

MYTHOS (CORE SETTING GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Mythos* revised first edition core setting guide compatible with SWADE. Changes are highlighted in red.

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Traits Character Creation

Follow the standard character creation mechanics; money is given as copper drachmas instead of dollars.

~~Every player character is created using traits that fall into two categories: Attributes describe who a character is through Agility, Smarts, etc. while Skills define what a character is capable of doing through Fighting, Knowledge, Notice and more. Players are encouraged to create any type of character imaginable from those with high strength to those with a high level of knowledge.~~

ATTRIBUTES

~~Your character begins with a d4 in each of the standard attributes: Agility, Smarts, Spirit, Strength and Vigor. Divide 5 points among these attributes using 1 point to raise a single attribute one die type. No single attribute may be raised above d12.~~

~~**Example:** Raising Smarts d4 to d6 costs 1 point while raising Smarts to d8 costs 2 points.~~

SKILLS

~~Each player character has 15 points to divide among its skills. Note that not all skills from the *Savage Worlds* core rulebook are available and several new skills have been added. Purchasing a skill costs 1 point and begins at a d4. Raising a skill costs 1 point per die type as long as it doesn't exceed the die type of the associated attribute. Raising a skill's die type above the associated attribute's die type costs 2 points per step.~~

~~**Example:** Purchasing Fighting costs 1 point. Raising it to d6 costs 1 more point. Raising Fighting to d8 while the associated attribute, Agility, is a d6 costs 2 points for a total of 4 points.~~

DERIVED STATISTICS

~~Ω—Pace is 6" plus an additional 1d6" when running, unless stated otherwise in the racial template.~~

~~Ω—Parry is equal to 2 plus half Fighting skill plus applicable bonuses from shields or weapons.~~

~~Ω—Every character begins with a Charisma of +0 unless they have a relevant Hindrance or Edge.~~

~~Ω—Toughness is equal to 2 plus half Vigor plus applicable bonuses from armor.~~

Characteristics

~~One way of setting your player character apart from others is through Edges and Hindrances. Each player character is allowed one Major Hindrance and two Minor Hindrances. Each Major Hindrance is worth 2 points and each Minor Hindrance is worth 1 point.~~

~~For 2 points you can raise an attribute one die type, before or after choosing skills, or you can choose an Edge. For 1 point you can gain another skill point or gain an additional 500 copper drachmas to your starting funds.~~

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UNUSED SKILLS

The Driving, Electronics, Faith, Focus, Hacking, Occult, Piloting, Psionics, Spellcasting, and Weird Science skills are not used in *Mythos*.

SKILL USAGE

DRIVING

~~This skill is used to drive chariots, carts and other similar vehicles.~~

ACADEMICS

The following are the most useful subjects for Academics:

- Ω **Cosmos History:** Covers the knowledge of every event of the past and the relevant features of the most famous royal houses.
- Ω **Legends and Lore:** From common folklore to knowledge of sacred creatures, monsters, prized artifacts and mysterious places.
- Ω **Olympian Religion:** Covers all the religious matters, from sacred divine laws to how to properly propitiate each deity.
- Ω **Specific Locations (Choose One):** Its focus can be a specific city (such as Argos), one of Hellas' regions (such as Laconia) or a foreign land (such as Colchis).

NEW SKILLS

CRAFT (SMARTS)

Craft is a catch-all skill that must have a focus of some sort, such as blacksmithing or carpentry. ~~The skill can be taken~~

~~multiple times with different focuses to reflect different areas of expertise.~~ The most common Craft **methods** are blacksmithing, bows, carpentry, clothing, jewelry, leatherworks, pottery, sculptures, ships and stonemasonry. Heroes can practice their trade and make a decent living, earning ten times a craft roll result in silver drachmas per week of dedicated work. They know how to use the tools of their trade, how to perform the craft's daily tasks, how to supervise untrained helpers and how to handle common problems. (Untrained laborers and assistants earn an average of one silver drachma per day.)

The basic function of the Craft skill, however, is to allow for the crafting of an item of the appropriate type. The skill modifier depends on the complexity of the item to be created. The modifier, roll result and price of the item determine how long it takes to make a particular item. The item's finished price determines the cost of raw materials.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the roll is made with a (-2) penalty. On the other hand, high-quality artisan's tools provide a +2 bonus on the roll.

To determine how much time and money it takes to make an item, follow these steps:

- I. Find the item's price in silver drachmas. Divide this number by 100. This is the number of successes required to craft the item.
- II. Find the item's modifier in the table below.
- III. Pay 1/3 of the item's price for the raw material cost.
- IV. Make an appropriate Craft roll representing one week's worth of work.
- V. Once the required number of successes has been achieved, the item is done.

If two or three raises are rolled, the task is completed in one-half or one-third of the time, respectively. If the number of successes rolled in a week is not enough to complete the item, then that roll only represents the progress made that week. Record the result and make a new Craft roll for the following week. Each week, more progress is made until the total number of successes reaches or exceeds the required number of successes.

If a roll is failed, no progress is made this week. If a critical failure is rolled (both Craft and Wild Dies are a 1), half the raw materials are ruined and must be purchased again.

Repair Items: Items can be repaired by making Craft rolls using the same modifier required to make the item in the first place. The material cost of repairing an item is one-fifth of the item's price.

To craft a pharmacy item, dedicated equipment is required. If working in a city, raw materials may be purchased to make the item, but pharmaceutical equipment is difficult or

impossible to come by in some places. Purchasing and maintaining a dedicated workshop grants a +2 **circumstance** bonus on Craft (~~Pharmacy~~) rolls due to possession of the perfect tools for the job, but it does not affect the cost of any items made using the skill.

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PERFORM (SPIRIT) PERFORMANCE

In a world that relies on oral tradition, performers (in particular actors, orators and singers) are held in high regard, being the most common way for people to grasp news from distant lands, learn about important past deeds or just relax from a hard day's work. ~~Like Craft and Knowledge, Perform can be taken multiple times with different foci to reflect different areas of expertise.~~ Performance includes a variety of methods, instruments or techniques, such as:

- Ω Act (tragedy, drama)
- Ω Comedy (buffoonery, limericks, joke-telling)
- Ω Dance
- Ω Oratory (epic, ode, storytelling)
- Ω Percussion instruments
- Ω Sing
- Ω String instruments (lyre)
- Ω Wind instruments (flute, pan pipes)

Audiences can be impressed with talent and skill considering the chosen performance type. The standard reward for successful Performance rolls per "set" (usually a couple of hours) nets the performer 1d6 silver drachmas for every 10 members of the audience; double this number with a raise. ~~The performer may add his Charisma to the roll.~~ The more effort put into the exhibition, the more impressed the audience will be and the greater the reward.

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Gear Up your character

~~Now that you've defined Attributes, Skills, Edges and Hindrances, it's time to gear your hero up with the right tools of his trade. If he doesn't have particular Edges or Hindrances that affect his initial wealth, each character starts with 500 copper drachmas to spend on initial equipment.~~

All currency in *Mythos* is defined in drachmas with copper drachmas (c) being the default when no currency sign is provided. 10c are worth 1 silver drachma (s) and 10s are worth one gold drachma (g).

BANISHED (MINOR OR MAJOR)

For some reason, the hero has earned a very bad reputation and was exiled by a king. He can be guilty of some horrendous murder or being a pain to the king. As a Minor Hindrance, the banishment covers one city (for example, the city of Thebes). As a Major Hindrance, the banishment covers an entire region (for example, the whole Boeotia).

The hero is no longer welcomed into that banished area. No citizen who knows the hero speaks to or acknowledges him, they refuse to sell him items, they will not host him, and they will not stand aside to let him pass. It is as if the character has become a ghost, moving soundlessly through the world.

Anyone coming from the banisher's city or region who meets the hero must make a **Common Knowledge** roll, with a +1 to denote the hero's status. If the roll succeeds, the person realizes the hero has been banished and should ignore him. Those who go against this act and acknowledge the hero anyway receive contempt from every citizen who knows of the hero's banishment. Should the hero go back to the banishing city or region without having properly atoned for his misdeeds, he is immediately sentenced to death.

This Hindrance can be taken multiple times, each time with a different city or region.

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IGNORED (MINOR OR MAJOR)

No one remembers the presence of your hero. When he arrives anywhere, he is never welcomed and everyone has a very difficult time recalling his face name. Your hero has to make an immense effort to get noticed by other people who soon forget everything about him.

As a Minor Hindrance, the hero suffers a -1 penalty to **Persuasion**. As a Major Hindrance, the hero is highly underestimated, even if they do accomplish great deeds, and all credit, rewards and praises are given to someone else. He suffers a -2 penalty to **Persuasion**, but gains a +1 bonus to all **Stealth** rolls in urban environments.

LIAR (MINOR OR MAJOR)

Reality is sad and tedious to your hero. He'd rather improve upon it with some little lies, thus giving it a "new face".

As a Minor Hindrance, the hero continuously lies about small subjects that don't affect anyone. On very important matters, the hero tells the truth without any problems; on all other occasions he must make a successful Spirit roll to avoid lying. If his lie is discovered, he suffers a -2 penalty to **Persuasion**.

As a Major Hindrance, the hero detests reality, and if asked, he describes it as he wishes it to be. The hero must make a successful Spirit roll to avoid lying about all issues. If his lie is discovered, he suffers a -4 penalty to **Persuasion**.

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SADISTIC (MINOR OR MAJOR)

Causing severe pain and suffering is the hero's greatest source of joy. He does not lose a chance to cause pain and rejoices in seeing others suffer.

As a Minor Hindrance, the hero suffers a -2 penalty to **Persuasion** when dealing with people who know about his affliction. As a Major Hindrance, the hero causes pain whenever he can. He suffers a -4 penalty to **Persuasion** when

dealing with people who know about his attitude and his perversion may endanger his companions.

UNPLEASANT (MINOR)

For some reason, the hero's very presence makes others uncomfortable. People feel that "something is wrong with him" and tend to avoid conversation, sit away from him and, if possible, avoid his company. The hero suffers a -2 penalty to **Persuasion**.

ARISTOCRAT (*) (REPLACES NOBLE)

Requirements: Novice

In addition to the Aristocrat Edge in the Savage Worlds core rulebook, apply the following:

An aristocrat is a member of a Royal House, often involved in one or more Dynasty Wars. Whatever Royal House the hero chooses, he has a high social status and is entitled to special treatment from his foes (for better or for worse); gains a +2 bonus to **Charisma** and has the **Rich** Edge.

Aristocrats often have troops under their control, as well as land, a family home and other assets. All of this must be determined by the GM and balanced by the grave responsibilities the hero faces. Male aristocrats are expected to be brave hoplites in the king's army while female ones are expected to be married to one of the Royal House's most powerful allies. Normally, aristocrats are the king's distant relatives, so they can only race for the throne under extremely rare circumstances.

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PANCRATIAST (*) (REPLACES MARTIAL ARTIST)

Requirements: Novice, **Athletics** d6+

This hero is highly trained in the harsh Olympic discipline of Pancratium. He is never considered unarmed in combat and so is never subject to the Unarmed Defender rule. With a successful unarmed attack, he gains a +d4 bonus to his Strength roll. Additionally, he gains a +1 bonus to all Grappling rolls.

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MASTER PANCRATIAST (*) (REPLACES IMPROVED MARTIAL ARTIST)

Requirements: Veteran, Pancratiast, **Athletics** d10+

The hero instead gains a +d6 bonus to his barehanded damage and a +2 bonus to all Grappling rolls.

OLYMPIC PANCRATIAST (*) (REPLACES MARTIAL ARTS MASTER)

Requirements: Legendary, Master Pancratiast, **Athletics** d12+

The hero is deadly with his hands. He gains an additional +2 bonus to his barehanded damage every time he takes this Edge, up to a maximum of five times for a total damage bonus of +10.

Alternatively, he can take this Edge to instead improve his Grappling roll. In this case, he gains an additional +1 bonus to all Grappling rolls every time he takes this Edge, to a total maximum of +5.

Every time this Edge is taken, the hero may choose which bonus he to apply. However, once chosen, that bonus cannot be changed.

DIVINE EDGES

Divine Edges are only available to the demigod race. Some of these Edges define a Fate Point cost which requires the hero to spend one or more Fate Points (see page xx) to use the Edge or gain the listed additional benefits. Demigods with a specific Divine Attribute cannot acquire Hindrances linked to that attribute (for example, a demigod with Divine Vigor cannot gain the Anemic Hindrance). Edges that require additional Fate Points can't be used if the hero's Patron Deity holds him in disfavor or worse.

CRUSHING GRIP

Requirements: Novice, Divine Strength, Athletics d6+

The hero is a fearsome wrestler not to be trifled with. When he's locked his opponent in a grapple, the hero rolls 2 Strength dice for damage, gaining a +1 bonus for every Rank (for example, a Novice hero with a strength of d10 rolls 2d10+1 for damage). The hero can still choose to hold an opponent without inflicting damage, or he can soften his touch and inflict nonlethal damage.

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DIVINE CHARISMA

Requirements: Novice, Race (Demigod), Patron Deity (Aphrodite, Dionysus or Hera)

Words are not enough to describe demigods with Divine Charisma. Thanks to their Patron Deity, they start with a +6 bonus to Performance and Persuasion; this bonus does not stack with other beauty-related edges (like Attractive and Very Attractive).

These heroines are such a wonder to behold that mortals fall in love with them at first sight. Any opposing non-player character with Spirit d6 or less must make a Spirit roll the first time they meet the heroine. Failure means the NPC falls deeply in love with her.

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HORIZON HURL

Requirements: Novice, Divine Strength, Athletics d6+

Javelins, daggers and other thrown objects become tiny specks in the distance when the Hero throws them. Having this Edge multiplies by four the range of any thrown object. This Edge doesn't make the character any better to see or hit a target, however. Nor does it impart extra damage to an attack committed with a thrown weapon.

IN THE SPOTLIGHT

Requirements: Seasoned, Divine Charisma, Persuasion d6+

Fate Points: 1+

The hero commands the attention of everyone in the room. This Edge is best used when making an important entrance,

but can also serve as a wonderful broad-spectrum distraction.

