

# MYTHOS QUICK START GUIDE

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

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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*.

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## 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.

## 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.

## 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.

### 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.

### 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.

**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.

**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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#### 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:** 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.

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## The Hook

Wherever the PCs are, they hear from a bard or epic poet that in Iolcus, the most important city of the Magnesia region, a mighty hero named Jason is enrolling valiant heroes to set sail with a huge ship called *Argo* for the most daring journey ever tried. Many among the most famous heroes of Hellas have already joined his ranks, and they are now known as the "Argonauts" (*Argo's* crew). A successful **Academics** roll provides all the details explained in the **Prologue**. It's evident that immortal fame, thrilling adventure, and incredible wealth await the daring ones who join Jason's crew.

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## SCENE 2: THE MISSION

*A young man of about twenty years enters the tent, wearing reinforced leather armor and a scarlet finished tunic above it. His dark, curly hair frames a boyish face saddened by a thousand thoughts. He surely is one of the youngest members of the expedition, and commander's duties weigh heavily on his shoulders.*

*He sits in front of you and says, "May the gods be favorable, brave warriors! My name is Jason, and I'm the captain of this ship. The brave Telamon has announced your intentions to be part of our crew. I have come to meet you and tell you about our mission."*

Here's what Jason knows about the mission:

- Ω Poseidon is strongly opposing their mission and is doing everything possible to hinder them. The ship cannot sail because of the bad weather raging for the past two months and constant attacks by creatures of the sea that increase in number and ferocity with each attack. Despite the sacrifices in his honor, Poseidon is not appeased. The divine soothsayer, Mopsus, predicted that only the singing of the divine Orpheus will stop the waves and allow the *Argo* to set sail.
- Ω Orpheus should be in Thrace at the royal palace of King Diomedes, although he only knows that Diomedes is the ugly, gigantic son of Ares. A successful **Academics** roll confirms Diomedes' huge size and that Ares gave his "beloved" son some very precious mares. The palace of Diomedes stands at

the mouth of the river Nestos. Jason does not discuss how to get there and instead says that it's better to talk with Telamon about these issues.

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### THE MARES OF DIOMEDES

Neither Abderos nor Heracles actually knows that the beasts, which should have eaten them after the banquet, are actually these beautiful mares. Their taste for human flesh is known in Thrace only. Even the most skilled Hellenic sage is probably clueless about it. When the Heroes spot them, the mares are peacefully drinking water from the river. They appear to be nothing more than horses with beautiful black coats and strong muscles.

A successful **Notice** roll indicates the mares have very strange bridles: exotic, nicely trimmed, but definitely unnecessary to ride, and now loose to allow them to drink.

*Noting your interest in the bridle, Abderos approaches and says, "Those rough Thracian don't even know how to properly harness horses!" Laughing all his contempt for the Thracian barbarians, Abderos continues. "Those 'strange things' are really useless. Do you think the poor animals could not even drink with those things on? Had I not loosened them, they would be dying of thirst." So saying, he caresses the neck of one of the mares who continues to drink quietly.*

The 'strange things' are priceless muzzles forged by Hephaestus. Ares gave them to his son Diomedes to enable him to hold off the mares until after sunset. Without muzzles the bloodthirsty mares attack the first living thing that comes their way.

Allow the heroes to make an **Academics** roll. A success informs them the mares were given to Diomedes by the god Ares and the Thracian king personally takes care of them every day. Only a Raise provides the final disclosure: the mares of Diomedes feed on human flesh.

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### SCENE 2: BATTLE AT SUNSET

The mares' muzzles can be tightened during combat only by grappling one of them and succeeding on a **Riding** roll.

As the sun sets, the PCs hear the noise of hooves coming. Five Thracian warriors arrive on horseback in search of the four mares of King Diomedes. They have already spotted the heroes and the mares. They let loose a volley of arrows.

- Thracian warriors (five) – see page 62

The Thracians don't aim at Abderos or the mares. No matter what the PCs do, Abderos always remains close to the mares, protecting them at all costs.

