

COMPANION

The following is a conversion guide that details the revisions necessary to make *Mythos: Companion* compatible with SWADE. Changes are highlighted in red.

PAGE 10

SATYRS

Satyrs are a humanoid race with a goat-like appearance in their face and with goatish lower limbs. They usually have small horns on their heads and, while their upper part is human, they have two goat-like legs and a short tail. Male individuals usually have a beard.

Satyrs live deep in the woods where they lead a tribal, carefree life. The largest community of satyrs is found on Mount Cithaeron, in Boeotia. They love music, wine, and orgies; that's why Dionysus always has at least one of them following him. Since ancient times, the vast majority of satyrs worship Dionysus, but lately some of them left their homelands and worship other deities.

- Ω **Sex Drive:** Male satyrs and female satyresses always look for pleasure: everywhere, every time. They gain the Nymphomaniac (Major) Hindrance.
- Ω **Unpopular:** Due to their bad reputation, satyrs are not welcome in the civilized areas of Hellas. They suffer all the role-playing effects of the Outsider Hindrance, but not the (-2) to **Persuasion**.
- Ω **Free Climbers:** Thanks to their goat-like legs, satyrs can climb over any non-slippery surface (even on vertical ones, but not on inverted ones) without requiring **Athletics** rolls. A satyr's Pace when walking on walls is his standard movement rate. He may run as usual when walking on walls.
- Ω **Natural Performers:** Satyrs have a great performing talent. They start with a d6 in the **Performance** skill.
- Ω **Free Will [NOT for Demigods]:** Satyrs can change their Patron Deity during game play whenever they want (paying the heavy consequences of their choice).

Academics

LABYRINTH

Characters with this advanced understanding have gathered a lot of knowledge about the Labyrinth in a direct way (actually entering it) or in an indirect way (gathering info, speaking with people who entered it, guarding entrances, etc.). People with this knowledge are invaluable guides,

aiding those who wish to enter the Labyrinth and hope to get out alive. Thanks to their ability, they can easily find their way through the huge maze and possibly know about hidden locations or passageways that allow them to secretly enter or exit the Labyrinth.

For every die type over d6 possessed in this Skill, the character knows about one hidden passageway. Whether these passageways are usable when the PCs enter the Labyrinth is at the GM's discretion. **Additionally, they gain a cumulative +1 bonus to Smarts and Survival rolls while inside the Labyrinth for each Academics die type (e.g. Academics d8 = +3 bonus).**

PAGE 12

EURHYTHMICS

Requirements: Seasoned, Spirit d8+, **Performance** d8+

The heroine lives for the beat and could dance her whole life away. She learned how to do everything in life without having to stop dancing. She does not incur any multi-action penalties while utilizing her **Performance** skill.

PAGE 17

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.

Favor Benefits: Vigor

Disfavor Penalties: Vigor

Punishment and Wrath: Turning people into grapes, making sinners go mad, and plunging settlements into chaos.

Rival Deity: Hera

Divine Offspring: Demigod children sired by Zagreus stand out from ordinary mortals thanks to their Divine Charisma or Divine Vigor.

PAGE 19

Patron Deity: Zagreus

Requirements: Novice, Acolyte (Corybantes), Spirit d6+, **Performance** d6+

Description: Members of Corybantes, known by the epithet Choreutès (*Alluring Dancers*), are very skilled dancers divinely inspired by the Corybantes, the crazy dancing spirits who escort Zagreus. When the Alluring Dancers dance, their performances have incredible effects on bystanders. These heroes are always up for a party; loud and noisy they always stand out of the party crowd. While they privately win everyone's heart, the vast majority openly disapproves their libertine behaviors and considers them way too inappropriate and transgressive.

Cult Hindrance: Raver

Special Rules: While they are dancing, the Choreutès can perform any other action, incurring the normal (-2) penalty (unless they possess the Eurhythmics Edge). Whoever knows about the Power of the Dances can avoid it by simply looking away in time (winning an opposed Spirit roll against the **Performance** roll of the hero). In that case, whoever successfully looks away incurs a (-4) penalty in every action that affects the dancer.

All Corybantes Powers last 'as long as the performance goes on'. While true, people cannot perform forever. As a rule of thumb, after every 15 minutes of continuous dancing, the hero gains one level of Fatigue.