When the hero walks into a room and spends a Fate Point, all eyes in the room (as well as the eyes of hidden spies) turn the hero's way. The hero gains an additional +2 bonus to all Persuasion rolls against those who see him.

Additionally, for every Fate Point spent, the character can hold everyone's attention for one minute; onlookers carry on with what they're doing, but their attention remains fixed on the hero. Allies gain a +2 bonus to all Stealth rolls during this time.

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SPIDER CLIMBER

Requirements: Novice, Divine Strength, Strength d12+, Athletics d6+

As long as he has sufficient hand and footholds, the hero scuttles up vertical surfaces with incredible ease. On a successful Athletics roll, the hero's vertical movement is doubled. Additionally, as long as the hero has at least one hand (or both of his feet) on the surface he's climbing, he can take an action while climbing the surface.

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EPIC POET

Requirements: Veteran, Academics d6+, Performance d6+, Persuasion d6+

Epic poets are one of the most sought-after sources of information in Hellas. They travel to distant lands, witness or hear about epic deeds and spread their stories throughout all of Hellas. The hero gains a +2 bonus to Performance and is treated as a foreign dignitary by the royal palace, granting him access where others cannot.

Additionally, the hero gains a +2 bonus to Academics and Persuasion.

SEASONED HOPLITE

Requirements: Seasoned, Hoplite, Strength d8+ Vigor d8+

The hero has fought many battles as a hoplite and knows how to use his heavy armor effectively. When rolling to Soak a Wound, he may choose to add his current torso armor value to the Soak roll. However, this rough treatment ruins the armor, reducing it by 1 Armor Point each time the bonus is applied.

Additionally, damaged armor can be fixed with a Craft (Blacksmith) roll. Each roll requires 1d4 hours and returns 1 Armor Point, 2 with a raise. Armor dropped to zero becomes useless and cannot be repaired.

PELOPS DRIVER (*) (VARIANT OF ACE)

Requirements: Novice, Agility d8+

As Piloting does not apply to Mythos, the +2 bonus applies to all Boating, Driving, and Riding rolls. Additionally, Bennies may be spent on soak rolls for any mount the hero controls.

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Crescent Shield	+1	-	d4	6	100
Dyplon Shield	+1	-2	d4	9	180
Round Shield	+2	-2	d6	12	240
Tower Shield	+3	-4	d8	25	360

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Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the chosen Royal House (usually including the graceful, sleeved iconic chitons). Those interfacing with anyone wearing a courtier's outfit incurs a (-1) penalty to **Persuasion**. Additionally, anyone wearing this outfit without jewelry (costing at least 200 Drachmas), looks like an out-of-place commoner.

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Pharmaceutical Portable Laboratory: It is a well-equipped (and extremely fragile) portable laboratory granting a +2 bonus to Craft rolls to prepare pharmaceutical concoctions. At the GM's discretion, some potions cannot be brewed with this equipment alone. In such cases, heroes should use a bigger, non-portable laboratory.

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Chariot: A fast vehicle used by rich aristocrats for travelling, and, more importantly, used during the Olympian competitions. Two horses usually pull a chariot, but four or six horses can be used (or even eight during Olympian races). For every two additional horses, the chariot gains +5 to Top Speed. A chariot with six or more horses is less maneuverable, causing a (-1) penalty to **Riding** rolls. A chariot with eight horses doubles the Acceleration value. Horses aren't included, they must be purchased separately. Chariots may be used for Trample attacks. The driver must make an opposed **Riding** roll against the target's Agility. On a successful hit, the target suffers a wound, but the driver must succeed on a second **Riding** roll to keep the chariot from toppling.

Chariot, War: A chariot built for battle, it is driven by a charioteer and has space for a passenger, usually an archer or a slinger. War chariots follow the same rules as chariots, but never have more than four horses. When a horse pulling a chariot is killed, the driver must immediately roll on the Out of Control table. Ranged attacks from a chariot suffer the Unstable Platform modifier, but if the charioteer has both the Steady Hands and Pelops Drive Edge, the Steady Hands Edge applies to the passenger. War chariots may be used for Trample attacks. The charioteer must make an opposed **Riding** roll against the target's Agility. On a successful hit, the target suffers a wound, but the charioteer must succeed on a second **Riding** roll to keep the chariot from toppling. A standard Hellenic war chariot has a solid wooden frame with thick hide stretched over it to form a cab. The front of the cab

rises to chest-height while the sides slope down slightly. Charioteers can hurl spears from the front, but are more likely to strike from the side with a sword or axe. Some war chariots have fronts that rise as high as a man's head, but dip down in the center to allow space for throwing spears. The back of the war chariot is open, allowing the charioteer to mount or dismount quickly. Racks along the sides hold spears, javelins and other weapons. Often a box is built into the floor in front to hold other items like whips, torches and rope. Though only as wide as a single horse, a matched pair of horses usually pull the chariot, additional horses up to four can be attached to increase speed. The large wheels on either side are wooden with metal rims for reinforcement and to cause more damage when rolling over enemy soldiers. Expensive chariots have inlays of metal, ivory, ebony or horn on the wheels and the cab. A handful of chariots actually have metal cabs made of beaten bronze rather than leather. These are rare because of their additional cost and only major kings, or the leaders of great armies, can afford such vehicles.

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Item	Cost	Weight	Notes
TOOLS and KITS			
Blacksmith's Kit	100	10	
Blacksmith's Kit, masterwork	2000	10	+1 to Craft (Blacksmithin g)-rolls, Rare
Crafter's tools	50	5	
Crafter's tools, masterwork	550	5	+1 to Craft (Carpentry) roll, Rare
Healer's bag	50	3	
Musical instrument	50	3	
Musical instrument, masterwork	1000	3	+1 to Performance rolls, Rare
Pharmaceutical Laboratory	1500	50	See notes, Rare

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Open Cult: Devotees of the All-Father respect law and order and those who embody it. They must give due honor to monarchs, emperors, princes, potentates and other members of the governing elite. They are obliged to defend the practice of religion in general. As Zeus is the king of the gods, so is his cult the head of all cults; his worshippers are thus bound to protect the temples of other deities. No follower of Zeus may refuse to aid a sincere priest or priestess of another of the Olympian gods or turn a blind eye to blasphemy against any one of them.

Injustice is abhorrent to followers of Zeus. They are expected to be firm and fair, erring on the side of severity rather than mercy. Zeus is more likely to punish disobedience than to reward obedience and his followers take after him. As Zeus is called the "Thunderer" and has a strong connection to weather, the winds and clouds are

considered to be omens of his will. Use of **Academics** made by followers of Zeus during windy or stormy conditions gain a +2 bonus.

Mysteria: None.

Favored Rolls: **Academics (Law and Olympian Religion), Athletics, Strength, Spirit**

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Favored Rolls: Persuasion, ~~Streetwise, and Charisma.~~

Votive Deeds: Acts of seduction, creation of beautiful objects, winning contests of beauty, acquisition of precious jewels and ornaments (for oneself or for the temple of Aphrodite), and glorification of the Cult of Aphrodite with self-made paintings (or statuary or similar objects).

Favor Benefits: **Persuasion** versus the opposite sex.

Disfavor Penalties: **Persuasion** versus the opposite sex.

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Favored Rolls: **Shooting (when using a bow), Performance (when using a musical instrument), Healing, and Academics (Legends and Folklore)**

Votive Deeds: Winning contests, feats of athletics, feats of marksmanship, impressing audiences with a performance, avenging insults at great risk to yourself, saving multiple lives (such as in the event of a plague outbreak), curing important or noble people, bringing a person back to full health from the point of death, and restoring health to multiple warriors wounded on the battlefield.

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Favored Rolls: **Shooting (when using a bow), Athletics (when climbing), and Survival**

Votive Deeds: Hunting and slaying prey of impressive character (such as a semi-divine boar), feats of archery or athletics, tracking and killing a human foe and slaying those who commit atrocities against chaste women.

Favor Benefits: Agility.

Disfavor Penalties: Survival ~~and Tracking~~ while in the wilderness and Parry versus arrows.

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Favored Rolls: **Fighting, Athletics (when using a javelin), Academics, and soak rolls**

Votive Deeds: Making crafted items destined for the temple of Athena, defending a key position during a battle, undertaking to defend weaker persons than yourself when on a journey, destroying monsters and averting conflict with wise counsel.

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Disfavor Penalties: Survival ~~and Tracking.~~

Punishment and Wrath: Turning people into plants, letting sinners die from starvation and plaguing settlements with famine.

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Favored Rolls: Vigor, **Performance**, and Spirit rolls due to Fear

Votive Deeds: Massive celebrations, deeds of reckless bravado and destruction of tyrants (defined as those who impose unjust and evil rule) on any scale.

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Favored Rolls: **Boating, Riding, Athletics (when swimming), and Strength**

Votive Deeds: Capturing and taming wild beasts (especially horses), swimming long distances, capturing territory, raiding by sea, gaining material assets such as property and great riches and enduring the elements.

Favor Benefits: Strength

Disfavor Penalties: **Athletics (when swimming) and Boating**

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KRIOTHYSÌA/KRIOENÀGISMA

The rite is accomplished by providing rams, goats or lambs in sacrifice to the deity, burning bones and guts and eating the rest of the meat. Wealthy individuals can offer oxen, cows and more prized beasts. The total duration of the ritual is about two hours and must be done by official priests (or worthy Mystery Cult initiates) in a temple or shrine dedicated to the deity. **The officer must make an Academics roll. A critical failure (rolling a 1 on both the Academics and Wild die)** indicates the officer unknowingly committed a sin during the ritual: roll a d20 and consult the **Divine Reaction Table**.

HECATOMB

Hecatomb is the more demanding and expensive form of a ritual sacrifice. A hundred oxen are offered to the deity during a solemn ceremony that lasts at least twelve hours. The ceremony, which must take place in one of the most important temples or shrines, needs at least ten priests to be fulfilled. The officer must make an **Academics** roll with a -2 penalty. A critical failure indicates the officer unwillingly committed a sin during the ritual: roll a d20 and consult the **Divine Reaction Table**.

ATONEMENT

Atonement is the offering of sacrifices to make amends to a deity for offending them. It is much easier to avoid disfavor in the first place by acting correctly than to undo disfavor once it has happened. To persuade a deity to remove their disfavor, one must make the required sacrifice, however terrible it may seem. If the sacrifice is duly made, the disfavor is removed. Nothing else will do.

To find out what sacrifice must be made to remove the disfavor, a priest or seer of a temple must make an **Academics** roll. The gods are liable to demand extremely severe sacrifices, including the death of a member of one's

family; there are accounts of these in the myths, such as the sacrifice of Helle and Phrixus by Athamas. Fortunately, in such severe cases, the gods also have a tendency to intervene at the last moment, snatching the human victim away and sending an animal instead, who is then an acceptable sacrifice. In the case of Helle and Phrixus, Zeus sent them a flying golden ram to send them to remote Colchis.

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APHRODITE'S NECKLACE (-2)

This stunning jewel is a single ruby in the shape of a star, from which drops of blood constantly fall and fade away. The wearer immediately gains the ability to perfectly mimic any voice desired. The necklace also provides a +2 bonus to **Persuasion**.

ARES' SPEAR (-3)

This spear provides a +3 bonus to Fighting, **Athletics**, and damage rolls. It can be thrown to any distance, regardless of the Strength of the wielder, within 100 feet. The spear returns to the wielder's hand the round after it's thrown, whether it hit the target or not.

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SKILL

Each Mystery Cult chooses a different Trait to use to activate a Mystery Cult power. Unlike Arcane skills, these are not solely associated with a specific background. For example, to use an Aegis' Mystery Cult power, make a Fighting roll; to use an Algos' Mystery Cult power, make a Craft (**Pharmacy**) roll.

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Patron Deity: Aphrodite

Requirements: Novice, Acolyte (Adonis), **Charisma -2+**, Persuasion d6+, Female

AWE (ACOLYTE)

Energy Points: 1

Skill: Persuasion

Range: Hearing

Duration: Special

Trappings: The heroine's voice fills the air.

Any non-openly-hostile person who can hear and understand the heroine begins to slowly share her opinions. **She can inspire awe in a number of people equal to Spirit x rank. This is an opposed roll versus the target's Spirit. Heroes with the Divine Charisma Edge gain a +6 bonus to Spirit before multiplying by rank.** Targets who fail cling to the heroines every word, providing her a +2 bonus to Persuasion against further interaction.

GENERAL CONTEMPT (BAPTIST)

Requirements: Novice, Baptist (Adonis), Persuasion d8+

Energy Points: 1

Skill: Persuasion (-1)

Range: Spirit

Duration: 1 hour

Trappings: The target becomes disfigured.

General contempt allows the heroine to change a single target's Persuasion. This is an opposed roll versus the target's Spirit; heroes with the Divine Charisma Edge gain a +6 bonus. Should the target fail, his Persuasion incurs a -6 penalty and he is abandoned by everyone associated with him for the duration of the power.

- **Raise:** With a Raise, the duration is increased to 1 day. With two or more raises, the duration is increased to 1 year.

CHARM (GNOSTIC)

Requirements: Seasoned, Gnostic (Adonis), **Charisma 4+**, Persuasion d8+

Energy Points: 1

Skill: Persuasion (-1)

Range: Spirit/2

Duration: Spirit x 1 hour

Trappings: No visible effects.

Charm allows the heroine to become befriended by a single target. **This is an opposed roll versus the target's Spirit; heroes with the Divine Charisma Edge gain a +6 bonus.** Should the target fail, he treats the heroine as one of his best friends. He adjusts his attitude accordingly and happily "gives her a hand," if it doesn't put him in too much trouble. However, he is not a slave and must still be treated as such.

- **Raise:** With a Raise, the duration is increased to 1 day.

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DIVINE AURA (ESOTERIC)

Requirements: Legendary, Esoteric (Adonis), Persuasion d12+

Energy Points: 3

Skill: Persuasion (-2)

Range: Spirit

Duration: Spirit x 1 hour

Trappings: Divine light around the heroine's body.

