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My Hero and my Goddess

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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.





Barbarians are generally noted for their Strength, but a good agility is also useful.

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)**

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; nevertheless 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 ori-

gin 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.









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 cavalymen 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 maximum 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

**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.

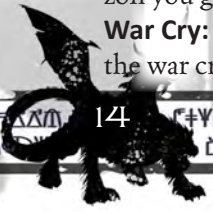
**Country Bumpkin:** The big city is a confusing and heartless place for the new arrival. Roll an extra die in situations to do with urban survival.

**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

















## 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.

## MYCENÆ

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

**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.









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)

**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 sobered up.

### 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.

#### Boons

**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 environment, 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 Rhomphia.

**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

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 horse.

**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 retreat.

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

**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 know.

#### Achaean

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





island. Many Minoans also speak Achaeen.

**Trojan**

The language of the Trojans is very similar to the Achaeen 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.'

**Achaeen 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, Aristodemus, 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, Erebus, 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, Sisyrbе, 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









# 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)

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. Their 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









## 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















**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.









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**

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 0 Agility -2
7	D6+3 (7)	Max. defense 0 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.

















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.

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.







### 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 demi-god 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 Pentekonteres.

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.

Achaean 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 larg-

est 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. Salamis 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.

## ARCADIA

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 tempt 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.





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.













## ASH TREE

The Ash tree is was used by Prometheus when he created mortals. The resilient 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)
Lifeflood:	20

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)
Lifeflood:	10-15

Bears live in the forests of Hellas. The shy creatures can be territorial.

## 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 become 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:	0
Mind:	-1
Size :	medium to large

### Combat Abilities

Attack:	1 bite +1; damage 1d6-1
Defense:	0
Protection:	d3-1 (1) (tough hide)
Lifeflood:	10-15

Boars are found throughout 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; damage 1d6-1
Defense:	2
Protection:	d6-2 (2) (bronze feathers)
Lifeforce:	20

















## CROCODILE

### Attributes

Strength:	4
Agility:	1
Mind:	-2
Size :	large

### Combat Abilities

Attack:	1 bite +1; damage 1d6+2
Defense:	2
Protection:	d6-2 (2) (tough/ scaly hide)
Lifblood:	30

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

## DEER / GOAT

### 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)
Lifblood:	10

common as domesticated animals as well as quarry for the hunt.

## DOLPHIN

### Attributes

Strength:	8
Agility:	3
Mind:	1
Size :	large

### Combat Abilities

Attack:	1 bite +3; damage 1d6+2
Defense:	1
Protection:	d6-2 (2) (tough hide)
Lifblood:	20

Dolphins are a common sight in the Aegean Sea. Sailors consider them a good omen.

## 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

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.

## DRACO

### Attributes

Strength:	20
Agility:	-1
Mind:	1
Size :	enormous

### Combat Abilities

Attack:	bite: +1; 2d6-1 damage tail: +1; 2d6-1 damage Fire-Breath: +4 (ranged) 2d6+2 damage
Defense:	0
Protection:	d6+1 (5) (tough hide)
Lifblood:	100

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:	0
Lifblood:	3

Predatory birds. Used in Hellas for hunting.





## 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 Abilities

Attack:	2 tusks +1; damage 2d6-1 2 hooves (trample) +0, 2d6-1 damage
Defense:	0
Protection:	d6-1 (3) (thick hide)
Lifeforce:	40

A common beast of burden among the eastern barbarians. They are also used as formidable war mounts.

## GIANT

### Attributes

Strength:	10
Agility:	0
Mind:	0
Size :	very large

### Combat Abilities

Attack:	Attack with weapon +1; damage per weapon Attack unarmed +0; damage d6+2
Defense:	1
Protection:	d3-1 (1) (tough skin)
Lifeforce:	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:	d3-1 (1) (scaly hide)
Lifeforce:	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 Attack unarmed +0; damage 2d6
Defense:	1
Protection:	d6+2 (6) (very tough skin)
Lifeforce:	80

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:	0
Size :	medium (varies)

### Combat Abilities

Attack:	2 claws+2 per attack; damage 1d6 each claw 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.