Additionally, at the GM's discretion, these Powers could affect humans, humanoids, and fiends (basilisk, chimaera, etc.).

PAGE 20

CAPTIVATING DANCE (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 a trance.

The heroine attracts the attention of passers-by who immediately become distracted from their jobs and move to hear her, 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, **add Edge-based Persuasion bonuses**, versus the heroine's **Performance**.

Captivating dance affects a number of targets, which can reasonably see the performance, up to the heroine's **Performance plus bonuses**. When the performance ends, all targets go back to their former tasks.

INHIBITORY BALLET (BAPTIST)

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

Energy Points: 1

Skill: **Performance** -1

Range: Spirit

Duration: As long as the performance goes on

Trappings: People around the heroine feel tired and dizzy.

Due to the heroine's mesmerizing motions, everyone around her feels sleepy, uneasy, and dizzy, suffering the following consequences: (-1) to all actions, Pace halved, and (-1) to the Action Card value when determining Initiative. To resist the performance, each target must make an opposed roll using their Spirit, **add Edge-based Persuasion bonuses**, versus the heroine's **Performance**.

Inhibitory dance affects a number of targets, which can reasonably see the performance, up to the heroine's **Performance plus bonuses**.

DANCING AMNESIA (GNOSTIC)

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

Energy Points: 1

Skill: **Performance** -1

Range: Spirit

Duration: As long as the performance goes on and 2 hours thereafter

Trappings: People are suddenly struck by a complete amnesia and remain idle, wondering about everything.

The dancing heroine completely erases the bystanders' memories. Targets immediately stop what they were doing and start wondering about everything (Why am I here? What should I do? Where should I go?) during the performance and for two hours thereafter. Everybody will be lost in his thoughts, so nobody will start a fight, but everyone will defend himself if attacked. When the Power expires, everyone remembers everything once again. To resist the performance, each target must make an opposed roll using their Smarts, **add Edge-based Persuasion bonuses**, versus the heroine's **Performance**.

Dancing amnesia affects a number of targets, which can reasonably see the performance, up to the heroine's **Performance plus bonuses**.

EXHAUSTING CHOREOGRAPHY (DAEMONSTRATOR)

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

Energy Points: 2

Skill: **Performance** -2

Range: Spirit

Duration: As long as the performance goes on

Trappings: Targets are unwillingly forced to dance a very fast and furious choreography that leaves them incapacitated on the ground after a few rounds.

Unwilling as they might be, the unlucky targets of this Power are forced to join the extenuating dance the heroine is performing. They cannot perform any other actions, but dance the best they can. If the heroine doesn't stop, targets rack-up Fatigue levels until they drop senseless and Incapacitated after a number of rounds equal to their Vigor. To resist the performance, each target must make an opposed roll using their Vigor, **add Edge-based Persuasion bonuses**, versus the heroine's **Performance**.

Exhausting choreography affects a number of targets, which can reasonably see the performance, up to the heroine's **Performance plus bonuses**.

PAGE 21

Dancing Puppets (Esoteric)

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

Energy Points: 3

Skill: **Performance** -2

Range: Spirit x 4

Duration: As long as the performance goes on

Trappings: The targets of this Power are mere puppets in the heroine's hands, following the rhythm and her every single command.

The Corybantes appear next to the heroine, inviting all bystanders to join their dance, repeating the movements made by the heroine and obeying any of her commands. An awesome choreography transpires, where people who, following the rhythm, insult each other, do pirouettes, and eventually kill each other, doing anything else the Esoteric deems appropriate. To resist the performance, each target must make an opposed roll using their Spirit, **add Edge-based Persuasion bonuses**, versus the heroine's **Performance**.

Dancing puppets affects a number of targets, which can reasonably see the performance, up to two times the heroine's **Performance plus bonuses**.

Patron Deity: Hera

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

Description: Initiates, known by the epithet Daemonarchs (*Lords of the Daemons*), are eerie individuals able to interact with supernatural beings. The majority of them make pacts with daemons in exchange for favors. The most powerful among them can summon any daemon wherever they want in order to do their biddings. These heroes meddle with forbidden and dangerous lore, often becoming afraid of dark places where evil daemons lurk.