Aphrodite grants an aura of extraordinary power that increases the already attractive beauty of the heroine. Anyone who beholds her immediately believes she is a goddess and becomes filled with absolute respect, sincere devotion or deep fear. **Those with Spirit d6 or less prostrate immediately and wish to fulfill her every desire. All others must make an opposed Spirit roll to refuse any request the heroine makes; heroes with Divine Charisma gain a +6 bonus to Spirit.**

- **Raise:** With a Raise, the duration is increased to 1 day.

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Patron Deity: Ares

Requirements: Novice, Acolyte (Algos), Craft (**Pharmacy**) d6+

Description: Members of Algos, known by the epithet Algòfori (*The Pain Bringers*), officiate secret rites to learn the mystic secrets Algos, one of the sons of Eris. They develop the supernatural ability to inflict enormous pain, spread diseases and pestilences with their filthy touch and

transform their blood into deadly poison. These cultists are among the most feared and avoided in Cosmos for their sadistic perversion.

Skill: Craft ~~(Pharmacy)~~

Cult Hindrance: Sadistic

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TRAUMA (ACOLYTE)

Energy Points: 1

Skill: Craft ~~(Pharmacy)~~

Range: Touch

Duration: Instant

Trappings: Large wounds open suddenly on the target's body.

When the hero makes an unarmed attack against a living creature, severe damage is inflicted. After a successful attack, make an opposed roll of the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. Upon success, nothing happens and the creature is damaged as normal with the unarmed attack. On a failure, the target suffers an automatic Wound, regardless of the unarmed attack damage roll. At the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

PHARMAKON (BAPTIST)

Requirements: Novice, Baptist (Algos), Craft ~~(Pharmacy)~~ d8+

Energy Points: 1

Skill: Craft ~~(Pharmacy)~~ (Special)

Range: Touch

Duration: Instant

Trappings: The mixed concoction glows for an instant of a dim, green light.

Mixing drops of his own blood with water, the hero is able to create a poisonous potion or ointment. Using the Craft skill table in **How Heroes are Born**, locate the modifier for creating the desired poison. To create this poison upon casting the *pharmakon* power, the Craft ~~(Pharmacy)~~ roll incurs an additional (-1) penalty. Upon a successful Craft ~~(Pharmacy)~~ roll, a single dose of the poison is produced.

CONTAGION (GNOSTIC)

Requirements: Seasoned, Gnostic (Algos), Spirit d8+

Energy Points: 1

Skill: Craft ~~(Pharmacy)~~ (-1)

Range: Touch

Duration: Instant

Trappings: No visible effects.

This power allows the hero to spread diseases and plagues all over Cosmos by touching his target. This is an opposed roll using the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. If the target succeeds, they receive no ill effects. On a failure, the target contracts a chronic disease such as leprosy or tuberculosis.

Unless the hero informs the target of the disease, they are unaware of their new affliction until becoming sick some time later, possibly spreading the contagion in the meantime.

It is possible to use this power in conjunction with an unarmed attack, dealing damage as normal. Additionally, at the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

RAGING FEVER (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Algos), Craft ~~(Pharmacy)~~ d10+

Energy Points: 2

Skill: Craft ~~(Pharmacy)~~ (-2)

Range: Spirit

Duration: 2

Trappings: Yellow vapors emerge from the earth making people tremble and cough.

Poisonous vapors emerge from the soil at the hero's command, intoxicating anyone in the range. Using a Medium Blast Template centered on the target, everyone under the template and able to inhale the vapors must make an opposed roll using their Vigor versus the hero's Craft ~~(pharmacy)~~. Success means they are unaffected. Failure means they contract a disease, suffer +1 level of Fatigue, become Shaken (if not already) and cough and retch uncontrollably. Recovery from being Shaken allows the victims to control their coughing and retching. However, the Fatigue level (and thus the disease) remains for 2d6 days.

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RENDING PAIN (ESOTERIC)

Requirements: Legendary, Esoteric (Algos), Craft ~~(Pharmacy)~~ d12+

Energy Points: 2

Skill: Craft ~~(Pharmacy)~~ (-2)

Range: Touch

Duration: Instant

Trappings: Deep wounds suddenly tear apart the victim's body.

When the hero touches a living creature, deep wounds suddenly appear. This is an opposed roll of the target's Vigor versus the hero's Craft ~~(Pharmacy)~~. Success means the target is unaffected. Failure means the target starts rending from the inside, seeing his flesh tear and blood gush out like a river. At the hero's discretion, the target can either die immediately or be left Incapacitated. At the GM's discretion, armor or heavy clothing can effectively prevent contact from being made.

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Patron Deity: Aphrodite

Requirements: Novice, Acolyte (Eros), ~~Charisma 2+~~, Spirit d6+, Female

Description: Eros is open to ladies only, known by the epithet Agapefòre (*The Desire Arousers*). They strive to learn the mystical secrets of Eros, son of Aphrodite, who turns on the amorous passions in the heart of all creatures in Cosmos. To satiate their burning passions, Eros cultists are willing to do anything.

Cult Hindrance: Nymphomaniac

Special Rule: Eros' cult is based on seductive powers. Therefore, unless otherwise specified, only targets that could find the heroine sexually attractive can be targeted by these powers. Unless otherwise specified, all Eros Mystery Cult powers work only on humans and demigods. At the GM's discretion they could work on all humanoids, but they will never work on animals or monsters.

WITHERING SCORN (ACOLYTE)

Energy Points: 1

Skill: Spirit

Range: Spirit

Duration: 1 day

Trappings: No visible effects.

The heroine may target a single person who understands her language. **This is an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the target fails, they suffer a deep humiliation, imposing a (-1) penalty to all skill rolls one day.

➤ **Raise:** With a Raise, the penalty is increased to (-2).

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BURNING DESIRE (BAPTIST)

Requirements: Novice, Baptist (Eros), Spirit d8+

Energy Points: 1

Skill: Spirit (-1)

Range: Spirit

Duration: Spirit x 1 hour

Trappings: No visible effects.

The heroine attempts to seduce a non-hostile target as an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus. If the target fails, they become passionate about the heroine and will do anything asked, within reason (they are not mindless slaves).

➤ **Raise:** With a Raise, duration is increased to one day.

➤ **Additional Targets:** To affect multiple targets, increase the Spirit roll penalty by one for each additional target.

ECSTASY TOUCH (GNOSTIC)

Requirements: Seasoned, Gnostic (Eros), Spirit d8+, **Charisma 4+**

Energy Points: 1

Skill: Spirit (-1)

Range: Touch

Duration: Rank x 1 hour

Trappings: No visible effects.

The heroine uses her fluent words and arousing touch to deliver an extreme sensory stimulation to a non-hostile target. **This is an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus.** If the heroine succeeds, the target is rendered unconscious.

EROS' ARROW (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Eros), Spirit d10+, **Charisma 4+**

Energy Points: 2

Skill: Persuasion (-2)

Range: Sight

Duration: Spirit

Trappings: Eros shoots his unavoidable arrow at the heart of the heroine's target.

The heroine calls upon Eros and shows him a single target as an opposed roll of each one's Spirit; heroes with Divine Charisma gain a +6 bonus. If the heroine succeeds, the target falls madly in love with her, willing to do whatever she orders.

UNBRIDLED PASSION (ESOTERIC)

Requirements: Legendary, Esoteric (Eros), Spirit d12+, **Charisma 4+**

Energy Points: 2

Skill: Spirit (-2)

Range: Sight

Duration: Spirit

Trappings: Eros shoots his unavoidable arrow at the hearts of all the heroine's targets.

As per *eros' arrow*, but all targets within sight are affected. Additionally, during combat, they immediately become the heroine's ally and attack her enemies.

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Patron Deity: Hades

Requirements: Novice, Acolyte (Hecate), Smarts d6+, **Academics d6+**

Description: Members of Hecate, known by the epithet Nekomantes (*The Afterlife Oracles*), perform forbidden rituals to acquire the dark secrets of Hecate, who presides over the rites involving ghosts and other transfigured souls from Hades Kingdom. Shadows and ghosts continuously surround the cult's members, forcing the populace to avoid them.

Cult Hindrance: Haunted

DEATH'S APPRAISAL (ACOLYTE)

Energy Points: 1

Skill: **Academics**

Range: Smarts x 25 yards

Duration: Instant

Trappings: No visible effects.

The hero calls upon the wisdom of Hecate to discern whether or not a human has died in a given area (with a radius equivalent to range) during the past year. Additionally, he can use the power on a single corpse to "see" the last moments of the deceased's life.

➤ **Raise:** With a Raise, the hero can determine who has died within range during the past 100 years or learn of a single corpse's entire life before their death.

AFTERLIFE VOICES (BAPTIST)

Requirements: Novice, Baptist (Hecate), **Academics d8+**

Energy Points: 1

Skill: **Academics** (-1)

Range: Smarts x 25 yards

Duration: Rank x 1 minute

Trappings: The Initiate speaks loudly to invisible beings.

The hero can sense all ethereal beings within a radius equivalent to range. He can see, hear and interact with them. However, the ghostly beings should somehow be made benevolent first (possibly through Persuasion) as they rarely tolerate being surveyed.

UNDERWORLD LORD (GNOSTIC)

Requirements: Seasoned, Gnostic (Hecate), Smarts d8+, **Academics** d8+

Energy Points: 1

Skill: **Academics** (-1)

Range: Smarts

Duration: Rank x 1 hour

Trappings: The hero dominates ethereal beings.

The hero may attempt to dominate all ethereal beings within a radius equivalent to Smarts. Each target of *underworld lord* may attempt to resist this domination by making an opposed roll of their Spirit versus the hero's **Academics**.

SOUL SNATCH (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Hecate), **Academics** d10+

Energy Points: 2

Skill: **Academics** (-2)

Range: Smarts

Duration: Rank x 1 hour (forever with a raise)

Trappings: The hero seizes the soul of a recently fallen human.

Special: A ruby of at least 500 drachmas is required to house the soul.

The hero attempts to steal the soul of a target as an opposed roll of the target's Spirit versus the hero's **Academics**. If the hero succeeds, the target's body falls to the ground (healing can't save him) and his soul melds into the ruby.

The hero may then communicate with the soul (regardless of language). Whether or not the soul responds or is sincere is at the GM's discretion. The hero may then return the soul to its body at any time, although if more than an hour has passed, the body begins to decompose and the soul is instead sent to the Kingdom of Hades. Once the soul is released or the duration ends, the ruby crumbles to dust.

➤ **Raise:** With a Raise, the duration increases to forever.

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BLOODTHIRSTY SOULS (ESOTERIC)

Requirements: Legendary, Esoteric (Hecate), **Academics** d12+

Energy Points: 3

Skill: **Academics** (-2)

Range: Smarts

Duration: 10 minutes

Trappings: Darkness engulfs everyone around the hero, sending them to the abyss.

A group of bloodthirsty Lamias emerge from the earth to drain the blood from the hero's enemies. Choose a number

between 6 and the highest number possible on the hero's **Academics** die. If the unmodified **Academics** roll matches or exceeds that number, an equal number of Lamias appear and instantly kill an equal number of targets within a radius equal to Smarts.

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PRACTICAL REASON'S PRAGMATISM (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Metis), Smarts d10+

Energy Points: 2

Skill: Smarts (-2)

Range: Self

Duration: Rank x 1 hour

Trappings: No visible effect.

The hero is able to know every aspect of a specific Craft method. In game terms, the hero gains Craft d12 and chooses a single method to specialize in.

➤ **Additional Methods:** By spending a like number of Energy Points, the hero may learn additional Craft methods.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

OMNISCIENCE (ESOTERIC)

Requirements: Legendary, Esoteric (Metis), Smarts d12+

Energy Points: 3

Skill: Smarts (-2)

Range: Self

Duration: 1 hour

Trappings: No visible effect.

The goddess Athena enlightens the mind of the hero with her mother Metis, bestowing upon him absolute wisdom. In game terms, the hero acquires **Academics** d12 and **Craft** d12 and knows all subject matters.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

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Patron Deity: Apollo

Requirements: **Novice**, **Acolyte (Muses)**, **Performance** d6+

Description: Members of Muses, known by the epithet Theopneustoi (*The Inspired Ones*), officiate rites to learn the mystical secrets of the Muses, patron goddesses of music and singing that follow the divine Apollo. Members receive the Muses' extraordinary ability to speak to the soul and cause a surge of courage during battles with their performances. Lost in their fantasies, they always move an inch from the ground with their heads in the clouds.

Cult Hindrance: Daydreamer

Special Rule: Powers herein last 'as long as the performance goes on'. While true, people cannot perform forever. As a rule of thumb, after every 30 minutes of continuous performance, the hero suffers +1 level of Fatigue.

CALL OF ORPHEUS (ACOLYTE)

Energy Points: 1

Skill: **Performance**

Range: Spirit x 2

Duration: As long as the performance goes on

Trappings: Targets leave their occupation unattended and rush to follow the performance, as if they were in trance.

The hero attracts the attention of passers-by who immediately become distracted from their jobs and move to hear him, forgetting whatever they were doing. Additionally, each target suffers a (-1) penalty to all Notice rolls not related to the performance. To resist the performance, each target must make an opposed roll using their Spirit, modified by Charisma, versus the hero's Perform.

Call of Orpheus affects a number of targets, which can reasonably hear the performance, up to the hero's Perform plus Charisma. When the performance ends, all targets go back to their former tasks.

SOBERING PERFORMANCE (BAPTIST)

Requirements: Novice, Baptist (Muses), **Performance** d8+

Energy Points: 1 per target

Skill: **Performance** (-1)

Range: Spirit

Duration: Instant

Trappings: The mind-affected targets return to their former selves.

Hero is able to break even the most powerful power effect on one's mind. *Sobering performance works only to dispel mind-affecting powers and can affect a number of targets in range up to the hero's Performance; heroes with Divine Charisma increase the number of targets by +6.* This is an opposed roll against the mind-affecting power. If successful, power is dispelled.

CALLIOPE'S COURAGE (GNOSTIC)

Requirements: Seasoned, Gnostic (Muses), **Performance** d8+

Energy Points: 1

Skill: **Performance** (-1)

Range: Spirit

Duration: As long as the performance goes on

Trappings: The targets shine with a divine aura.