**Round 1:** Normal combat. The Thracians dismount and attack the heroes with melee weapons. As soon as the PCs

have killed or immobilized at least three Thracians, the others flee.

**Round 2:** The sun sets below the horizon and the bloodlust of the mares awakens. If the characters managed to put all their muzzles on, the mares remain peaceful. Otherwise, the mares (showing sharp teeth, fiery breath, and an almost invulnerable mantle) prey on any living being close to them, including the unaware Abderos. The only exception is heroes Favored or Beloved by Ares, as long as they don't attack. If the mares could not eat any human flesh, and everyone else has fled, even those Favored or Beloved by Ares are targeted.

- Diomedes's mares (five) – see page 62

**Round 3:** Read or paraphrase the following:

*Suddenly, you hear another horse approaching at full speed. You turn quickly and see a huge man with a high forehead and strong muscles getting off the horse in great haste. He is wearing a lion's fur and wielding a dangerous, two-handed club. You swiftly recognize Heracles, son of Zeus, the mightiest of heroes. On his belt hangs the head of a monstrous and fanged giant, exposed as a trophy.*

If at least one of the mares is without a muzzle, read or paraphrase the following:

*Heracles raises the large head hanging from his belt and, staring into its eyes, says: "Diomedes, damn you! What kind of monsters did you breed in your stables?"*

The Thracians, if they are still alive, run away after seeing Heracles. Heracles joins the party with the following priorities:

- I. Saving Abderos' life (if possible).
- II. Taming the mares without harming them in any way. He ensures the PCs do the same.

Allow the PCs to make an **Academics** roll every combat round. A success allows them to remember an old legend in which a servant is thrown to the lions by his evil master. But Zeus, made angry by the wicked act, sent the hungry lions against the master instead, becoming tame after devouring him. By analogy, the heroes can understand it is worth a try to feed Diomedes's head to the blood lusting mares.

With the skin of the Nemean lion on him, Heracles is practically invulnerable, but since he will not harm the mares nor let the PCs do any harm to them, the fight is a stalemate.

How to solve the "bloody mares" problem?

- I. The best way to tame the horses is to give to the beasts Diomedes's head. Once this is done, the beasts become docile mares and their bloodlust is forever gone. Heracles doesn't guess this by himself; he needs the PCs' help.
- II. Possible alternatives:

- i. PCs, with a successful **Common Knowledge** roll or just by hitting the mares with a non-metal weapon, could guess the mares could be knocked down by non-lethal damage.
  - ii. Attempt to put their muzzles on by successfully grappling and making a **Riding** roll.
- III. The PCs can always flee. The mares don't give chase, but do continue to fight Heracles and Abderos who stay, no matter what the heroes do or say. After wandering through the woods, the party eventually comes to the ruins of the palace of Diomedes.
- IV. The mares continue to fight until everyone's dead.

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## SCENE 5: THE RUINS OF THE PALACE OF DIOMEDES

*After several hours of walking, you come in sight of what remains of the palace of Diomedes. The fury of Heracles does not seem to have spared anything or anyone. Only smoking ruins remain of what must have been the only palace worthy of the name in the barbarian lands of Thrace. Now, it's just a miserable heap of blackened boards, scattered by the destructive fury. Dozens of charred Thracian corpses make the scene even sadder. There seems to be none left alive, and smoke rises lazily in absolute silence.*

There are dozens of Thracian bodies, broken spears, wooden debris, and smoke. No one is around. The PCs may make an **Notice** roll. Those who succeed notice amongst the chaotic debris the footprints of a man with light sandals followed by a procession of animals heading toward a nearby mountain. These footprints lead to Mount Nostos.