## 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)









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 1 point of poison damage, until you succeed the check or pass out and then die)

### KERES

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

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.

### HORSE

Attributes	
Strength:	5
Agility:	0
Mind:	-1
Size :	large
Combat Abilities	
Attack:	1 bite +1; damage 1d6-2 2 hooves +0 per attack; damage 1d6-1
Defense:	0
Protection:	0
Lifeflood:	15

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

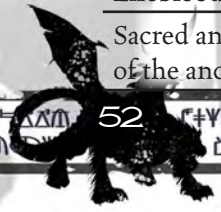


### INVICTOUS LION

Attributes	
Strength:	8
Agility:	3
Mind:	0
Size :	large
Combat Abilities	
Attack:	1 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
Lifeflood:	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.









## LEOPARD

Attributes	
Strength:	1
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
Lifeforce:	10

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

## LION / TIGER

Attributes	
Strength:	10
Agility:	2
Mind:	0
Size :	large
Combat Abilities	
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)
Lifeforce:	20

## LIMOS

Attributes	
Strength:	10
Agility:	0
Mind:	0
Size :	medium
Combat Abilities	
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:	0
Mind:	0
Size :	medium
Combat Abilities	
Attack:	Attack with weapon +1; damage per weapon special gaze +0 (see below)
Defense:	1
Protection:	d3-1 (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 nightmares 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:	0 (or by armor)
Lifeforce:	20









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

### OX / BULL

Attributes	
Strength:	5
Agility:	-1
Mind:	-2
Size :	large
Combat Abilities	
Attack:	1 horn +2; damage 1d6 damage two hooves +0 per attack; 1d6 damage
Defense:	0
Protection:	d3-1 (1) (tough hide)
Lifblood:	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:	0
Size :	large
Combat Abilities	
Attack:	bite +2; damage 1d6-1
Defense:	0
Protection:	d3-1 (1) (tough hide)
Lifblood:	20

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:	0
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 scaly hide)
Lifblood:	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:	0
Size :	medium
Combat Abilities	
Attack:	weapon +1; damage per weapon unarmed +0; damage d3+3
Defense:	1
Protection:	0
Lifblood:	5









## SHARK

### Attributes

Strength:	8
Agility:	0
Mind:	-1
Size :	large

### Combat Abilities

Attack:	bite +3; damage 2d6-1
Defense:	1
Protection:	d6-2 (2) (thick hide)
Lifblood:	40

Poseidon's children trail ships waitig for scraps and unlucky mortals.



## SPHINX

### Attributes

Strength:	2
Agility:	2
Mind:	1
Size :	medium

### Combat Abilities

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)
Lifblood:	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:	0
Agility:	0
Mind:	0
Size :	tiny

### Combat Abilities

Attack:	1 bite or sting; automatic damage 1 point per combat round per character attacked
Defense:	3
Protection:	d6-2 (2) (masses of them)
Lifblood:	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. Lifblood is as one organism. So a large swarm of wasps would have 50 lifblood total.









## 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.

### ÆOLUS

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 sun's 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 tree.

### 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.

### 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 tree.

### 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.









# 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. (+1/-1)
- 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

BATTLE 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 (Stratego)









## 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 Abilities	
Strength	0	Pankration	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifblood		3	
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.

Attributes		Combat Abilities	
Strength	0	Pankration	0
Agility	0	Melee	0
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifblood		3	
Careers			
Hoplite	1		
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
Lifblood		3	
Careers			
Soldier	1		
Protection:	d6-2 (2) helmet, Pelta shield		
Weapons	Bow d6 R80', Javelin d6 R50', Sling d6-2 R30', Rock d3 R20'.		

