The hero spreads an incredible might and an unstoppable ardor in his allies (including himself), up to a number of targets equal to his Performance; heroes with Divine Charisma increase the number of targets by +6. Allies affected by *Calliope's courage* gain a +1 bonus to Fighting, Shooting and **Athletics** plus a +1 bonus to Spirit for making Soak and Fear rolls.

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LEADING PERFORMANCE (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Muses), **Performance** d10+

Energy Points: 1 for every Edge to bestow

Skill: **Performance** (-2)

Range: Spirit x 2

Duration: As long as the performance goes on

Trappings: The target shines with an aura of divine light.

The hero provides a hand to his compatriots or himself to become an awesome general. For every energy point spent, the target gains the benefits of a chosen Leadership Edge.

CHORUS OF THE BATTLING MUSES (ESOTERIC)

Requirements: Legendary, Esoteric (Muses), **Performance** d12+

Energy Points: 3

Skill: **Performance** (-2)

Range: Spirit x 4

Duration: As long as the performance goes on

Trappings: Epic music descends from above.

The hero, along with the Muses, spread divine music to aid him and his allies. Allies affected by *chorus of the battling muses* gain a +1 bonus to Fighting, Shooting and **Athletics**, plus a +1 bonus to Spirit for making Soak and Fear rolls, while enemies suffer a (-1) penalty to the same rolls.

➤ **Additional Benefits:** By spending a like number of Energy Points, the hero may also grant any number of chosen Leadership Edges.

Patron Deity: Poseidon

Requirements: Novice, Acolyte (Nereus), **Athletics** d6+

Description: Members of Nereus, known by the epithet Hàiioi (*The Salt-sprinkled Ones*), officiate rites to learn the mystical secrets of Nereus, the divine Old Man of the Sea, father of marine creatures and of the fifty Nereids. Members love the sea and have such an affinity with fish and sea monsters (land animals are under the patronage of Artemis) that they prefer their company to that of men.

Cult Hindrance: Call of the Sea

SEA FRIEND (ACOLYTE)

Energy Points: 1

Skill: **Athletics**

Range: 5

Duration: Special

Trappings: The sea creature and hero become close friends.

The hero transfers some of his consciousness into a fish or marine mammal that immediately becomes his faithful companion. *Sea friend* can only be used on non-hostile creatures. The creature is able to understand the hero and does anything, even fight, to help him. However, the creature expects something in return, and remains faithful for life, unless the hero fails to carry-out the expectations of his companion.

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FISH COMMANDER (BAPTIST)

Requirements: Novice, Baptist (Nereus), **Athletics** d8+

Energy Points: 1

Skill: **Athletics** (-1)

Range: Agility x 2

Duration: Rank x 10 minutes

Trappings: Fish and marine mammals gather around the hero and follow his orders.

The hero can control the instincts of one or more fish or marine mammals, causing them to act according to his orders. *Fish commander* affects a number of creatures up to the hero's **Athletics** x 10.

SEA DWELLER (GNOSTIC)

Requirements: Seasoned, Gnostic (Nereus), **Athletics** d8+

Energy Points: 1

Skill: **Athletics** (-1)

Range: Self

Duration: Rank x 1 hour

Trappings: The initiate turns into a marine creature.

The hero enters into deep communion with aquatic life and is able to transform into a fish or marine mammal. In such form, he retains his Smarts, Spirit and all related skills. Additionally, he acquires the ability to understand similar animals and all physical Traits of the animal in question. The metamorphosis takes three rounds, during which time the hero is unable to defend himself.

- **Raise:** With a Raise, the duration is increased to indefinite (chosen by the hero).

SEA LORD (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Nereus),

Athletics d10+

Energy Points: 2

Skill: **Athletics** (-2)

Range: Agility x 2

Duration: Rank x 1 hour

Trappings: Prodigious marine creatures gather around the hero and follow his orders.

The hero gains the power to control the supernatural creatures of the marine world such as Tritons and Nereids. *Sea lord* affects a number of creatures up to the hero's **Athletics** x 2. However, any creature can resist the power with an opposed roll using their Spirit versus the hero's **Athletics**.

ABYSS DWELLER (ESOTERIC)

Requirements: Legendary, Esoteric (Nereus), **Athletics** d12+

Energy Points: 3

Skill: **Athletics** (Special)

Range: Self

Duration: 10 minutes

Trappings: the hero turns into an awesome Abyss dweller.

The hero turns into a supernatural creature that inhabits the ocean depths. He can choose to become any creature, incurring a (-2) penalty to **Athletics** while Large creatures impose a (-3) penalty, Huge creatures impose a (-4) penalty and Gargantuan creatures impose a (-5) penalty. The hero retains his Smarts, Spirit and all related skills. Additionally, he acquires the ability to understand similar creatures and all physical Traits and special powers of the creature in question. The metamorphosis requires four rounds, during which the hero is unable to defend himself.

- **Raise:** With a Raise, the duration is increased to indefinite (chosen by the hero).

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Patron Deity: Apollo

Requirements: Novice, Acolyte (Oracle), **Academics** d6+

Description: Members of Oracle are known by the epithet Pythoi (*The Wise Pythons*), as a tribute to the famous Delphic Oracle. They officiate secret rituals to acquire the gift of divination from Apollo: the uncanny ability to review the past and predict the future. Members are among the most respected people of Cosmos, by lay people and priests. Their caution is famous: they never act without first consulting the will of the gods.

Cult Hindrance: Oracles Addicted

Optional Rule: The GM may choose to roll each power's dice results in secret to determine the outcome. If the dice are favorable, true information is provided to the hero. In case of a failure (or worse, a critical failure), wrong (or misleading) information is provided to the hero. Players thus do not know the true outcome, forcing them to decide whether to trust the visions or not.

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VISIONS FROM AFAR (ACOLYTE)

Energy Points: 1

Skill: **Academics** (Special)

Range: Self

Duration: Rank x 1 minute

Trappings: The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that are happening in other places at that precise moment. However, the hero must have already seen this place or be able to touch someone who has for *visions from afar* to work.

Visions from afar allows the hero to "be" at the chosen place, as if he was actually there, although the images are blurred and the sounds are confusing. Additional penalties to the roll should be assessed according to how familiar the hero is with the location. If he is vaguely familiar, the roll incurs a (-1) penalty. If he has only briefly seen the place, or is touching someone who has, the roll incurs a (-2) penalty.

- **Raise:** With a Raise, the image is clear and the sounds are properly heard. Additionally, the duration doubles.

VISIONS FROM THE PAST (BAPTIST)

Requirements: Novice, Baptist (Oracle), **Academics** d8+

Energy Points: 1

Skill: **Academics** (Special)

Range: Touch

Duration: 1 minute

Trappings: The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that already happened in the place where he stands. He can also use this power on a single object to know who used it in the recent past. The hero is able to discern events from the past month,

incurring a (-1) penalty. Attempting to learn of events up to 10 years in the past imposes a (-2) penalty and events since the creation of Cosmos imposes a (-3) penalty.

DISTANT PAST (GNOSTIC)

Requirements: Seasoned, Gnostic (Oracle), **Academics** d8+

Energy Points: 1

Skill: **Academics** (Special)

Range: Self

Duration: Rank x 1 minute

Trappings: The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that already happened in a chosen place. However, the hero must have already seen this place or be able to touch someone who has for *distant past* to work.

Distant past allows the hero to “see” the chosen place, as if he had been there, although the images are blurred and the sounds are confusing. Additional penalties to the roll should be assessed according to how familiar the hero is with the location. If it is a place he knows well, the roll incurs a (-1) penalty. If he is vaguely familiar, the roll incurs a (-2) penalty. If he has only briefly seen the place, or is touching someone who has, the roll incurs a (-3) penalty.

➤ **Raise:** With a Raise, the image is clear and the sounds are properly heard. Additionally, the duration doubles.

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FUTURE VISIONS (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Asclepus), **Academics** d10+

Energy Points: 2

Skill: **Academics** (-2)

Range: Touch

Duration: 1 minute

Trappings: The hero gets lost in a mystical trance.

Within a mystical trance, at which time the hero is unable to defend himself, he is able to learn of events that will occur in the place where he stands. He can also use this power on a single subject to know of his or hers future destiny.

PROPHECY (ESOTERIC)

Requirements: Legendary, Esoteric (Oracle), **Academics** d12+

Energy Points: 3

Skill: **Academics** (-2)

Range: Self

Duration: 1 minute

Trappings: A beam of divine sunshine descends illuminates the hero.

The hero speaks directly to Apollo, allowing him to discern the past, present and future on any topic desired. There is no limit to what he may learn, but Apollo’s answers come through as blurry images, confusing sounds and cryptic words requiring interpretation. The same question cannot be asked twice.

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FACE ALTERATION (ACOLYTE)

Energy Points: 1

Skill: Spirit

Range: Self

Duration: Rank x 1 hour

Trappings: The hero alters his face, making him difficult to recognize.

The hero applies slight alterations to his facial features (nose, lips, eyes, etc.) becoming difficult to recognize. Notice rolls to identify the hero suffer a (-1) penalty. Additionally, the hero may alter his **Persuasion** (such as altering one’s appearance) by either +1 or (-1), to a maximum total of +4. If the hero alters his **Persuasion**, the roll to identify him instead becomes an opposed roll of the target’s Notice versus the hero’s Spirit.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

SIZE ALTERATION (BAPTIST)

Requirements: Novice, Baptist (Proteus), Spirit d8+

Energy Points: 1

Skill: Spirit (-1)

Range: Self

Duration: Rank x 1 hour

Trappings: The hero alters his size, making him difficult to recognize.

The hero applies slight alterations to his body size (height and weight) becoming difficult to recognize (no more than 1 ft. and 20 lbs.). Notice rolls to identify the hero suffer a (-1) penalty. *Size alteration* can be combined with *face alteration* for a cumulative (-2) penalty and alteration to **Persuasion** (including the opposed roll when necessary).

➤ **Raise:** With a Raise, the duration is increased to 1 day.

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LOOKALIKE (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Proteus), Spirit d10+

Energy Points: 2

Skill: Spirit (-2)

Range: Self

Duration: Rank x 1 hour

Trappings: The hero transforms into the exact copy of a chosen individual.

The hero mimics the precise features of any human being they’ve previously encountered no more than 24 hours prior. He acquires the target’s Strength, Vigor, and Agility—and **Charisma** as well as all “physical” Edges, skills and characteristics (such as voice). The hero does not gain the individual’s “mental” Edges, Hindrances, skills or memories.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

Patron Deity: Athena

Requirements: Novice, Acolyte (Themis), **Academics** d6+

Description: Members of Themis, known by the epithet Dikàioi (*The Righteous Ones*), officiate rites to learn the mystical secrets of Themis, Uranos’ and Gaia’s daughter, who

oversees compliance with the Divine Laws. Members devote their lives to divine justice; evildoers across Cosmos fear them and pious people approve of them. Their extreme zeal in avoiding crimes and injustices can be very difficult to comply with.

Cult Hindrance: Righteous

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LIE DETECTOR (ACOLYTE)

Energy Points: 1

Skill: **Academics**

Range: Smarts/2

Duration: 1 hour

Trappings: The hero hears a bell ring every time the target lies.

The hero is able to distinguish truth from lies during a speech by warning against lies. The hero must choose a single target as an opposed roll using the target's Spirit versus the hero's **Academics**.

➤ **Raise:** With a Raise, the duration is increased to 1 day.

TRUE ANSWER (BAPTIST)

Requirements: Novice, Baptist (Themis), **Academics** d8+

Energy Points: 1

Skill: **Academics** (-1)

Range: Smarts/2

Duration: Instant

Trappings: A shining avatar appears behind the hero when he asks the question.

After choosing a single target, an avatar appears behind the hero, forcing the target to truthfully answer with a yes or no one question the Initiate asks. The target can try to resist with an opposed roll of the target's Spirit versus the hero's **Academics**.

➤ **Raise:** With a Raise, the target instead tells everything he knows about the subject in question.

REMORSE (GNOSTIC)

Requirements: Seasoned, Gnostic (Themis), **Academics** d8+

Energy Points: 1

Skill: **Academics** (-1)

Range: Touch

Duration: Special

Trappings: No visible effects.

After choosing a single target, the hero instills a strong sense of remorse for a crime the target committed. This is an opposed roll of the target's Spirit versus the hero's **Academics**. On a success, the target overcomes the feeling. On a failure, they incur a (-2) penalty to every subsequent roll until they atone for their crime. Remorse only works on targets that are actually guilty. Those who are innocent are unaffected.

CONVERSION (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Themis), **Academics** d10+

Energy Points: 2

Skill: **Academics** (-2)

Range: Self

Duration: 1 year

Trappings: A shining light enlightens a chosen criminal, who suddenly becomes a righteous citizen.

After choosing a single criminal target, the hero converts them to a righteous citizen. This is an opposed roll of the target's Spirit versus the hero's **Academics**. Upon success, the target resists all righteous urges. Upon failure, the criminal changes his ways and becomes a righteous citizen. At the GM's discretion, *conversion* may only apply to repeat criminal offenders.

➤ **Raise:** With a Raise, the duration is increased to 2 years.

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SUPREME JUDGMENT (ESOTERIC)

Requirements: Legendary, Esoteric (Themis), **Academics** d12+

Energy Points: 3

Skill: **Academics** (-2)

Range: 50

Duration: Special

Trappings: Targets are teleported to appear in front of the divine Supreme Court.

Everyone within range is affected by *supreme judgment*. Criminals are deemed unworthy and immediately suffer the consequences of the *remorse* power. Those who are virtuous and pious receive a blessing, which heals all Wounds and grants a +1 bonus to all rolls for one day. Those who are not virtuous and pious, but are not criminals, panic and flee from the hero.

➤ **Raise:** With a Raise, the range is increased to 1 mile.

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THE GODS' IMMANENT PRESENCE

In an epic campaign, the gods are always there. Whether they descend from the heavens to help or hinder the heroes or watch their deeds silently from Olympus, the gods have a deep influence on all of Cosmos' important events. Since the Heavenly Contest began, their influence over Cosmos, especially the heroes, has become even greater.

