears mutiny. He has heard of a mist shrouded island on the present course.

The Storm

Poseidon decides that the Heroes are getting too close to the forbidden island, shown on the merchant's map. He sends a storm to discourage them. The sky darkens, lightning dances on the horizon. It becomes apparent that if the Triton keeps it's course it will go straight into the jaws of catastrophe.

Turning back will send the Triton on a landless course that will take several more days; with water running low it may cause mutiny or a loss of crew members, due to thirst.

Pushing ahead will put the ship in danger, but the next morning will find them at the island.

Rough seas and lightning strikes will menace the ship. The storm will be handled as an attack on the ship. The Heroes must make a ship maneuver roll to avoid damage from lightning and waves. (Resources can be used: See Cult of Poseidon) If Heroes fail the roll the ship will take 1d6 damage and 1d3 crew will be wounded. On a success the ship and crew take no damage. The ship and crew will be 'attacked' ten times during the long night.

If the players have particularly bad luck, do not sink the ship. In climactic fashion have the scene fade to black.

The Island

The morning will see a misty island on the horizon. If the GM had the scene fade to black; the Heroes and crew will awaken on the beachThe wreckage of the Triton has also washed up on the shore.

The Kraken

Poseidon is enraged by the Heroes disregard of his warnings. He has sent a Kraken to destroy their ship. It surfaces frequently off shore and lets out cloud sundering bellows. The Heroes are safe on land. It waits for the Heroes to leave the island, then it will feast on their flesh.

The Beach

The beaches of the island are littered with many ships that have been wrecked by the storms.

The wreckage seems to have accumulated over the ages. None of the ships are seaworthy. Items of value seem to have been looted. There is evidence of funeral pyres and burials, as well as bleached bones near the beaches.

The Forest

Beyond the beach and covering most of the island is a dense forest. There is an abundance of game and fresh water. This fact makes it seem odd that there are not more survivors from the ship wrecks.

The Webs

When delving into the forest the Heroes soon encounter a large web. It spans several tall trees. There are human and animal bones littering the forest below. If a scouting party was sent out; one of the scouts is suspended in the web. He is alive, but paralyzed by the Arachne poison.

The web is a nursery for Arachne hatchlings; 1d3 per member of the group will be immediately attacked

ARACHNE HATCHLINGS		
Attributes		
Strength:	3	
Agility:	4	
Mind:	О	
Size :	large	
Combat Abilities		
Attack:	Attack with 1 bite +1; damage 1d3 + venom (strength test or be paralyzed) Shoot web +0; Strength test or be trapped.	
Defense:	2	
Protection:	d3-1 (1) (exoskeleton)	
Lifeblood:	5	

The Ruins

At the center of the island lies a large ruin. The first remnant of the ancient city will be a stone wall. The wall is precisely fitted stone that surrounds the city. Parts of the wall have collapsed and left huge gaps. The forest has won its campaign to reclaim the city. The city is roughly round and about a mile across. At its center is a black tower. The

buildings are made of the same stone as the wall. They are scattered about the broken streets. Mostly collapsed, they leave little clue of their former purpose. The ruins have also been picked clean of their treasure. Several shimmering birds will be seen soaring above the city. They will eventually land on a standing section of the wall. Their perch seems to glitter in the sunlight.

The ruins were a Hyperborean city eons ago. It was built around the tower. The tower has a device that was used as a signaling device as well as a weapon. The many scattered Hyperborean hieroglyphs will tell this tale to a character that investigates them.

While exploring the ruins a Brazen bird will attack the Heroes. The bird will dive at the Heroes and fling sharp bronze feathers.



The Nest

On the far side of the city is a remnant of the wall that is being used by (1-3 depending on the party's size) Brazen birds. Atop the section of wall they have horded all the treasure of the island. Between the stone crevices lays a glittering array of ancient and contemporary treasures. Among the treasure lies a complicated key. This key will open the tower door.

The Birds will furiously attack anyone that approaches their lair.