## SCENE 6: THE CLEARING ON MOUNT NOSTOS

*After a rough journey up the slopes of Mount Nostos, you come to a somewhat peculiar clearing. A huge rock wall stands before you. At the center of the wall, a large, dark cave seems to dig into the bowels of the earth. From the distant depths of the cave comes a sad, fading melody of a lyre. Opposite the entrance of the cave, about twenty yards away, you see dozens of dazed animals. Lions together with lambs, snakes along with doves are all in a trance listening to the sad music coming from the cave. A sudden sense of peace and tranquility mixed with sadness pervades your souls. The remains of a now extinguished campfire lie nearby.*

Whoever gets close to the fire (or succeeds on a **Notice** roll) sees that it's not a campfire. Instead, the remains of a sacrifice to the underworld can be found: a holocaust, in which the victim is wholly burned (Orpheus has done a propitiatory sacrifice for the gods of the underworld before

entering the kingdom of Hades). If the heroes succeed in a **Academics** roll, or if someone among them is devoted to Hades, they know that a black ram is best suited for this kind of sacrifice.

There are more than fifty different animals, all dazzled by the soft music coming from the depths of the cave. Even if provoked, the animals fail to react with violence. There are lambs, goats, doves, lions, snakes, bears, dogs, cats, etc. Those who examine closer find a white dove, white lion, black cat, black ram, mastiff, and emerald snake.

If the PCs arrived here following Orpheus's footprints (or if they succeed on an Awareness roll once arriving), they discover the footprints lead to the fire first, then continue into the cave.

The party can jump right into the cave or take their time to make a sacrifice to the gods of the Underworld. With a successful **Academics** roll, they know the ideal victim is a black ram. However, as long as they sacrifice at least one animal, any other victim will do fine in the same rite (PCs can pick whatever animal they wish from the fifty). Hades will Disfavor any hero who does not take part in the propitiatory sacrifice. If at least one hero doesn't take part in the propitiatory sacrifice, go to **Scene 7: The Asphodel Plain**. If everyone makes a proper sacrifice, go to **Scene 8: The River Acheron**.

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## SCENE 7: THE ASPHODEL PLAIN (ENTRANCE #1)

*You enter the dark cave and go down slowly into the cold depths of the earth, following the faint music of the lyre. You descend deeper and deeper for hours, until you lose track of time. Suddenly, you do not hear the sad melody anymore and find yourself in a borderless, foggy plain. Turning back, you no longer see the tunnel that brought you here. In the thick fog surrounding you, the ground is full of white, scented flowers. Silence hovers like a dark, looming presence. Occasionally, fading shadows pass by, totally ignoring you.*

The PCs may make an **Academics** roll. Anyone who succeeds understands they are now in the Asphodel Plain, the place of the Kingdom of Hades where most of the dead people's souls (those who have died without infamy and without praise) spend eternity. The heroes soon realize Orpheus is not to be found here.

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### TANTALUS

Far away in the fog you spot a pond with a tree. As you approach, from the surface of the lake protrude the arms and the head of a very old man who complains and yells at the gods. You see him stretch out his lips to drink, but the water runs away from him. You see his hands stretch to the delicious fruits of the tree, but a trickle of wind blows them away from his grasp. The old man has seen you from faraway

and shouts, "O noble heroes, please help this poor old man! My name is Polyclitus, and I can help you find the one you're looking for!"

- Ω The old man pretends his name is Polyclitus (of course, he's lying) and begs the PCs to help him eat or drink, in exchange for whatever they might ask for saying he knows whom they seek (another lie). Let the PCs make a **Spirit** roll. Whoever fails it believes the man's lies and will suffer a -2 penalty on the following **Knowledge** roll. After that, let them make an **Academics** roll. A success tells them someone named Tantalus was punished by Zeus in the same way as this old man for trying to eat the flesh of his son. A Raise allows them to recognize this old man as Tantalus: one of the greatest villains of Cosmos, and it is better not to trust him.

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## SCENE 8: THE RIVER ACHERON

**GM's Note:** This encounter is only accessible if the PCs made a sufficient sacrifice in **Scene 6: The Clearing on Mount Nostos** or if they came from Asphodel Plain and didn't tell Charon to bring them to Hades' Palace.