However, Olympian gods are not the only ones in Cosmos. In an epic and mythological campaign, the hills, rivers, streams and trees are alive. Most geographical features have incarnate spirits, usually nymphs, who guard and protect them. Thus, when a hero despoils a river, he is hurting a conscious being as well, who will then take appropriate action. Not every geographical feature has an incarnate spirit, but the larger or more prominent it is the more likely one will find an incarnate spirit. Finding such an entity, and gaining her permission to use what is, in effect, her body, requires an **Academics** roll.

OMEN'S RECOGNITION

Once an omen appears, will people recognize it? Some omens are clearly signs from the gods and do not need identification rolls; the clouds do not normally rain blood upon the field. Others, like a choppy sea or lone eagle, could be normal events. How do the heroes tell whether something is an omen?

Honestly, they cannot. They can make a good guess, but without a deity standing nearby or a clear supernatural element to the event, they could always be mistaken. That is the beauty of omens; they are subtle things, and people who actively look for them will find them everywhere, while those who do not look will never see them at all.

Heroes may attempt an **Academics** roll or, if they lack that skill, a Smarts roll at (-2) when an omen appears. If they succeed, they recognize it as an omen. If they fail, they think it merely a normal event. Consult the following table for modifiers.

OMEN READERS

Who can read omens? Priests, seers and, in particular, initiates of the Oracle Mystery Cult are expert omen readers; they receive divine guidance and can find concrete information in even the faintest sign. Aristocrats also have a gift for interpretation, as do demigods. Anyone with a connection to the gods can see the signs and try to interpret them. When an omen appears in public, everyone who can read it usually does, so conflicting translations often occur.

Another thing to remember about omens is that they may apply to multiple events. If six hoplites did die during the trip to Thebes, someone could claim the snake and the sparrows had presaged that, and the evidence would support the statement.

If heroes need omens interpreted, they should seek out a seer or a priest worshipping the deity who sent the omen. In dire straits, anyone with the **Academics** skill can attempt an interpretation. Individuals dedicated to a deity whose rival sent the omen should not be asked, for their own deity may deliberately give them a false interpretation to foil their rival's plans.

Only those with **Academics** can interpret an omen. Others can guess, but they have no real knowledge of the gods' will. Interpretation is difficult, and even experienced seers can be wrong if they miss some aspect of the omen, mistake its creator or misjudge the deity's mood.

- 16 **Spreading Rumors:** Thanks to her heroic feats, the heroine has acquired a temporary reputation that inspires poets and bards. If Apollo's Divine Attitude is indifferent or better towards the heroine, this temporary reputation is positive,

granting her a +2 bonus to **Persuasion**. Otherwise, this reputation is negative and she suffers (-2) penalty to **Persuasion**. The modifier lasts for the entire duration of the next gaming session.

[Sidebar]

Although not necessarily required, Mythos assumes the **CONVICTION** setting rule, from *Savage Worlds Adventure Edition*, is being utilized.

BAD OMEN

Location: anywhere.

Last night, all the PCs have similar dreams. A newborn child in a little farmhouse near a large ash tree cries among his slaughtered parents, holding a blood-soaked dagger in his hands. Immediately, the child turns into a huge dragon, creeps towards the king's royal palace and slaughters the royal family.

If one of the PCs is a follower of Hera or a demigod sired by her, the dream continues only for him as the shining goddess asks him to get rid of this child, because it's another of Zeus's illegitimate offspring.

The next morning, the heroes are approached by a beautiful hetaera with a guard escort bearing the local king's seal (Hera in disguise, but only heroes with the right powers or Edges can unmask her). Her name's Aigle and she brings a message from the king, who shared the heroes' dream last night. Zeus appeared in the king's dream and suggested he address the heroes to get rid of that treacherous child, who is actually the latest of Echidna's spawn. The best thing to do is kill the baby before if it grows older and becomes an unstoppable menace. The lady kindly asks the heroes to hurry for the sake of all Hellas and assures them the king will cleanse their sins immediately after and give them an appropriate reward. The king will be glad to give them an audience after they've completed the task and will grant each one of them a reasonable wish.

Should the heroes realize Aigle's true identity, the goddess asks them to fulfill the quest under the same conditions. If asked, she reveals the child is an illegitimate son of Zeus. Should they refuse the task, they immediately gain Hera's disfavor and the goddess disappears, looking for new volunteers.

Should they accept the task, or wish to investigate further, with a simple **Persuasion** roll (+1) they find directions to the child's house, a small farm just outside the city walls inhabited by a man named Delos, his wife Chloe and three children. No matter how they approach the house, they find Delos playing with his newborn, Krios, and showing him a shining dagger to attract the baby's attention.

DEAD OR ALIVE

Location: any large city.

There is a bounty on the head of the leader of a gang of bandits who robs travelers and caravans. He is the famous Golden Face; nobody knows his true identity since he always wears a Corinthian Helmet made of pure gold. The king offers 10,000 Drachmas for his head.

With a successful **Persuasion** roll, the heroes learn that Golden Face commands about 150 men and is always looking for new recruits. Of course, the heroes' questions reach the bandits' ears who prepare an ambush as the heroes leave the city. However, if they look for a way to join the bandits, their fighting abilities are tested in the same encounter.

HUNGRY WOLVES

Location: a village in the woods or city near a large forest.

Lately, wolves have been preying on cattle at nighttime. Last night, these ferocious beasts slaughtered not only animals, but a whole family too. Nobody dares to face them, so our heroes must save the day.

Visiting the unlucky family's house, they meet a whole procession of people attending the burial ceremony. A Healing roll confirms the unlucky ones were killed by a ravenous beast, just like the animals. If the heroes ask around (or with a **Persuasion** roll), they learn that two days ago Agatha, the youngest maiden of the family, went missing in the forest. Their relatives went looking for the 14-year old girl, but to no avail. Now they're all dead.

If the heroes search the forest during daytime, they find nothing useful. If they enter the forest during a night, a successful **Survival** roll shows them footprints that could be Agatha's. Following the footprints, they reach a clearing in the forest where a naked girl is crying. The girl matches Agatha's description. As soon as they arrive, red eyes glow around them as the wolves appear. The weeping girl is actually a Moon Maiden in human form, waiting for the right moment to strike.

PIRATES

Location: Any coastal or riverside city.

On a seemingly calm day, the city lookout reports a group of Pirate biremes approaching. Ships bear the feared "Four Hands" flag. With a successful **Academics** or **Persuasion** roll, heroes know that the "Four Hands" are four legendary, slave-hunting Phoenician pirates who scourge the seas.

Pirate biremes run aground and their crews flood the city. They are very determined and will stop at nothing to loot the city. As the ships reach the shoreline, everyone inside

disembarks, pulls the ship onto the land and runs, screaming into the city.

Should the PCs remain and defend the city, they face four waves of encounters (evenly divide the adversaries shown between encounters). The pirates deem the heroes to be perfect slaves, so they try to knock them down without killing them.

- Pirate Troopers (2 per hero): see page 246
- Pirate Marksmen (1 per hero): see page 246
- Pirate Captain (Wild Card): see page 246
- Ex-Slave Pirate (2): see page 246

If any hero is knocked down, the pirates place them on the breme's row line to be sold as slaves later. If the heroes succeed in these encounters, the remaining pirates fall back to their ships and flee the city. Searching the pirate captain's body produces a piece of a map. If the captain's still alive, he only speaks with a raise on an Intimidation roll or using and appropriate power. **The following can be gathered on a successful Persuasion or Academics roll.**

THE BLACK MARBLE CURSE

Location: any small village near a river.

The heroes got lost during a journey. Just before running out of food and water, they spot a tidy village near a small river. The village is well kept, but a strange, eerie silence permeates it. Nobody's around, but with a Notice roll, the heroes hear someone crying. It's a young man who, as soon as he sees the heroes, shouts out, "Flee! Go away! We are all cursed! We are all doomed!" Immediately, the boy turns into a black stone statue and falls silent.

A successful **Academics** roll reveals that this is not a curse, but rather the effect of a Basilisk's gaze or poison, which can be reversed using the proper antidote or power. Looking around, the heroes find a lot of black statues portraying villagers and animals attending their daily duties. Any saved villager begs the heroes to save the village from this curse. However, no matter how hard they try, nobody's left who hasn't been turned to stone, and the basilisk is nowhere to be found.

A basilisk is definitely responsible for this, but it never actually came to the village. The venomous snake poisoned the river's water and the villagers, continuously drinking the water, turned to stone. Anyone attempting to drink from any water source around the village or eat any fresh food from the village must make a Notice roll. With a success, the hero realizes something's wrong with it. In that case, a Craft (**Pharmacy**) roll reveals the water or food is poisoned. Anytime a hero eats fresh food or drinks water from the village, he must make a Vigor roll or be poisoned by a weaker version of the Basilisk poison – this requires a number of days equal to Vigor die before turning the target to stone.

Dried food and alcoholic beverages in the village are not yet contaminated by the poison and can safely be consumed.

With the right power or antidote, the people can be turned back to normal. If questioned, the villagers are clueless about what they think was a curse from the gods. When the heroes reach the opposite side of the village, they find the landscape turns into an out-of-place barren desert, due to the Basilisk's poison. A successful **Survival** roll allows them to follow the basilisk's footprints.

DIONYSIAN ORGIES

Location: large city where none of the heroes were born.

The heroes arrive in a celebrating city. Everywhere people are drinking wine, dancing and having fun. Soldiers drink with brigands, scholars discuss astronomy with animals and everyone has sex on the streets without caring too much for race or gender. Essentially, the city is totally out of control.

After strolling through the streets, allow the PCs to make a **Persuasion** roll. On a success, they learn that since the god Dionysus arrived a week before, the city has fallen into utter madness. The former king, who was not generous during sacrifices to the God of Wine, threw himself into the fire. Since then, the Dionysus started a party that will only end when someone entertains him properly. The king's two elder sons tried, but failed and were turned into wild leopards. Lysander, the former king's third son, who in theory is now the city's ruler, promised to give half of his kingdom to the **citizen** who ends this rampaging madness.

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KNOW YOUR ENEMY

Location: Thessaly

A Thessalian king asks the heroes' help to stop the raids occurring in villages near Mount Pelion. Scouts reported strange "half-horse, half-men" raiders, who came during the nighttime, have razed two villages, leaving no survivors. The king, who is related to the Lapiths, is convinced the centaurs are waging war and asks the heroes to lead an expedition to destroy them. To bolster their ranks, the king presents them with 20 men under the heroes' command: five men-at-arms, ten footmen, and five archers. The king chooses an appropriate hero to be the commander and offers him an additional reward: he would be married to one of the king's daughters.

When the heroes reach the razed villages, they find only smoking ruins and dead bodies. A successful **Notice** roll shows recent human and horse footprints going towards Mount Pelion. A raise shows different, older horse footprints coming and going in a completely different direction, heading towards a forest. (A Thracian horse riders' tribe has made a secret camp in the forest and is pillaging nearby villages. The centaurs came to rescue the surviving villagers and brought them to a village on Mount Pelion.)

Following the more recent footprints, the heroes arrive in sight of the centaurs' village, where they also spot human villagers. A successful **Notice** roll reveal the village contains about 40 centaurs and 20 humans.

- Centaur Leader (Wild Card): see page 213
- Centaurs (34): see page 213
- Centaur Scouts (5): see page 213

At some point, the surviving villagers attempt to inform the heroes that the centaurs were helping them. As the heroes return to village's ruins, a successful **Survival** roll will reveals the older footprints heading towards the forest. Additionally, if a villager travels with, they could point this out.

The centaurs are friendly and were not responsible for the village's raids. Ixionides, the centaurs' leader, tells the heroes his scouts spotted human riders in the forest. Legends about "half-horse, half-men" demons probably spread because of low visibility and the foreign language of the riders. If the heroes successfully request the centaurs' aid, a **Social Conflict** is required. Ixionides can offer 10 to 30 Centaurs and himself. In exchange for their help, he demands large amounts of wine. A successful **Academics** roll warns the heroes against giving wine to the centaurs before the battle; they could easily go berserk, attacking anyone in the immediate vicinity.

As the heroes enter the forest, a successful **Survival** roll reveals the Thracian's secret hideout. There are about 60 people, of which 40 mounted are soldiers. They speak a barbarian language. The remaining Thracians scatter once the soldiers are defeated.

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A SAD AWAKENING

Location: any small village.

The heroes stop to rest in a small village during their travels. During the night, they all dream of hundreds of filthy rats swarming around them, biting and spreading a lethal plague. When they wake up, they realize their room is full of filthy rats. They attack immediately, except heroes loved by Apollo who are ignored by the rats and unaffected by their disease. If bitten by the swarm, every hero must make a **Vigor** roll or contract a long-term chronic, debilitating disease that cannot be cured by normal means, because it's a divine punishment. As long as Apollo's wrath lasts, all Apollo-related Edges and powers only work on those loved by Apollo.

- Large Rat Swarm (1): see the *Savage Worlds* core rulebook

The entire village is engulfed in a never-ending fog and millions of rats swarm all over the place. With an easy **Persuasion** roll (+2), the heroes realize the only one who could be of help is the village's soothsayer Erasmus, a follower of Apollo.

APATEA

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Skills: Academics d6, Fighting d4, Notice d6, Persuasion d8, Performance Stealth d6

Edges: Acolyte (Eros), Aristocrat, Baptist (Eros), Divine Charisma, Gnostic (Eros)

Hindrances: Nymphomaniac (Major)

Gear: Bikini, Cloak, Wonderful Necklace

Special Abilities:

- **Powers:** Apatea know the following mystery cult powers: *burning desire*, *ecstasy touch*, and *withering scorn*.

CURIOSITY KILLED THE CAT

Location: anywhere

A king summons the heroes to perform a covert operation. Years ago, a very precious family heirloom was stolen from the royal palace and now, after a long time, the king's spies reported that it will soon be carried in a black wagon as part of a bigger caravan. This caravan is guarded by another royal family's prince. Since the king wants his heirloom back and does not want to start a war, the heroes need to use discretion in retrieving it, never mentioning who's their sponsor. Additionally, the king demands that the wagon be retrieved "as it is" and NEVER be opened for any reason; the king does not want anyone to see the heirloom. The heroes will be awarded 10,000 Drachmas in advance to hire whatever help they might need and 10,000 Drachmas each after they've completed the task.