The Brazen birds were formerly guardians of the city. The automatons were created to protect the city from interlopers. Through the ages the flock has been reduced to a few birds. They still continue their function by hording valuables and attacking outsiders.



The second secon	THE RESIDENCE OF THE PARTY OF T		
BRAZEN BIRD			
Attributes			
Strength:	2		
Agility:	3		
Mind:	0		
Size:	medium		
Combat Abilities			
Attack:	1 bite +1; damage 1d6-1 Attack with 2 feathers +0 per attack; damage 1d6-1		
Defense:	2		
Protection:	d ₃ -1 (1) (bronze feathers)		
Lifeblood:	20		

The Tower

Amidst the moldering ruins broods a large tower. It is made of smooth black stone. It seems to be untouched by the ages. There is a colossal circular door at the base that has what appears to be a key latch. Picking the lock is a demanding (-6) task. Trying to batter the door will not even elicit a sound from the solid door.

The tower was built to house a powerful light focusing device. At the top of the tower sits a very large lensed device that has the power to re-direct and focuses sun or moon light to signal or burn its target.

The interior of the tower is strangely preserved. It has many wonders from the golden age. Everything is made of the solid black stone. Furniture is formed out of the floor. Globes will light the way as a mortal enters a room. The tower has lasted unscathed through the ages. Fragile materials like fabric, parchment, and wood have long since turned to dust. There are many hieroglyphs on the walls. They tell of the age of titans and the war with the Atlantians.

Ground level

There is a bronze basket that sits on the bottom floor. It can fit up to ten mortals. It is suspended by cables. With careful examination the characters can use this contraption as an elevator. It runs on spring power and can be wound up when it runs out of power. There is a circular crank on the wall that will tension the springs when turned. The elevator will take the Heroes to other levels of the tower.

Living levels

There are several levels that had been used for living and sleeping quarters. This is apparent by the beds and furniለውሃውሃት ጠብር የተሃ አየርፈ የተሃ አየርር የተለ አርርር ተለከተር ተረመሰ ከፈር ብልማ ተለተለ ተለከተር ተለከተር ተለከተር ተለከተለ ተለከተለ ተለከተለ መፈርር ሲሊኒ መመር መፈርር ሲሊኒ መመር ተለከተለ ተለከተለ

ture formed out of the black stone.

Alchemist lab

This level was a large laboratory used by the Hyperborean alchemists. A scholar or alchemists will lament the knowledge that this room once held. Stone tables that form out of the floor have remnants of various alchemic devices. There are a few fragmented metallic scrolls with ancient knowledge.

This is a good time to reward an alchemists or scholarly character with a device or scroll that may intrigue them.

Cartography level

Once used to hold maps and navigational information. The maps and charts made of parchment and papyrus are now gone, yet among the dust there are some maps. The maps are etched on a paper thin metal that can be folded or rolled then unfolded with no apparent creases. There is also a large map of Hellas on the wall etched into the black stone wall.

A map of an interesting area can be used to lead the players to another adventure.

Top level

At highest level of the tower sits the device. In the large round room the walls are covered with hieroglyphs. The etchings explain the construction and use of the device. A series of crank mechanisms will open large shutters. Other cranks will rotate the entire room. From this vantage point the Heroes will get a view of the entire island as well as tens of miles out to sea. The device is in perfect working order. All that is needed is line of site to the target and sun or moonlight.

Using the device will take some careful study of the hieroglyphs.

S'Krinak- T'Retrok Device

These devices were once used by the Hyperboreans to signal messages throughout the world. Later it was used as a weapon against the Gods and the Atlantians.

The device is a complicated metal and glass artifact. It sits on a rotating and tilting turret. The machine uses an array of fine lenses to redirect and focus light. The intensity can be adjusted to be used as a simple signal or to direct a heat ray that can burn its target as far as the eye can see. When in full sunlight a ten foot diameter beam emits from the main lens for a few seconds. The intense beam will do 20d6 to human sizes targets and 5d6 to ships with 1d6 burning damage per turn.