PAGE 22

DAEMON WHISPERER (ACOLYTE)

Energy Points: 0

Skill: N/A

Range: Smarts x2

Duration: As long as concentration is held.

Trappings: Keeping focused and concentrating, the hero is able to recognize and interact with all sorts of daemons.

The acolyte acquires the innate ability to improve his senses to recognize and interact with daemons even in their invisible form. Focusing his senses (and suffering a -1 to all actions with the exception of rolls related to powers and verbal interaction) he can see if daemons (invisible and disguised ones) are present and eventually can tell them apart with an **Academics** roll.

As long as he maintains concentration, daemons see the acolyte as "one of them," allowing the caster to not suffer the Outsider Hindrance when interacting with them. However, this power does not grant the acolyte the daemons' attention or their benevolence.

DAEMON'S PACT (BAPTIST)

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

Energy Points: 1 for lesser daemons, 3 for greater ones

Skill: **Academics** -1

Range: Spirit

Duration: Until the daemon carries out its duty

Trappings: The daemon and the hero sign an agreement with their blood.

Even when an agreement is reached, daemons should never be trusted; many of them forget their duties or quit their task before completing it. Seasoned daemonarchs mix their own blood with the daemon's to ensure the agreement will be carried out without second thoughts. If the daemon's requests are met and the hero scores a success, the daemon will not let the hero down.

Depending on its nature and on the GM's desires, the daemon could still twist and misunderstand the hero's request, eventually fulfilling it "its own way." If the hero scores a Raise, the daemon carries out the duty flawlessly.

ANTIDAEMONS (GNOSTIC)

Requirements: Seasoned, Gnostic (Daemons), Smarts d8+

Energy Points: 1 for lesser daemons, 3 for greater ones

Skill: **Academics** -1

Range: Smarts

Duration: Immediate.

Trappings: Daemons suddenly disappear.

Too often daemons become dangerous enemies. Tapping into Hera's powers, the hero can immediately make them disappear for good. If used against a daemon angered by the *daemonarchy* power (see further), the hero can end the daemon's anger if he rolls a success with a (-4) penalty.

Antidaemons affects a number of daemons up to the hero's Smarts plus Charisma.

DAEMONARCHY (DAEMONSTRATOR)

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

Energy Points: 2 for lesser daemons, 5 for greater ones

Skill: **Academics** -2

Range: Smarts

Duration: Until the daemon carries out its task.

Trappings: The target daemon is unwillingly forced to carry out the task ordered by the hero.

Thanks to the power of Hera, the hero can impose his will on a chosen daemon. The hero rolls **Academics plus Charisma** and the daemon attempts to resist with a **Spirit plus Charisma** roll. If the daemon wins, it immediately becomes hostile towards the hero. If the hero wins, this power allows him to command the daemon to carry out a task for free.

This likely upsets the daemon, who does its best to perform the task "its own way," twisting the hero's request as much as it can. After running the task, the daemon immediately tracks the hero down to exact its revenge, unless the hero finds a way to quench the daemon's anger or successfully uses the *antidaemons* power with a (-4) penalty.

Daemonarchy only affects one daemon.

SUMMONING CIRCLE (ESOTERIC)

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

Energy Points: 3 for Lesser Daemons, 6 for Greater Ones

Skill: **Academics** -2

Range: Inside the circle

Duration: Immediate

Trappings: After a long and complicated ritual, the hero summons a daemon before him.

Whoever reaches the status of esoteric is able to summon any kind of daemon. He must draw a circle on the floor surrounded by candles, perform ritual prayers, and sink into a state of mystical trance for at least two hours. At the end of the ritual, if the hero scores a success, the chosen daemon appears before him, summoned by the power of Hera. The esoteric will choose whether to deal with it or subjugate it to his will. However, daemons don't like being summoned and are likely to be upset by the use of this power and less inclined to negotiate.

If the hero scores two or more Raises, the daemon obeys him as if it was targeted by the *daemonarchy* power. If the hero scores a critical failure, 1d6+2 hostile daemons (lesser or greater ones, depending on the kind of daemon summoned) will appear before him, wreaking havoc.

FREE DRINKS (ACOLYTE)

Energy Points: 1

Skill: Taunt

Range: Spirit x 2

Duration: Special

Trappings: Targets leave their occupation unattended and rush to drink together with the hero.