Should they accept the task, a king's attendant explains the target caravan's destination is a forest sacred to Ares, possibly the best place to attack. The forest is ten days away by horse, and the caravan should reach it in fifteen days. The king cares only to retrieve the black covered wagon; the heroes should not damage or open it, but they can loot everything else.

Heroes arrive in a small village at the forest's borders at least three days early. There is a city two hours away should the heroes wish to find more information or hire mercenaries. A **Persuasion** roll reveals that Prince Demetrius is planning to make great sacrifices to Ares: the three wagons of the convoy and the twenty people escorting it. A raise reveals the caravan's escort is composed of Prince Demetrius, five hoplites, five archers and nine commoners. Following a path into the deep forest, the heroes arrive at a small shrine with an altar.

FROM DUSK 'TIL DAWN

Location: any small village.

The heroes stop to spend the night in an inn. The innkeeper proudly proclaims that tonight there will be special entertainment for the guests: Ra's daughters, three beautiful Egyptian princesses who perform an eye-catching belly dance. There is an extra charge for the room. A successful **Persuasion** or **Academics** roll reveals that Ra's daughters are quite famous exotic dancers renowned for their astounding beauty.

WHAT HEROES KNOW ABOUT FIENDS

Knowledge is power and can save a hero's life. As a rule of thumb, heroes (especially the most ignorant ones) know little, albeit confusing, information about the many dangerous monsters of myth in *Mythos*. Of course, they may recognize a many-headed, giant snake as a hydra (Heracles' Labors are famous all over Cosmos) and are thus wise enough to stay away from it; Common Knowledge spoken of throughout heroic prose does not need a roll to understand how dangerous a creature is. However, outside of this Common Knowledge, the heroes don't necessarily know that a hydra is very poisonous and are clueless about its weaknesses.

To gather useful details about particular fiends, they should consult epic poets, sages, oracles, seers or make an **Academics** roll. Successful rolls allow the heroes to understand the creature's most common features while a raise provides them useful properties too (such as the use of a siren's feathers to brew a flying potion). After they've overcome a unique enemy once, they should know everything about its nasty powers, but until then they'd better gather as much info as they can to attack the fiends' weaknesses.

BASILISK

Βασιλίσκος

Anyone who sees the eyes of a basilisk dies immediately. It is a little snake no more than twelve inches long, with white markings on its head that look like a diadem. Unlike other snakes, which flee and hiss, it moves forward with its middle raised high. Its touch and breath scorch grass, kill bushes and burst rocks. Its poison is so deadly that once when a man on a horse speared a basilisk, the venom travelled up the spear and killed not only the man, but also the horse.

- Alektor, Wonderful Bestiary

The basilisk (Hellenic: "the little king"), is a lethal snake. When the serpent goddess Echidna is pregnant, cocks lay eggs during a full moon's night from which a basilisk hatches. His breathing and bite is so pestilential that it withers any plant form, transforming every environment around it into a barren desert. Frequently, the waters from which it drinks

become unhealthy and even lethal, plaguing entire villages and regions.

Whoever is able to get close to the monster must be careful not to meet its gaze, as it's able to kill instantly. Only a mongoose's bite is able to instantly kill a basilisk, but, since they usually die in the attempt, these animals prefer fleeing from the lethal snake unless they have no other choice. This poison may be extracted from the basilisk, after it's dead, by making a successful Craft (~~Pharmacy~~) roll, producing 2d6 doses.

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CATOBLEPAS

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Pace: 7; **Parry:** 4; **Toughness:** 10

Skills: Fighting d4, Notice d6

Special Abilities:

- **Hooves:** Str+d4.
- **Pestilential Cloud:** When threatened, catoblepas emit clouds of gas that engulf everything within 5 in. for 6 rounds. Those in the area must make a Smarts roll to hold their breath before the tainted air enters their lungs. Failure indicates the hero is Shaken and Fatigued.
- **Size +2:** Catoblepas are large creatures.
- **Soothing Milk:** One Catoblepas in three is female. If heroes are lucky enough to engage a female Catoblepas with little cubs, they could take 1d6 doses of milk from her, the most powerful antidote on Cosmos. This milk turns sour after three days, unless it undergoes a pharmaceutical treatment. To retain these curing properties, a successful Craft (~~Pharmacy~~) roll must be made with proper lab equipment. Failure results in the milk being wasted.
- **Terrifying Gaze:** The death-gaze of the catoblepas forces a Fear roll at (-4) which doubles when rolled on the Fright Table. All those within 10 in. meet the catoblepas's gaze or must choose to look away, incurring a (-4) penalty to attack rolls against the catoblepas. During this time, the catoblepas gains a +2 bonus to Fighting against those looking away. Using a mirror to deflect the terrifying gaze reduces the penalty to (-2) and the catoblepas's bonus to +1. This ability does not work in total darkness. This terrible power works after the catoblepas's death. A successful Craft (~~Leatherworks~~) roll (with all the penalties for not looking directly at the object) must be made within an hour from the beast's death to cut the head off and use it as a weapon. Success provides a head that retains half of the original power (distance, Fear penalty and Fright Table modifier), while a Raise provides full power.

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CENTAUR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6, Survival d6

Edges: Liquid courage

Weapons: Club (Str+d4) or Javelin (6/12/24; Str+d4) and Bow (12/24/48; 2d6)

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CETUS

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12

Pace: -; **Parry:** 5; **Toughness:** 22 (4)

Skills: Athletics d8, Fighting d6, Notice d8

Special Abilities:

- **Aquatic:** Cetea breathe water normally, and can breathe air for short periods, though they can't move on dry land. They can stretch out on land half of their body, while the other half must remain in water. They swim at Pace 10.
- **Armor:** Scaly hide (All 4)
- **Bite:** Str+d8
- **Divine Entourage (Poseidon):** +1 bonus to Strength; Athletics and Strength Favored Rolls.
- **Fear -2:** Cetea are terrifying creatures to behold.
- **Fearless:** Cetea are immune to Fear and Intimidation.

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DRAGON

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+9, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 20 (4)

Skills: Fighting d10, Intimidation d12, Notice d12+2

Special Abilities:

- **Armor:** Scaly hide (All +4)
- **Bite:** Str+d8
- **Divine Entourage (Choose):** Dragons gain all the benefits from choosing a Patron Deity.
- **Dragon Heart:** The secret of a dragon's regenerative power is hidden in its heart. A successful Academics roll allows a hero to quickly locate the heart in the beast's body and a successful Agility roll at (-2) allows a hero to cut it out with a slashing weapon. If done within two minutes from the dragon's death, heroes obtain a still-pulsating dragon's heart. To maintain it indefinitely, a successful Craft (~~Pharmacy~~) roll at (-2) must be performed with proper equipment and ingredients, otherwise the heart becomes useless after an hour and completely rots in 1d4 days. The heart provides

1d6+2 potions that provide the Dragon's Blood power for 24 hours.

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HYDRA

Υδρα

And third again Echidna bore the grisly-minded lernaean Hydra, whom the goddess Hera nourished because of her quenchless grudge against the strong Heracles. Yet he, Heracles, son of Zeus, of the line of Amphitryon, by design of Athena, the spoiler, and with help from warlike Iolaus, killed this beast with the pitiless bronze sword.

- Hesiod, Theogony

The second of the famous twelve labors of Heracles was to defeat the Hydra, the huge monster with many snake-like poisonous heads ravaging the swamp of Lerna. After the triumph of Heracles, the Cosmos breathed a sigh of relief, believing the threat of these monsters was gone. Unfortunately, newborn Hydrae have been reported all over the Cosmos.

Defeating these creatures is a very daring undertaking. Their venom is quite powerful, though not immediately fatal. The simultaneous attacks of its ever-increasing serpent heads have killed many would-be heroes. All these fearful features, added to its incredible regenerative power, make the Hydra such a terrible opponent that only the most daring and mighty heroes can free the Cosmos of such disasters. The Hydra's poison may be extracted after it's dead by making a successful Craft (Pharmacy) roll, producing 3d6 doses.

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[Sidebar]

ATHENA'S WISDOM: HYDRA'S WEAKNESSES

To determine which substance represents the weakness of a given Hydra, choose any reasonable substance or draw a card from the Action deck and consult the table below. Oracle or seer divination or analysis of a Hydra's blood by a pharmacist (with a Craft (Pharmacy) roll at (-2)) can reveal this information.

HYDRA

Attributes: Agility d6, Smarts d8 (A), Spirit d8, Strength d12+2, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Skills: Fighting d8, Intimidation d10, Notice d10

Special Abilities:

- **Armor:** Thick scales (All +2)
- **Bite:** Str+d4, reach 1
- **Large:** Opponents get a +2 to all attack rolls.
- **Many-Headed:** Hydras have 2d6+3 heads. Each one is treated as a separate Extra, although damaging one incurs the (-4) Called Shot penalty. Each head has Parry 7 and Toughness 7. An individual head can

be Shaken without affecting the others. As long as one head remains Unshaken, the body can act as well. Each head also has the following special properties:

- **Biting Gang:** Hydras have a number of attacks equal to the number of heads it has. Each one makes a separate attack choosing the same target or different ones.
- **Double Dragon:** All of Hydra's heads, but one, suffer damage normally. However, when these heads are Incapacitated, two new ones spring out from it the following round. If the attack exploits the Hydra's defined weakness, no new heads appear.
- **Immortal Head:** Hydra's have one immortal head that can only be harmed by exploiting its weakness. All other attacks are useless against it. If this particular head suffers a wound from an attack that exploits the Hydra's weakness, the creature immediately dies. Choose which head is the immortal one. *Clairvoyance* or a successful **Academics** roll at (-2) determines which head is the immortal one.
- **Size +4:** Hydras are large creatures.

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LAMIA

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

(Deceiving Aspect) **Charisma:** +2; **Pace:** 6; **Parry:** 4;

Toughness: 10

Skills: Fighting d4, Persuasion d8, Notice d8

(True Aspect) **Charisma:** -4; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d8, Shooting d8

Special Abilities:

- **Alluring Beauty (Deceiving Aspect Only):** Any male individual with Spirit d4 or less must make a Spirit roll the first time he sees a Lamia in her Deceiving Aspect. Failure means he falls deeply in love with her.
- **Bite/Claw:** Str+d6
- **Fiery Head-butt:** Str+d6 fire damage. The target could catch fire.
- **Fire Immunity:** Lamiae ignore fire damage.
- **Improved Frenzy:** Lamiae may make two attacks per round without penalty.
- **Lure of the Temptress (Deceiving Aspect Only):** This power works on all male targets within a number of inches equal to the lamia's Spirit die. A failure means the target sees the lamia as a friend and would not harm her without a reason. Thus the monster gains The Drop on him. Should the target

notice a lamia's aspect change, he makes another Spirit roll to end this power's effects.

- **Partial Invulnerability:** Lamiae can only be harmed by Divine Weapons, weapons enhanced by a Mystery Cult's powers or by soaking a weapon in water and performing a Called Shot at their head. They may be Shaken by other attacks, but never wounded.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head). No wound penalties.
- **Undying Curse:** Any female human slain by a lamia has a 50% chance of becoming a lamia herself in 1d4 days. This curse can only be lifted by a Hades' priest or Initiate who succeeds in an **Academics** roll before the transformation.

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LYCANTHROPE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Skills: **Athletics d10, Fighting d12+2, Intimidation d10, Notice d12, Stealth d10, Survival d10**

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MOON MAIDEN (HUMAN FORM)

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Fighting d4, Notice d8, Persuasion d8, Stealth d10

Edges: Attractive

Hindrances: Nymphomaniac (Major)

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MACHLY

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d6

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 5

Skills: **Athletics d6, Fighting d8, Healing d4, Notice d6, Shooting d6, Stealth d6**

Gear: Short sword (Str+d6), crescent shield (+1 Parry)

Special Abilities:

- **Divine Entourage (Aphrodite):** +1 bonus to Charisma versus the opposite sex; Persuasion; **Streetwise and Charisma** Favored Rolls.
- **Lovers' Essence:** A machly's feces can be turned into a love potion. On a successful Craft (**Pharmacy**) roll, 1d6 doses of love potion are created. Whoever drinks a dose of this potion falls in love with the first person they spot for 2d6 days. Failure results in the ingredients being wasted.

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MINOTAUR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 10

Skills: **Athletics d6, Fighting d10, Intimidation d12, Notice d10**

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NYMPH

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Fighting d4, Notice d8, Persuasion d8, Stealth d10

Edges: Divine Charisma, Beast Bond, Beast Master

Hindrances: Nymphomaniac (Major)

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SIREN

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Fighting d6, Notice d8, Perform (Sing) d12, Persuasion d10, Stealth d10

Edges: Very Attractive

Special Abilities:

- **Divine Entourage (Demeter):** +1 bonus to Smarts; Vigor, Healing and Persuasion Favored Rolls.
- **Fatal Attraction:** Sirens attempt to attract all those within 50 in. through their singing. This is an opposed roll of ever target's Spirit, ~~modified by their Charisma~~, against the siren's ~~Performance~~, ~~also modified by their Charisma~~. On a success, the target is immune to the Fatal Attraction ability for 24 hours. On failure, the victim moves toward the sirens using the most direct route. If this route travels through obviously hazardous terrain, a second opposed roll is made to break the sirens' hypnotic song. Additionally, if the target is ever Shaken or Wounded from a creature other than the sirens, another opposed roll is made to break the sirens' hypnotic song. This effect lasts for one round after the sirens stop singing.
- **Flying:** Sirens have a Flying Pace of 6 in. and a Climb 3.
- **Siren's Feathers.** A siren's wings can be used to create a potion for flight. On a successful Craft (**Pharmacy**) roll, and with a week's worth of time, 1d6 doses of Flying Potion are created. Failure results in the ingredients being wasted. Each dose grants the ability to fly using the siren's stats for one hour.