The Curse

Ancient chemical sniffers within the tower have detected non-Hyperborean mortals within the tower. As a last effort to stop intruders from capturing a S'Krinak-T'Retrok Device the ancients have set a trap. An ancient alchemic device mists the island with an evil concoction. The mist will make the dead rise and attack the living. All of the dead sailors littering the beaches will re-animate. Some will attack the crew of the Triton. The crew will lose 1d6 in the fight. They will end up in a standoff on top of one of the wrecked ships. The rest of the Earth Born will make their way to the tower to destroy the Heroes.

If the players decide to fight their way back to the beach they will have to fight three separate battles with (1d6 for each character) Earth born. The final fight will be to rescue the crew.

The players may have a tough time. They may not have thought of using the device to slay the Earth born and the Kraken. It would be a good time to throw them some hints through the hieroglyphs.

CORP.	A PACTOR STATE OF THE PACT
EARTH	BORN
Attributes	
Strength:	0
Agility:	0
Mind:	-2
Size :	medium
Combat Abiliti	es
Attack:	weapon +0; damage by weapon type
Defense:	0
Protection:	d6-2 (2) (or by armor)
Life Force:	5
AND TOTAL DESIGNATION	

Triumph

If all goes well the Heroes will fix their ship and escape the island without too much loss and a cargo of treasure. The treasure will be more than enough to make the entire crew rich. Some industrious players may want to take the device itself. This is a very powerful weapon. It will quickly become famous in Hellas and be coveted by every king. . . .

- A king has been away for an extended time. Suitors are taking advantage of the hospitality of his house. They want the queen's hand in marriage. The king's son has asked the Heroes to bring order back to his house.
- A curse has been put on a city. It has been divined that the curse is caused by sorcery and not the Gods. The Heroes must find the magician and break the curse.
- During a battle an ally Stratego is killed. The player's Hero is blamed. There will be an execution.
- A group of mercenaries are deep in enemy territory when they are betrayed by their patron. They must make their way through miles of enemy territory back to their ship.
- A Vengeance Boar is destroying the countryside. The Heroes answer the call to hunt the beast.
- The Heroes fin a map that leads to an ancient ruin in Arcadia deep in the Stymphalian Swamp.

MAGICAL ITEMS

Magical items may be found by Heroes. The artifacts may be among heaps of treasure, carried by a celebrated champion or the goal of a quest.

Magical items are sometimes created by Sorcerers or Alchemists. A crafted item will often be given the name of a god or Hero as tribute. Magic items may be an artifact from the ancients, or they could be a divine gift from the Gods.

ACHILLES' SHIELD

Achilles' shield can emit a flash of light. The light emanates from the face of the shield. All opponents caught in the light are temporarily blinded. The owner can make the shield flash once per day. Anyone caught by it will get a flaw to any action for 1d6 rounds.

ACHILLES' SPEAR

This is a normal looking spear. It is normal in every way except it inflicts wounds that cannot heal normally. The wounded mortal must have a sorcerer heal the wound. It is magically sharpened in a way that can affect even non corporeal entities such as shades and demons.

AEOLUS' BAG

Aeolus' Bag is a large leather bag that holds winds from all points of the compass. If the bag is opened a small amount a strong steady wind will blow for one week. If it is opened trous havoc.

APOLLO'S LENS

A Small disc of glass. It is crystal clear and convex. The lens can be used to start a fire as long as there is sunlight. It can also be used to magnify small objects.

ARACHNE'S TAPESTRY

A large tapestry that is painstakingly woven from the webs of giant Arachne spiders. If someone stares into the tapestry they will see a scene appear that represents an event in the past present or future. A priest will get a boon if they use the tapestry for divination.

ARROWS OF ARTEMIS

The arrows of Artemis are arrows that can slay any living thing. If hit by the arrow creatures must make a hard (-2) strength test or die instantly.

ARROWS OF APOLLO

These black arrows cause a rotting sickness to whomever they strike. If hit by one of these arrows the being must make a tough (-4) strength test or take 1d6 damage every hour until death. Anyone who touches the affected creature must make a tricky (-1) strength test or suffer the same fate.