## KYRENIA

4 oars  
Crew 4  
Hull 4  
Ram 0  
Resources 0

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 out-run 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

$\text{Task Roll} = (\text{Hero's career rank} + \text{resource used} + 2D6) - (\text{range modifier} + \text{enemy defense})$
--

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

$\text{Attack Roll} = (\text{Hero's career rank} + \text{resource used} + 2D6) - (\text{range modifier} + \text{enemy defense})$
--

### 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 (o) 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**

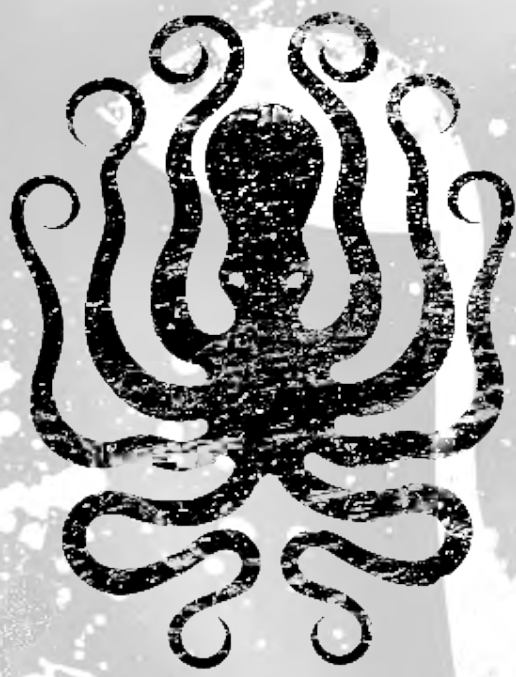
When a ship reaches 0 hull points it will sink. It may take a while for a ship to fully submerge. This gives the crew time to abandon ship and pray to Poseidon for mercy.

**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)













# 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.

## 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 (0 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.

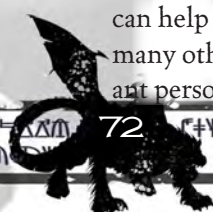
**Special knowledge:** The bard knows something intimate about the target and incorporates it into the epic.