SPARTUS

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Charisma: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 11 (3)

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Survival d4

Edges: Berserk, Brawny, Improved Frenzy, Sweep

Hindrances: No Retreat! (Major)

Gear: Spear (Str+d6), short sword (Str+d6), bronze panoply [Corinthian helmet, peturgis, bronze cuirass, bronze greaves] (+3), round shield (+1 Parry, +2 Armor vs. ranged attacks)

SPHINX

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Skills: Academics d12, Common Knowledge d12, Fighting d8, Notice d8, Science d12, Stealth d6

Special Abilities:

- **Bite or Claw:** Str+d6
 - **Flying:** Sphinxes have a Flying Pace of 6 in. and a Climb 3.
 - **Improved Frenzy:** Sphinxes may make two attacks per round without penalty.
 - **Pounce:** Sphinxes pounce on their prey bring their mass and claws to bear. They can leap 1d6 in. to gain a +4 bonus to Fighting and damage. However, their Parry is reduced by 2 until their next action.
 - **The Riddle:** The queries of the sphinxes are mazes for the mind. Using a standard action, the sphinx asks a very difficult question. **Everyone capable of hearing and within a distance of the sphinx's Smarts x 2 must make an opposed Academics roll or Common Knowledge roll at (-2). This roll must have a chosen specialization, and those without can make a Smarts roll with a (-2) penalty.** On a failure, the target becomes lost in their thoughts to solve the riddle. On a success, the sphinx becomes friendly and deems the target worthy. Those who fail may make the roll a second time with a cumulative (-2) penalty. On a success, the sphinx lets the target go but does not deem them worthy. A third attempt is possible, with the same results on a success, but a third failure results in the sphinx attacking.
-

STYMPHALIAN BIRDS

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Pace: 2; **Parry:** 5; **Toughness:** 10 (4)

Skills: Fighting d6, Notice d8

Special Abilities:

- **Armor:** Metallic feathers (All 4); additionally, any attack roll of 1 on the Fighting die results in the weapon breaking.
 - **Feather Volley:** Using a full round action, a stymphalian bird can let loose a volley of razor-sharp metallic feathers with a range of 3/6/12. However, if the birds are in the air, range has no effect. These metallic feathers cause 2d6+2, AP 2 damage. Additionally, each time the bird uses this ability, their armor decreases by 1. After three uses, they cannot use this ability again for 24 hours.
 - **Flying:** Stymphalian birds have a Flying Pace of 12 in. and a Climb 3.
 - **Metallic Beak/Claws:** Str+d4, AP 2
 - **Metallic Body:** +2 to recover from being Shaken; called shots do no extra damage; immune to the effects of disease and poison.
 - **Metallic Source:** A stymphalian bird's body can be collected for orichalcum. On a successful Craft (**Blacksmithing**) roll, 2d6 pounds of orichalcum are produced. Anyone making a successful **Academics** roll at (-2) will know of this. Failure on the **Academics** roll results in the metal being deemed as regular bronze.
 - **Size -1:** The bodies of stymphalian birds are small.
-

TRITON

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Charisma: 0; **Pace:** -; **Parry:** 5; **Toughness:** 8 (1)

Skills: Athletics d8, Fighting d6, Notice d6

Gear: Trident (Str+d6), Seashell armor (Torso, Arms +1)

WICKED SPIRIT

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4

Special Abilities:

- **Energy Drain:** With a successful touch attack, a wicked spirit's target is Shaken, and with a Raise is wounded. Additionally, this prolongs manifestation by two rounds.
- **Ethereal:** Wicked spirits can only be harmed by Divine Weapons, elemental damage, Orichalcum weapons or mystery cult powers.
- **Fear -2:** Wicked spirits cause Fear checks at -2 when they let themselves be seen.
- **Manifestation:** Wicked spirits cannot interact with living ones indefinitely. When they do decide to, they become visible and can use their Special Abilities for a number of rounds equal to two times their Vigor

die, after which time they become invisible again for 2d6 hours.

- **Offerings:** Wicked spirits can be appeased with ritual offerings of food, wine or blood. One pound of fresh food or one oz. of wine counts as one unit of offering. A sacrificed creature's (that must be killed on the spot) Vigor die counts as that many units. If the offered units equal or exceed the wicked spirit's Vigor die (cumulative if there is more than one) and a successful **Academics** roll is made, they are appeased and immediately cease possession. Additionally, each unit offered increased manifestation by a like number of rounds.
- **Possession:** If a wicked spirit moves into a space occupied by a living creature, it can try to possess it. This is an opposed roll using Spirit. If the wicked spirit succeeds, it gains total control of the host body; otherwise it loses 1d4 rounds of manifestation. While possessing a creature, the wicked spirit can perform any action the host can, except for using mystery cult powers or divine weapons. Should the host body die, the wicked spirit is forced to cease its manifestation.

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SWAN-MAN

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Pace: 5; **Parry:** 5; **Toughness:** 5

Skills: **Academics d8, Athletics d6, Fighting d6, Healing d8, Notice d6, Performance d8, Shooting d8, Survival d6**

Weapons: Bow (12/24/48; 2d6; AP1)

Special Abilities:

- **Acolyte:** Swan-men can use one of the following acolyte-rank powers deriving from their deity's Mystery Cult: *visions from afar, healing sunray and call of orpheus.*
- **Divine Entourage (Apollo):** +1 bonus to Vigor; Shooting (Bow), Performance, Healing, and Academics Favored Rolls.
- **Flight:** Swan-men have a Flying Pace of 5" and a Climb of 1.

BANDITS

To reach Athens, Theseus could choose to go by sea or cover the distance by land, being exposed to the attacks of the infamous outlaws who infested the road. The young, vigorous and ambitious Theseus chose to go to Athens by land, to clear the road from pernicious bandits and emulate the deeds of the divine Heracles.

- Hesiod, Deeds of Heroes and Gods

Even in Cosmos there are people without honor who rob the wayfarers, or worse, kill them first and then rob them of their possessions: the brigands. Individually they do not constitute a threat to a hero, but groups of them can be a

challenge. A "Lord of Brigands," which merits a separate discussion in terms of cruelty and perfidy, controls larger bands of bandits. Their standard approach toward victims is to first numerically overwhelm them and then lure them into an ambush. They are not the "lionhearted" type and, if reduced to equal or outnumbered, are ready to flee or surrender. In many cities and villages there are bounties on the outlaws' heads; they are wanted dead or alive.

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Outlaw Suggested Customizations:

- Deserter Soldier (replace armor/shield with leather cuirass and dyplon shield)
- Mounted Robber (Riding d6, add horse to gear)
- Outlaw Chieftain (usually one in ten average outlaws proclaims to be the "leader." He has Strength, Vigor and Fighting d8 and is usually equipped with bronze cuirass, spear, short sword and a round shield)
- Poacher (Survival d8, Woodsman, equipped with a bow)
- Rebel (replace weapons/shield with spear and dyplon shield)

Lord of Brigands Suggested Customizations:

- Tactical Lord (**Battle** d8, Command Presence, Tactician)
- Violent Lord (drop Smarts and Spirit to d6, raise Strength and Vigor to d10, Brawny, Improved Sweep, drop Level Headed, replace Dyplon shield and long sword with Greatsword)

OUTLAW

The most common outlaws are road thieves. They move in groups, know their surroundings well, and are "connected" with friendly citizens or villagers that provide information and warnings.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Charisma: 0; Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Skills: **Athletics** d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d6

Hindrances: Wanted

Gear: Short sword (Str+d6) or club (Str+d4), crescent shield (+1 Parry) or bow (2d6; 12/24/48), linen armor (+1)

LORD OF BRIGANDS

More cruel, dangerous and greedy than "standard" outlaws, the Lords of the Brigands are examples of atrocities. Lords of Brigands command large numbers of outlaws (usually over 100) and terrorize entire regions. Some of them rely on physical strength, while others prefer cunning and deception.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Charisma: 0; Pace: 6; **Parry:** 9; **Toughness:** 9 (3)

Skills: Athletics d6, Battle d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Riding d8, Shooting d8, Stealth d6, Survival d8

Edges: Block, Command, Improved Nerves of Steel, Level Headed, Natural Leader, Sweep

Hindrances: Greedy, Wanted

Gear: Long sword (Str+d8), Dyplon Shield, Bronze Cuirass (+3)

COMMONER

After she had found Persephone, however, Demeter became reconciled with Zeus and gave Triptolemos the corn to sow, instructing him both to share the gift with men everywhere and teach them everything concerned with the labor of sowing.

- Hesiod, Deeds of Heroes and Gods

Commoners are men and women without heroic ambitions. Adjust the following stats to represent specific individuals.

Suggested Customizations:

- Beggar (Persuasion d6)
- Blacksmith (Craft (~~Blacksmithing~~) d6, Strength d6)
- Master Crafter (Smarts d8, Craft (~~choose one~~) d10)
- Merchant (Persuasion d6)

COMMONER

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Skills: Craft (~~choose one~~) d6, Fighting d4, Notice d4

Gear: Knife (Str+d4) or farming tool (Str+d6, Improvised Weapon), tools of the trade

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DIVINE OFFICERS

Obsequious and amazed by the divine miracle, the people of Corinth summoned the Acrocorinth Polidos, the priest of the temple of Poseidon. He arrived in front of the fabulous Pegasus and said, "The hero who manages to tame this divine winged steed will perform feats that will make him famous all over Cosmos. But do not forget, he, being a mortal."

- Hesiod, Deeds of Heroes and Gods

Divine officers are prominent figures in Cosmos. They serve as intermediaries between deities and men, administering religious services, interpreting the divine prodigies and celebrating the sacrifices to appease the anger of the gods. Each community, however small and isolated, has at least one divine officer.

Being in direct contact with the gods, priests are revered and respected by everyone. The word of a seer or oracle is taken into account in the same way as that of the king. Harming a divine officer is a grim act of impiety that causes the wrath of the gods. Most divine officers worship a divine godhead in a

"normal" way; only few of them gain access to the secret Mystery Cults.

Priest Suggested Customizations:

- Only the fittest! (Only people who have the right Traits are allowed into priesthood. Shape each deity's priest this way: d8 in his Patron Deity's divine offspring's attributes and d6 in his Patron Deity's favored roll skills.

Seer Suggested Customizations:

- Different Patron God (change benefits from Divine Entourage accordingly)
- Oracle [WC] (Academics d10, Oracles Addicted (Major), add the *future visions* and *prophecy* powers)

PRIEST

Each priest and priestess is affiliated to a temple or shrine. They revere all the Olympians but focus on worshipping and performing holy services for a particular deity. Since the Heavenly Contest started, priests tend to be more proselytizing, emphasizing the power and deeds of their patron deity, increasing the number of offerings and scouting potential Mystery Cult initiates.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Charisma: +2; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Skills: Academics d8, Notice d4, Persuasion d6

Edges: Charismatic

Gear: Staff (Str+d4), Priest's vestments

Special Abilities:

- **Virtues and Sins:** Priests strictly adhere to their Patron Deity's ethos code.
- **Divine Entourage (Choose):** Choose a Patron Deity and apply the Divine Entourage ability as appropriate.

SEER

Seers specialize in augury, prediction and divination. They have a mystical connection with the world around them that becomes stronger over time. At an early age, the seer learns the art of soothsaying and is able to interpret the will of the gods by reading their signs and omens. Most seers lead a lonely life in isolated areas or wander the Cosmos, following the gods' advices. Only a few of them settle in temples or shrines that immediately become crowded with people seeking advice. The most famous and skilled seers are chosen by the gods to become oracles in the most important temples. Since the Heavenly Contest started, most seers and oracles are under Apollo's protection.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Skills: Academics d8, Fighting d6, Notice d6

Hindrances: Oracles Addicted (Minor)

Gear: Staff (Str+d4), Oracle's vestments

Special Abilities:

- **Divine Entourage (Apollo):** +1 bonus to Vigor; **Academics** Favored Rolls.
- **Soothsaying.** Once a day, a seer can use one of the following powers from the Oracle Mystery Cult: *visions from afar, visions from the past and distant past.*

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HETAERA

ἑταῖρα

We have hetaerae for pleasure, pallakae to care for our daily body's needs and gynaeikes to bear us legitimate children and be faithful guardians of our households.

- Pithekopes, Aulic Songs

An hetaera (in Hellenic language "female companion") is a highly educated and sophisticated courtesan. Despite that most engage in sexual relations with their aristocratic patrons, hetaerae are not prostitutes. Mostly ex-slaves from distant kingdoms, these courtesans are renowned for their achievements in dance and music, as well as their physical and intellectual talents. Unlike most other women in Hellenic society, hetaerae are educated and are the only women who actively take part in the aristocratic symposia, where their opinion is welcomed and respected by men. Hetaerae could be prominent courtly figures, hired assassins or infiltrated mystery cult initiates.

Suggested Customizations:

- Beautiful Assassin (**Academics d4, Craft d6, Stealth d8**)
- Initiate (Hetaerae tend to follow Aphrodite's Mystery Cults, but they could join any other if they meet the necessary requirements)
- Princess (Aristocrat, Intimidation d6, ~~only one Perform skill~~)
- Seductress (Very Attractive, Persuasion d10)
- Tavern Wench (**Craft d6, Fighting d6, remove Academics**)

HETAERA

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Skills: **Academics d6, Fighting d4, Notice d6, Persuasion d8, Performance d6, Stealth d6**

Edges: Attractive

Gear: Dagger (Str+d4), Courtier's outfit

HOPLITES

In the uproar of battle, he saw him from a distance coming forward. His helmet was decorated with a shiny long crest, enemy darts bounced off his shield of bronze, his chest was covered with a splendid armor and his spear ravaged enemies. He arrived in front of the hero, stared into his eyes

and said, "I am Agenor, brother of Belus. The Princess Andromeda was promised to me in marriage. Be prepared, Perseus, you will perish by my hand."

- Hesiod, Deeds of Heroes and Gods

Hoplites are epic dueling stars. Equipped with fine weapons and armor, they are formidable opponents. Depending on their lineage and social status, they can be anything from a heavily armored soldier to a shining fighting prince on a scythed war chariot.