ATALANTA'S SANDALS

These sandals allow the wearer to get a boon for long distance running.

AUTOLYCUS' BOOTS OF SILENCE

Autolycus was a Heroic thief in days past. The boots allow the wearer to gain a boon while sneaking.

BELLEROPHON'S BRIDLE

This is an enchanted rope. If lassoed around the neck of a wild beast a boon is gained for any attempt to befriend the creature.

OXYS OF POLYDIECES

Polydieces was a celebrated boxer. Anyone who wears this pair of Oxys will get a boon in unarmed combat.

BRACERS OF HERACLES

Bracers of defense are made from the rare metal adamant. The metal is very hard and light. The bracers provide an armor value of (2) instead of the normal (1).

CEPHALOUS PERFECT SPEAR

Cephalous was a Hero that was unchallenged at spear

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throwing. This spear will never miss its target when thrown, as long as the target is in sight of the thrower. The user may still roll the dice to get a Mighty success.

CORNUCOPIA

A cornucopia or 'Horn of Plenty' is a large goat's horn. It can provide food for up to three people indefinitely. The owner simply imagines the food they want and it will drop from the horn.

DAEDALUS' ENDLESS THREAD

A spool of very thin and strong thread. It can be used for just about anything. It seems to never run out. The thread was made popular by adventurers, as a way to mark a passage through dungeons and labyrinths. It will only run out on a calamitous failure roll.

FLYING MACHINE

A miraculous invention created by a brilliant Alchemist. It is made from wood and fine fabric. The flying machine relies on the wind to soar like an eagle. The device carries one person.

DISCUS OF PERSEUS

A unique weapon forged in honor of the Hero. It is a bronze discus with a razor sharp edge on one quarter of the rim. The discus will fly back to the thrower to be used again. The discus's user cannot be cut while catching it. Range: 50'

Damage: 1d6 + Strength.

Range modifiers apply as with other ranged attacks.

DRACO TEETH

Dread magic derived from an arcane beast. If Draco teeth are planted into the ground fully armed Men of the Earth will spring up from each fang. They will do the bidding of their summoner for one day.

GOLDEN FLEECE

The fleece can bring much luck to those who possess it; but many covet the power of the fleece. The fleece appears to be a rams fleece with a spiral horned head attached. It glitters with gold dust. The fleece has been imbued with the magical ability to attract gold. If thrown into a river or lake it will attract gold. The gold will collect in the fleece and be covered by morning. This gold can only be used as a sacrifice to the Gods. (Which can be a source of unlimited Hero Points.) If it is used for any other purpose the fleece will turn black and cause a curse to the transgressor. The Hero Jason stole the fleece and used it for his own glory. He suffered a curse and lost all that he possessed. No one is sure where the Golden Fleece resides, many seek

HECATE'S FLAME

Hecate's flame is a brazier that can get the favor of the goddess. While a flame is kept burning in the device a priest or a sorcerer will get a boon.

HYPERBOREAN CLOAK

A Hyperborean Cloak will allow a mortal to be in freezing cold without suffering. The cloak is made from unknown material, which allows it to be lightweight.

MEDUSA'S BLOOD

A small vial of the Gorgon blood. If the blood is thrown on the ground it will soak in, and a random monster will grow out of the earth

ORPHEUS' LYRE

This is a finely made lyre. It allows Bards to have a boon while playing it.

PAN'S PIPES

Ordinary looking reed pipes; yet they have magical effects. Musicians who use them against enemies will cause panic and madness. Opponents must make a hard (-2) mind test or suffer a flaw as long as the pipes are played.

PERICLYMENUS' BELT

The belt allows the wearer to appear in the image of someone they have seen while wearing the belt. The illusion will pass casual notice, but cannot be touched. Onlookers must pass a hard (-2) mind check or be fooled.

WATER FROM LETHE

A vial of water from the Lethe River in Hades. One drink will cause a creature to lose all memories.