**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.

















## 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-









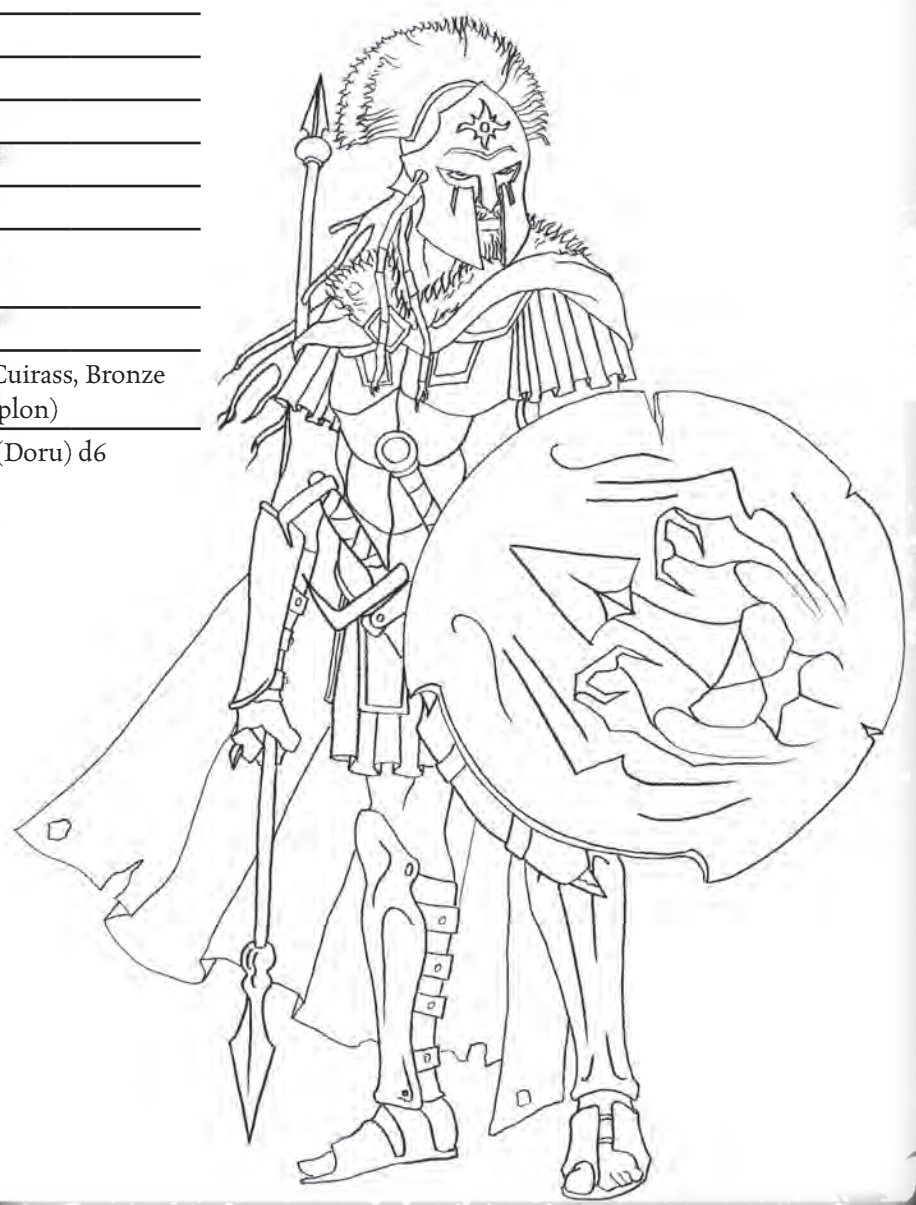


## LYCOS

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 Abilities	
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 (Hoplion)
Weapons	Xiphos (sword) d6, Spear (Doru) d6



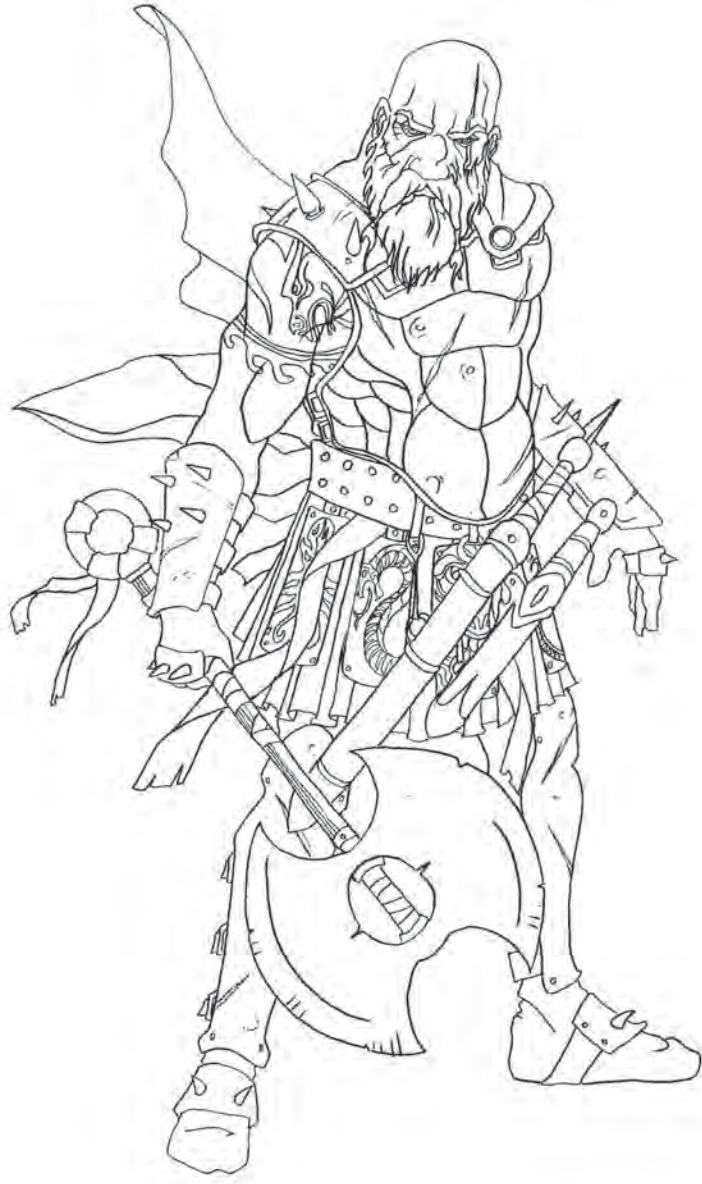






## RUSA

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.