Man-at-Arms Suggested Customizations:

- Veteran Man-at-Arms (Vigor d8, Seasoned Hoplite, Block)

Aristocratic Hoplite Suggested Customizations:

- Dishonorable (remove Code of Honor hindrance, Smarts d8)
- **Divine Patronage:** Choose a Patron Deity and apply the Divine Entourage ability as appropriate.
- **Initiate:** Should they meet the minimum requirements, aristocratic hoplites can use powers deriving from one or more Mystery Cults
- Tactician (**Battle d8, Leader of Men**)

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MAN-AT-ARMS

Men-at-arms are trained soldiers bearing heavy armor and weapons. They usually don't have aristocratic lineage and are thus not allowed to lead troops. They can be an elite bodyguard or, if fighting in ranks, a crushing force on a battlefield under an aristocratic hoplite's command.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Charisma: 0; **Pace:** 5; **Parry:** 7; **Toughness:** 8 (3)

Skills: **Athletics d6, Fighting d8, Healing d4, Notice d4, Shooting d6**

Edges: Hoplite

Gear: Spear (Str+d6), short sword (Str+d6), bronze panoply [Corinthian helmet, peturgis, bronze cuirass, bronze greaves] (+3), tower shield (+2 Parry, +2 Toughness, notes)

ARISTOCRATIC HOPLITE

Lords of the battlefield, they usually have an aristocratic lineage and are trained in the use of weapons in an honorable way from an early age. Being a royal house member, an aristocratic hoplite doesn't get involved in fights against "unworthy" opponents, but rather leads his troops in mass battles from his swift chariot. Should he meet a "worthy" opponent, an aristocratic hoplite would challenge him to a single duel and fight honorably. Their weapons and armors are of the best quality, making them recognizable from afar.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 10 (4)

Skills: Athletics d8, Battle d6, Fighting d10, Healing d4, Notice d4, Shooting d6

Edges: Aristocrat, Combat Reflexes, Command, Counterattack, Frenzy, Seasoned Hoplite

Hindrances: Code of Honor

Gear: Spear (Str+d6), long sword (Str+d8), bronze panoply [Corinthian helmet, peturgis, bronze “doubled” cuirass (+1), bronze greaves] (+3), round shield with Mark of Hephaestus (+2 Parry, +2 Toughness, notes)], bronze bracers, war chariot with two horses driven by a charioteer

Special Abilities:

- **Mark of Hephaestus:** Gold detail work enhances the armor. The wearer gains a +1 bonus to all Intimidation and **Persuasion** rolls on the battlefield.

KING

βασιλευς

The valiant Aetes, king of Colchis, can be considered the favorite son of Helios. The mighty Titan solar granted him many gifts: a beautiful golden palace, a golden chariot drawn by fiery horses, a splendid armor with dazzling solar friezes and even his eastern kingdom, in the remote Colchis. Aetes was even worthy to once drive the magnificent chariot of the sun, quite a rare and valuable honor.

- Hesiod, Deeds of Heroes and Gods

Descending directly from the gods, legitimate kings are the highest political and religious authority of Hellas. They are equipped with the best weapons and armor, as they are always at the forefront when it comes to fight honorably against the enemies of their kingdom. When they are not fighting, they live in large buildings where they personally administer justice. Their personal guards comprise soldiers and hoplites of aristocratic blood. The word of the king is harsh, even the most fearless heroes have to comply. Their divine patronage makes them able to purify the souls of the worst crimes.

Suggested Customizations:

- Dishonorable (remove Code of Honor hindrance, smarts d8)
- Illegitimate King (remove King’s Relative, Divine Patronage, Sins Cleanser)
- Initiate: Should they meet the minimum requirements, kings can use powers deriving from one or more Mystery Cults
- Philosopher King (drop Fighting, Shooting and Throwing to d4, remove Combat Reflexes, Counterattack, Frenzy and Seasoned Hoplite. Raise Healing, **Academics**, and Persuasion to d8)

KING

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 10 (4)

Skills: **Academics** d4, **Athletics** d8, **Battle** d6, **Fighting** d10, **Healing** d6, **Notice** d4, **Persuasion** d6, **Shooting** d6

Edges: King’s Relative, Combat Reflexes, Command, Command Presence, Fervor, Leader of Men, Counterattack, Frenzy, Seasoned Hoplite

Hindrances: Code of Honor

Gear: Royal Outfit in peace; while in war Spear (Str+d6), long sword (Str+d8), bronze panoply [Corinthian helmet, peturgis, bronze “doubled” and “fitted” cuirass with Mark of Helios (+1), bronze greaves] (+3), round shield with Mark of Hephaestus (+2 Parry, +2 Toughness, notes)], bronze bracers, war chariot with scythed wheels and four horses driven by a charioteer

Special Abilities:

- **Divine Entourage (Choose):** Choose a Patron Deity and apply the Divine Entourage ability as appropriate.
- **Mark of Helios:** Anyone looking at the armor in sunlight must make a successful Spirit roll to avoid being bedazzled for 1 round, during which they suffer a (-2) penalty to all attack rolls. This quality expires after a number of battles equal to two times the equipment’s armor value.
- **Mark of Hephaestus:** Gold detail work enhances the armor. The wearer gains a +1 bonus to all Intimidation and **Persuasion** rolls while on the battlefield.
- **Sins Cleanser:** A legitimate king has the power to cleanse sins. If he wishes, making a successful Healing roll, he is able to purify someone of all sins. This saves the sinner from being slaughtered on the spot by the Furiae, but doesn’t change the gods’ attitude towards him.

PIRATE CREWMEMBER

These men are now the scourges of the sea, no matter what their past was. They are under a pirate captain’s command, but this doesn’t mean they are loyal.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Skills: **Athletics** d6, **Boating** d6, **Fighting** d8, **Intimidation** d6, **Notice** d4, **Shooting** d4, **Stealth** d4

Hindrances: Mean, Wanted

Gear: Dagger (Str+d4; 3/6/12)

PIRATE CAPTAIN

Since every population is ruled by the leader it deserves, pirate captains are the worst scum around. They keep their

crew at bay with an iron fist and their names instill fear in many coastal villages. With some exceptions, they usually don't care much for honor and would sell their own mothers for money.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Skills: Athletics d6, Boating d8, Fighting d10, Intimidation d8, Notice d6, Shooting d6, Stealth d4

Edges: Command, Counterattack

Hindrances: Greedy, Mean, Wanted

Gear: Long sword (Str+d8), Dagger (Str+d4; 3/6/12), Linen cuirass (+1)

Special Abilities:

- **Ship's Leader:** Pirate captains gain a +1 bonus to all attack rolls and **Persuasion** when on a ship.

SAGE

Sages are elite scholars who live to gather knowledge. Moved by curiosity with a sincere enthusiasm, they read parchments, gather papyri and travel long distances to reach great libraries situated in foreign lands. Because gathering knowledge is an expensive hobby, sages are typically aristocrats or gifted commoners funded by wealthy royal houses who rely on their precious advices.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 4

Skills: Academics d6, Common Knowledge d10, Craft d8, Fighting d4, Notice d4, Persuasion d6, Taunt d4

Edges: Encyclopedist, Scholar

Gear: Staff (Str+d4), Scholar's outfit, writing implements, tools of the trade

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EPIC POET

Epic poets are the most common source of information in Hellas. Travelling from city to city, these scholars gather useful information they are ready to share with crowds in a public square or Royal Palace hall while chanting epic poems and legends. They specialize in history and folklore; their exhibitions are one of the most sought-after cultural events.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: +2; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Skills: Academics d8, Fighting d4, Performance d8, Notice d6, Persuasion d8

Edges: Charismatic, Epic Poet

Gear: Staff (Str+d4), Bard's outfit, tools of the trade

SOLDIERS

The hero finally reached the Palace of Serifos, but two soldiers blocked the entrance. "Move away, soldiers," said the hero, "I am Perseus, son of Danae. I finished my business and I have to talk to Polydectes." "If what you say is true," said one of the guards, "then show us the proof of your deeds!" So it was that Perseus raised high in front of them the hideous Gorgon's head,

turned the unbelieving soldiers to cold stone and crossed the threshold of the Palace of Serifos.

- Hesiod, Deeds of Heroes and Gods

Heroes often deal with soldiers, guards charged with maintaining order in the largest urban centers of Cosmos or, more frequently, responsible for the safety of aking's Palace. Soldiers are not heavily armed.

Common Soldier Suggested Customizations:

- Archer/Slinger (Shooting d8, add bow or sling to Gear)
- City Watch (Notice d6, **Persuasion** d6)
- Footman (Fighting d8, add Footman's Spear and Leather Cuirass to Gear)

COMMON SOLDIER

The standard warrior with average experience and gear.

Attributes: Agility d6, Smarts d4, Spiritd6, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

Gear: Short sword (Str+d6), crescent shield (+1 Parry), linen cuirass (+1)

VETERAN SOLDIER

Very skilled warriors; professionals in their field.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6

Edges: Combat Reflexes

Gear: long sword (Str+d8), spear (str+d6), round shield (+1 Parry, +2 Armor vs. ranged attacks), leather cuirass (+2)

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MOUNT ARKON'S RIDDLE

Location: Mount Arkon's slopes, Noon

The road to ascend mount Arkon is definitely not easy. It seems that only shepherds and goats have the nerve to go up. The path is rough, but the dangers faced so far and the determination to embrace the small Agathon gives wings Calliste's feet. Additionally, the desire to find out why Apollo is acting this way towards the group is growing stronger.

At noon the PCs arrive near the top of the mountain. At this point the road forks into two paths: west and east. Looking up, about 40 feet above their heads, is the entrance of a cave where swan-men hurry in and out. From where they are, it is not easy to discern which path leads to the cave. The PCs need to act quickly before the swan-men notice them and fly away.

A successful **Survival** roll reveals swan feathers and peculiar footprints littering the eastern path. The western path seems to have a bear's footprints on it leading to a bear's cave.

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ARISTARCHUS

18 years old, second-born of Atreus

Aristarchus, fearing a conspiracy against him, left Mycenae years ago for a life full of battles and duels and joined the mystery cult of Ares in Thrace. After many adventures, Aristarchus married the beautiful Calliste, soothsayer of Apollo and granddaughter of Eurystheus, king of Tiryns before it passed under the Atreides.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Charisma: +2; Pace: 6; Parry: 7; Toughness: 10 (4)

Skills: Athletics d8, Battle d6, Fighting d10, Healing d4, Notice d4, Shooting d6

Edges: Combat Reflexes, Command, Counterattack, Frenzy, King's Relative (Atreides), Seasoned Hoplite

Hindrances: Code of Honor, No Retreat! (Major), Quarrelsome, Tragic Doom

Energy Points: 8

Armor: Bronze panoply [Corinthian helmet, peturgis, bronze "doubled" cuirass, bronze greaves] (+4), round shield with Mark of Hephaestus (+1 Parry, +2 Armor vs. ranged shots; see notes), bronze bracers

Weapons: Spear (Str+d6, notes), long sword (Str+d8)

Special Abilities:

- **Agon's Mystery Cult (Gnostic):** Aristarchus can use the following powers: *bloody falls, armor destroyer and hundred-arms attack.*
- **Mark of Hephaestus:** Gold detail work enhances the armor. The wearer gains a +1 bonus to all Intimidation and **Persuasion** rolls while on the battlefield.
- **Tragic Doom's Prophecy:** Do not sleep among the lions if you do not want to be devoured.

CALLISTE

16 years old, granddaughter of Eurystheus.

Calliste's beauty was evident since her childhood. Initiated into the mysteries of Apollo, Calliste received the extraordinary gift of prophecy. Several times, in moments of mystical ecstasy, the divine Apollo appeared next to her in a dream. He stopped to talk to her, dazzling her with his divine light. Calliste seemed destined to become the new Pythia of the Oracle of Delphi, but her life was suddenly changed by love. The impetuous Aristarchus fell in love with and courted her, taking her away from Delphi.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Charisma: +2; Pace: 6; Parry: 4; Toughness: 6

Skills: Academics d8, Fighting d4, Notice d6

Edges: Aristocrat, Attractive

Hindrances: Oracles Addicted (Major)

Energy Points: 8

Gear: Aristocratic dress

Weapons: Staff (Str+d4)

Special Abilities:

- **Favored (Apollo):** +1 bonus to Vigor; **Shooting, Performance, Healing, and Academics Favored Rolls.**
- **Oracle's Mystery Cult (Gnostic):** Calliste can use the following powers: *visions from afar, visions from the past and distant past.*

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CLEON

46 years old, Soothsayer

Cleon is an old friend of Calliste's. They met in Delphi many years ago and he's been her tutor for five years. One day he left Delphi to attend divine duties in a small temple near Mycenae.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d8

Charisma: +0; Pace: 6; Parry: 5; Toughness: 6

Skills: Academics d10, Healing d6, Fighting d4, Notice d4

Hindrances: Oracles Addicted (Major), Pacifist (Major)

Energy Points: 8

Gear: Oracle's dress

Weapons: Staff (Str+d4)

Special Abilities:

- **Asclepius's Mystery Cult (Acolyte):** Cleon can use the *healing sunray* power.
- **Oracle's Mystery Cult (Daemonstrator):** Cleon can use the following powers: *visions from afar, visions from the past, distant past and future visions.*

STRATUS

30 years old, Captain of Lions Palace guards

Stratus is Agamemnon's right arm and executioner. Apparently, he looks like a just and fair captain, but actually he is as bloodthirsty as Agamemnon. He is involved in most of Atreides' blood feuds and gained his envied position executing his master's cruelest orders without questioning them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Charisma: +0; Pace: 6; Parry: 7; Toughness: 9 (3)

Skills: Athletics d8, Battle d8, Fighting d10, Healing d4, Notice d4, Shooting d6

Edges: Combat Reflexes, Command, Counterattack, Frenzy, Leader of Men, Seasoned Hoplite

Hindrances: Mean

Armor: Bronze panoply [Corinthian helmet, peturgis, bronze cuirass, bronze greaves] (+3), round shield (+1 Parry, +2 Armor versus ranged shots)

Weapons: Spear (Str+d6, notes), long sword (Str+d8)