Read the following only if coming here straight from **Scene 6: The Clearing on Mount Nostos**:

*You enter the dark cave and go down slowly into the cold depths of the earth, following the faint music of the lyre. Following a path that leads deeper and deeper for hours, you finally lose track of time. Suddenly, you do not hear the sad melody anymore and find yourself in front of what appears to be a large underground lake or river, but you cannot see the other shore. Turning back, you no longer see the tunnel that brought you here. Occasionally, fading shadows pass by, totally ignoring you.*

Allow the PCs to make an **Academics** roll. A success reveals this is the River Acheron, the river that surrounds the kingdom of Hades. A Raise also informs them it is definitely not advisable to swim in the river.

### THE SHORE

As far as the heroes can see, a barren beach stretches out, bordered on one side by River Acheron and on the other by a steep insurmountable rock. Nobody seems to be around. A **Survival** roll reveals a single set of fresh footprints (about three hours old) heading toward the river and seeming to enter it. A **Notice (-2)** roll (or some Divine Edge) allows the party to spot evanescent silhouettes queuing in a neat row on the shore, as if waiting.

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## SCENE 10: THE ENTRANCE OF HADES'S PALACE

**GM's Note:** If one or more PCs have successfully passed Thanatos' Judgment above, they rejoin the group here as miraculous castaways.

*From afar you spot a colossal building. Its imposing structure is embellished with statues of gray granite and marble black basalt. The gloomy atmosphere of the Kingdom of Hades becomes more and more solemn as you approach. As the boat of Charon reaches the shore, the poignant music from before blankets your ears.*

*Before you, in the large open space before the palace, a large crowd of shadows is gathered to hear the sad melody played by a young Thracian with a melodious and fascinating voice. His fingers pluck the lyre with grace and his voice speaks directly to your soul, making you weep. Even a giant with a white embossed tunic is listening to the music, although his fierce scowl does not betray any emotion. The giant inspires incredible awe and although he's not looking, you feel uncomfortable. However, the music of the lyre is so deep and persuasive that you cannot think of anything else.*

An **Academics** roll reveals the giant is Rhadamanthus, one of three strict judges of the Kingdom of Hades.

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### THE MIGHTY BATTLER

**Name:** Andreas (M) / Olympia (F)

**Race:** Demigod, Ares offspring

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

**Charisma:** —; **Pace:** 6; **Parry:** 7\*; **Toughness:** 8(2); **Fate Points (Base/Actual):** 6/6

**Skills:** Athletics d4, Battle d4, Fighting d12, Intimidation d8, Notice d6

**Hindrances:** Bloodthirsty, Loathed from Above (Athena: -1 to Parry\*), No Retreat! (Major)

**Edges:** Divine Agility

**Gear:** Long sword (Str+d8), leather cuirass (+2)

**Patron Deity:** Ares (Beloved: +1 to all weapon damage rolls). Favored rolls (d8 wild die): Fighting, Intimidation, and Shooting (except when using a bow)

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### THE BRAVE HUNTER

**Name:** Linus (M) / Melissa (F)

**Race:** Human

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

**Charisma:** —3; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Fate Points (Base/Actual):** 4/4

**Skills:** Athletics d4, Fighting d6, Healing d4, Notice d6, Shooting d10, Stealth d4, Survival d6

**Hindrances:** Curious, Habit, Ugly

**Edges:** Alertness

**Gear:** Bow (Damage 2d6; 12/24/48), Short Sword (STR+1d6), Quiver with 20 Arrows, 5 Silver Drachmas

**Patron Deity:** Artemis (Indifferent). **Favored rolls (d8 wild die):** Athletics (when climbing), Shooting (when using a bow), Survival