Attributes		Combat Abilities	
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 endured 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.

Attributes		Combat Abilities	
Strength	0	Pankration	1
Agility	1	Melee	2
Mind	2	Ranged	1
Appeal	1	Defense	0
Lifeblood	10		
Careers			
Actor	1		
Assassin	2		
Hunter	0		
Thief	1		
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 d6-2		





# 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.

#### KERES

Attributes	
Strength:	3
Agility:	0
Mind:	0
Size :	very large
Combat Abilities	
Attack:	bite +0; damage d6-1 2-claws +1; damage d6+3
Defense:	1
Protection:	d3-1 (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.

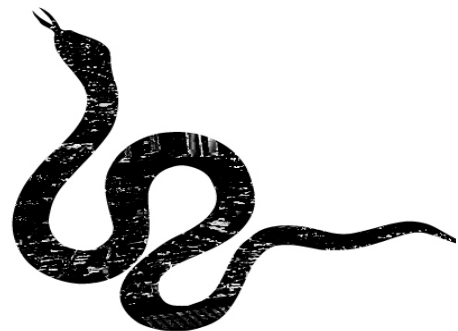
**The Ruined Temple**

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.









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**

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	0	Melee	0
Mind	2	Ranged	0
Appeal	2	Defense	0





Lifeblood	10
Careers	
Scholar	2
Noble	1
Protection:	0
Weapons	Dagger d3



### 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.

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

### TARBUS

Tarbus is a roughhewn Thracian; quiet and gruff.

Attributes		Combat Abilities	
Strength	2	Pankration	1
Agility	0	Melee	2
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	12		
Careers			
Mercenary	2		
Slave	1		
Protection:	d6-2(2), animal skin, vambraces		
Weapons	Rhomphaia d6+2		





**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 Abilities	
Strength	10	Pankration	0
Agility	0	Melee	2
Mind	0	Ranged	0
Appeal	0	Defense	0
Lifeblood	20		
Careers			
Mercenary	2		
Protection:	d3-1 (1) skins		
Weapons	Club d6+10		

**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. . . .









### 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.

### 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 its 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 beach. The 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.

## LEOPARD

### Attributes

Strength:	1
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.









**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 hoarded 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 hoarding valuables and attacking outsiders.



**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:	d3-1 (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 furni-









## ADVENTURE SEEDS

- 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 find 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

all the way; all winds will converge at once causing disastrous 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

Autolykus 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 POLYDIEGES

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













# HEROES OF HELLOS

NAME \_\_\_\_\_ ORIGIN \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

## ATTRIBUTES

STRENGTH \_\_\_\_\_  
AGILITY \_\_\_\_\_  
MIND \_\_\_\_\_  
APPEAL \_\_\_\_\_

## ARTS OF WAR

PANKRATION \_\_\_\_\_  
MELEE \_\_\_\_\_  
RANGED \_\_\_\_\_  
DEFENSE \_\_\_\_\_

## CAREERS

FIRST \_\_\_\_\_  
SECOND \_\_\_\_\_  
THIRD \_\_\_\_\_  
FOURTH \_\_\_\_\_  
FIFTH \_\_\_\_\_  
SIXTH \_\_\_\_\_



KLEOS \_\_\_\_\_ PROTECTION \_\_\_\_\_

## ARMS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DAMAGE

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## LANGUAGES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## FATE

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## BOONS

## FLAWS

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ARMOR & EQUIPMENT

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



**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 1/2 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	d6-2	Range 30'
Sling, large	d6	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**