WATER FROM STYX

A vial of water from the River Styx, at the border of Hades. The water provides protection. Wherever the water is rubbed into the skin, the being will get an armor value of d6(4).



HEROES HELLAS

NAME DESCRIPTION_		
ATTRIBUTES STRENGTH AGILITY MIND APPEAL	ARTS OF WAR PANKRATION MELEE RANGED DEFENSE	CAREERS FIRST SECOND THIRD FOURTH FIFTH SIXTH
KLEOS F	HERO BOILT TS SEAN OF ADMANDED PROTECTION	LANGUAGES FATE BOONS
ARMS		FLAWS

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WEAPON	DAM.	NOTES
Axe	d6	Can be thrown
Bow, composite	d6-1	Range 80' can be shot from a horse with no penalty
Bow, self	d6	Range 60'1 to shoot from a horse.
Club	d6-1	Can be thrown
Dagger	d3	Can be thrown easy to conceal
Gastrophetes	d6+3	Range 60' halves armor value
Javelin	d6	Range 50' Add ½ strength to dam. When thrown or hand to hand.
Knife	d6-2	
Lybris	d6+2	Two handed
War hammer	d6	Can be thrown at -1
Net	0	+1 to hit with paired weapon
Oxys	d6-2	Gain one armor point if no shield is used.
Rhomphia	d6+2	Two handed
Sling Sling, large	d6-2 d6	Range 30' Two handed
Spear: Doru	d6	Can be thrown Range 20'
Trident	d6+1	+2 if used two handed. Range 5' for trident
Staff	d6-1	Two handed
Sword: Falx Xiphos Kopis	d6	

ARMOR TABLE

POINTS	PROTECTION	PENALTIES
I	d3-1 (1)	No penalty
2	d6-2 (2)	Max. defense 3
3	d6-1 (3)	Max. defense 3 Agility -1
4	d6 (4)	Max. defense 2 Agility -1
5	d6+1 (5)	Max. defense 1 Agility -2
6	d6+2 (6)	Max. defense o Agility -2
7	D6+3 (7)	Max. defense o Agility -3

ВА	TTLE TABLE
< 12	Hold the line +1
13	Missile attack archers, slingers, psiloi, peltasts +1
14	Engaged by skirmishers +1
15	Engaged by chariot +1
16	Save a brother / sister +1
17	Defend the standard +1
18	Defend the general +1
19	Break the line +1
20	Flank the archers, slingers, psiloi, peltasts +1
21	Flank the skirmishers +1
22	Flank the chariots +1
23	Challenge the champion +2
24	Capture the standard +3
25 or higher	Capture the general (Strategos)

CLOSE -RAM -BOARD -MISSILE -GREEK FIRE MEDIUM -MISSILE -CATAPULT -CREEK FIRE -MISSILE -CATAPULT LONG $(\dot{\vec{\Omega}})$ -EYADE OR PERSUE (OUT OF ATTACK RANGE) DISTANT EXTREME HORIZON

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The Heroic Age is a time of Heroes and Kings, of ancient science and dark magic.

Once again mortals have gained a foothold in the wilderness. City strongholds are refuges of civilization, and the seat of power for grasping kings. They rule through brutality and bloodshed. Evil sorcerers conjure dark powers to bend the will of man and beast. Alchemists manipulate the elements to create amazing machines, deadly weapons and twisted monsters. Implacable horrors stalk the wilderness and the depths of the seas. Barbarians plot to ransack cities.

A few mortals have risen above the rabble to achieve feats beyond mortality. Once again the Gods have taken notice of humans. Some receive favor from the Gods, through reckless devotion. Others are punished for their hubris. Even fewer become immortal heroes that challenge the Gods...

Heroes of Hellas is a Roleplaying game set in the mythical Greek heroic age with an updated dark and gritty feel.

This is a supplement for the Barbarians of Lemuria Legendary rule system. THRACE TROY SERIPHOS SEA 90 CRETE