#### THE WISE SOOTHSAYER

**Name:** Euclid (M) / Corinna (F)

**Race:** Human

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

**Charisma: -;** **Pace:** 5; **Parry:** 4; **Toughness:** 4; **Fate Points (Base/Actual):** 4/4

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

**Hindrances:** Elderly, Oracles Addicted (Minor), Pacifist (Minor)

**Edges:** Acolyte (Asclepius), Acolyte (Oracle)

**Energy Points:** 4

**Gear:** Staff (Str. + d4), Oracle vestments, Wine, Quill, Ink, Parchments (5), 200 Drachmas

**Patron Deity:** Apollo (Indifferent). **Favored rolls (d8 wild die):** Shooting (when using a bow), Performance (when using a musical instrument), Healing and Academics (Legends and Folklore)

#### THE DASHING ROGUE

**Name:** Lysander (M), Irene (F)

**Race:** Demigod, adopted by Artemis

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

**Charisma: -;** **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1); **Fate Points (Base/Actual):** 6/6

**Skills:** Athletics d6, Craft d6, Fighting d6, Notice d6, Shooting d6, Stealth d8, Taunt d6

**Hindrances:** Big Mouth, Greedy, Loathed from Above (Aphrodite: -1 to Persuasion rolls vs. opposite sex), Stubborn, Wanted

**Edges:** Divine Vigor

**Gear:** Bow (Damage 2d6; 12/24/48), Dagger (Str. + d4), Linen Cuirass (+1), Quiver with 20 Arrows,

**Patron Deity:** Artemis (Beloved: +1 to Agility rolls).

**Favored rolls (d8 wild die):** Athletics (when climbing), Shooting (when using a bow), Survival

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#### THE INSPIRING ARISTOCRAT

**Name:** Evander (M), Aegle (F)

**Race:** Human

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

**Charisma: +2;** **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Fate Points (Base/Actual):** 4/4

**Skills:** Academics d6, Athletics d4, Fighting d4, Notice d6, Performance d6, Persuasion d10

**Hindrances:** Banished from Athens (Minor), Enemy (King of Athens), Loyal

**Edges:** Aristocrat (Royal House of Proetus)

**Gear:** Obsidian Dagger (Str+ d4 see notes), Aristocrat's Outfit, Silver Signet Ring (House of Proetus), Lyre, 200 Drachmas

**Patron Deity:** Apollo (Indifferent). **Favored rolls (d8 wild die):** Healing, Academics (Legends and Folklore), Performance (when using a musical instrument), Shooting (when using a bow)

#### ABDEROS

**Race:** Human

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

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

**Skills:** Athletics d6, Fighting d10, Intimidation d6, Notice d6, Riding 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)

#### HERACLES

**Race:** Demigod (son of Zeus)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+3

**Charisma: +2;** **Pace:** 5; **Parry:** 8; **Toughness:** 9\*\*; **Fate Points (Base/Actual):** 6/4

**Skills:** Academics d4, Athletics d8, Battle d6, Fighting d12, Intimidation d6, Notice d4, Shooting d6

**Edges:** Atlas' Might, Crushing Grip, Divine Strength, Divine Vigor, King's Relative, Combat Reflexes, Command, Command Presence, Fervor, Leader of Men, Counterattack, Frenzy, Seasoned Hoplite

**Hindrances:** Code of Honor, Loathed from Above (Hera: -1 to Smarts rolls), No retreat! (major), Righteous (minor), Tragic Doom (minor)

**Gear:** Two-Handed Huge Oak Club (Str+d10), Nemean Lion Fur\*\* [grants total Invulnerability. Only called shots in the body parts not covered by the fur (-4) do normal damage], Bow (2d6; 12/24/48), 20 arrows dipped in Hydra's venom (see description)

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#### COMMON SOLDIER

**Attributes:** Agility d6, Smarts d4, Spirit d6, 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)

**Suggested Customizations:**

- Archer/Slinger (Shooting d8, add bow or sling to Gear)
- City Watch (Notice d6, Streetwise d6)

- Footman (Fighting d8, add Footman's Spear and Leather Cuirass to Gear)

#### THRACIAN WARRIORS

**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, Riding d6, Shooting d6, Stealth d6, Survival d6

**Gear:** Short sword (Str+d6), bow (2d6; 12/24/48), horse, linen armor (+1)

#### 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)

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#### 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.