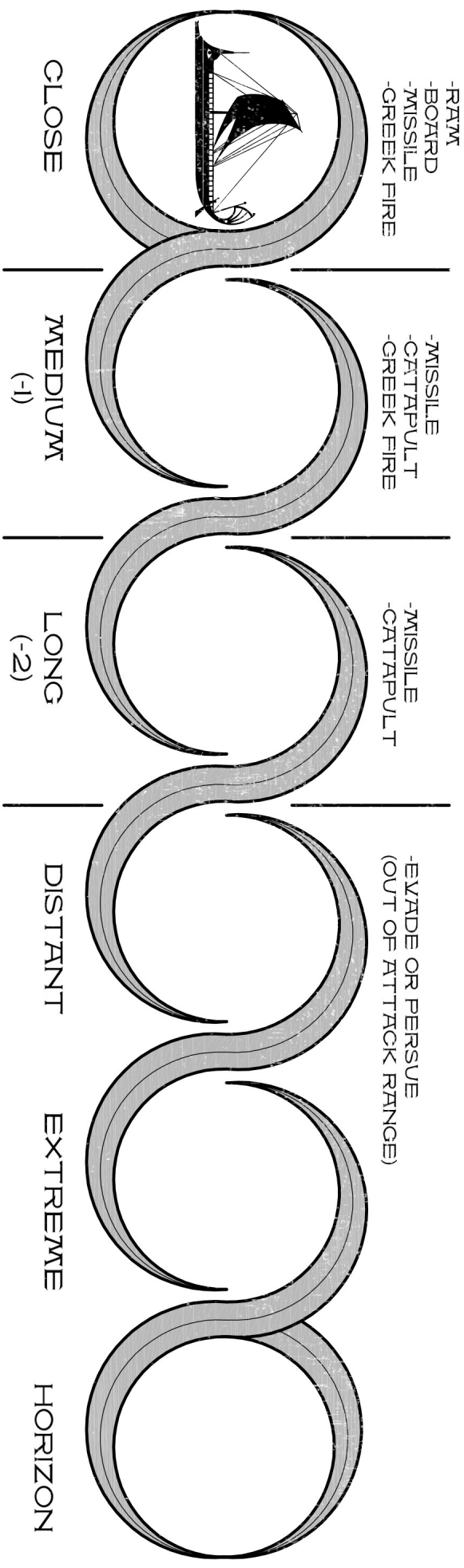
POINTS	PROTECTION	PENALTIES
1	d3-1 (1)	No penalty
2	d6-2 (2)	Max. defense 3
3	d6-1 (3)	Max. defense 3 Agility -1
4	d6 (4)	Max. defense 2 Agility -1
5	d6+1 (5)	Max. defense 1 Agility -2
6	d6+2 (6)	Max. defense 0 Agility -2
7	D6+3 (7)	Max. defense 0 Agility -3

**BATTLE 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)







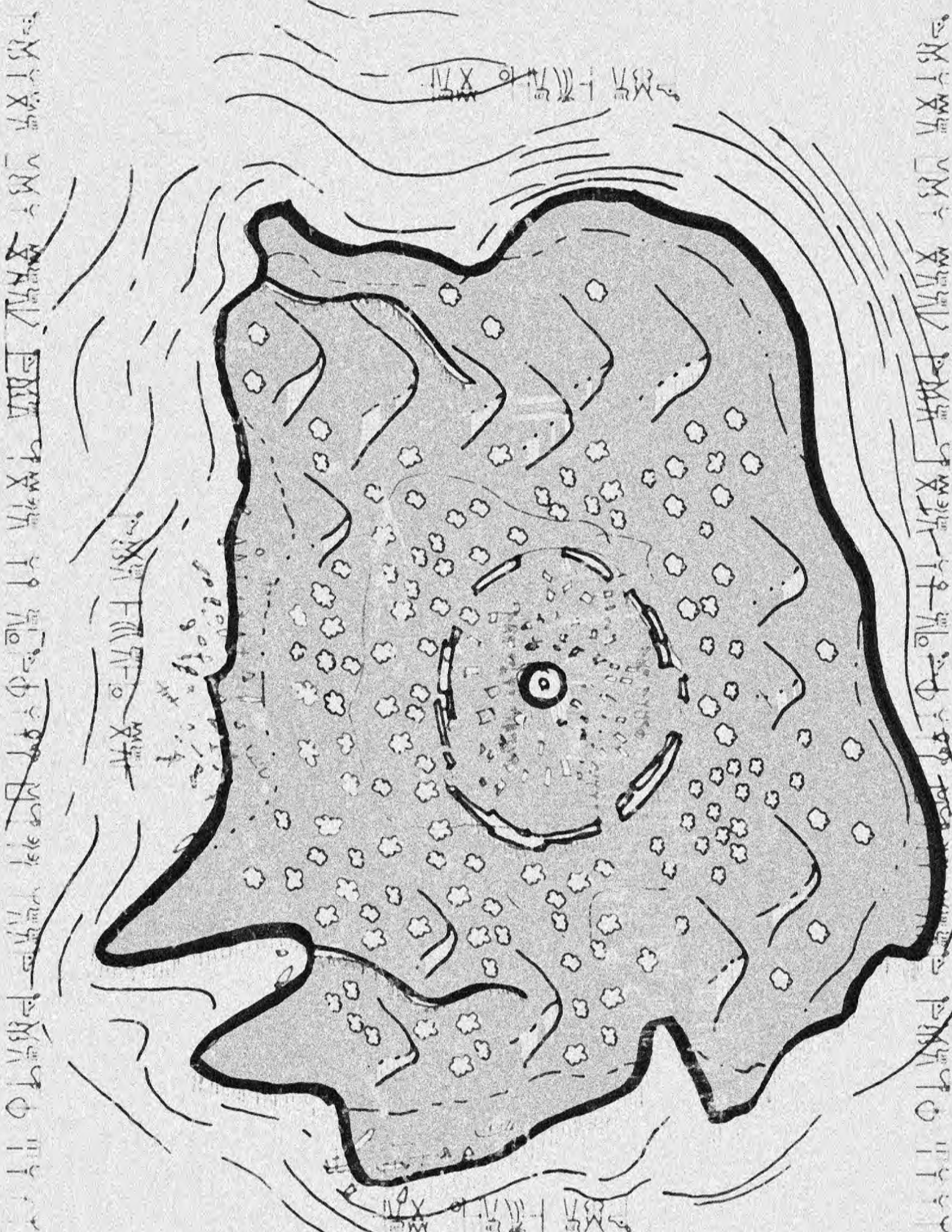












细胞核  
核仁  
细胞膜  
细胞质  
核孔  
核膜  
核糖体  
内质网  
高尔基体  
线粒体  
叶绿体  
液泡  
中心体  
溶酶体  
过氧化物酶体  
微体  
微管  
微丝  
中间丝  
纤毛  
鞭毛  
细胞骨架  
细胞壁  
细胞外基质  
细胞连接  
紧密连接  
桥粒  
半桥粒  
间隙连接  
胞间连丝  
胞间通道  
胞间孔  
胞间膜  
胞间液  
胞间腔  
胞间隙  
胞间孔  
胞间膜  
胞间液  
胞间腔  
胞间隙

细胞核  
核仁  
细胞膜  
细胞质  
核孔  
核膜  
核糖体  
内质网  
高尔基体  
线粒体  
叶绿体  
液泡  
中心体  
溶酶体  
过氧化物酶体  
微体  
微管  
微丝  
中间丝  
纤毛  
鞭毛  
细胞骨架  
细胞壁  
细胞外基质  
细胞连接  
紧密连接  
桥粒  
半桥粒  
间隙连接  
胞间连丝  
胞间通道  
胞间孔  
胞间膜  
胞间液  
胞间腔  
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胞间孔  
胞间膜  
胞间液  
胞间腔  
胞间隙











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.