The hero invites all bystanders to drink with him. To resist the Power, each target must make an opposed roll using their Spirit, ~~modified by Charisma~~, versus the hero's Taunt. Anyone failing the roll immediately becomes distracted from his job and joins the drinking hero, forgetting whatever he was doing. The hero fills everyone's glass and **MUST** drink along with the targets, or else the Power immediately ends. As a rule of thumb, every Vigor/4 glasses of wine, the target gains one Fatigue level. However, the hero is not affected by the wine as long as this Power lasts. Should the wine end, or the hero chooses not to drink or is wounded, bruised, or distracted in any ways from drinking, the Power immediately ends.

Free drinks affects a number of targets, which can reasonably see and hear the hero, up to the hero's Taunt ~~plus Charisma~~. When the Power ends, all targets go back to their former tasks but the Fatigue levels remain.

UNBRIDLED PASSION (BAPTIST)

Requirements: Novice, Baptist (Maenads), Taunt d8+

Energy Points: 1

Skill: Taunt -1

Range: Spirit

Duration: Rank x 5 minutes

Trappings: People around the hero fully express their (hidden) passions.

The hero unleashes passion in the soul of those around him, channeling the dominant feeling in each of them. Who is sad will become incredibly depressed; who is happy will become incredibly euphoric; who is hostile will become bloodthirsty. To resist the Power, each target must make an opposed roll using their Spirit, ~~modified by Charisma~~, versus the hero's Taunt.

Unbridled passion affects a number of targets up to the hero's Taunt ~~plus Charisma~~.

PERSPECTIVE SHIFT (GNOSTIC)

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

Energy Points: 1

Skill: Taunt -1

Range: Spirit

Duration: Rank x 1 minute.

Trappings: Targets shift their point of view on reality to its opposite.

The thrill of Zagreus upsets the minds of those around the hero so much that they completely reverse their values and way of thinking. Friends become enemies; love will become hate. To resist the Power, each target must make an opposed roll using their Smarts, ~~modified by Charisma~~, versus the hero's Taunt.

Perspective shift affects a number of targets up to the hero's Taunt ~~plus Charisma~~.

MANIA (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Maenads), Taunt d10+

Energy Points: 2 for Minor, 3 for Major

Skill: Taunt -2 for Minor, Taunt -4 for Major

Range: Spirit

Duration: Rank x 1 week

Trappings: The target acquires a Phobia.

Calling forth the feared spirits called maniae, the hero forces one target to succumb to a Minor or Major Phobia, whichever he chooses. To resist the Power, the target must make an opposed roll using Spirit, ~~modified by Charisma~~, versus the hero's Taunt.

➤ **Raise:** With a Raise, the Phobia is permanent.

LYSSA (ESOTERIC)

Requirements: Legendary, Esoteric (Maenads), Taunt d12+

Energy Points: 3

Skill: Taunt -2

Range: Spirit x 4

Duration: Special

Trappings: People around the hero become crazy and start acting in an unpredictable way.

Appealing to the powerful intoxication of wine and the divine teachings of Zagreus, the hero triggers Lyssa, the spirit of absolute madness, in the soul of whoever is next to him, sending him into a state of delirium and irrational behavior out of any control. The target becomes "mad as a hatter" and insensitive to any form of physical or verbal persuasion. Once Lyssa touches the soul of someone, its effects are permanent.

To resist the Power, each target must make an opposed roll using their Spirit, ~~modified by Charisma~~, versus the hero's Taunt.

Lyssa affects a number of targets up to two times the hero's Taunt ~~plus Charisma~~.

Patron Deity: Zagreus

Requirements: Novice, Acolyte (Mimesis), Vigor d6+, **Performance** d6+

Description: Member of Mimesis, known by the epithet of Mimoi (*the Faceless Mimes*), are very skilled performers of the ancient art of mimicry and can instantaneously learn their opponents' Special Abilities or Mystery Cult Powers. Once learned, those Powers or Special Abilities can be used at will. These heroes often wear tragedy masks, are very compliant, and able to adapt to everything, but "normal" people see them as untrustworthy, very conformist and spineless.

Cult Hindrance: Conformist

Special Rules: Members can learn Powers and Special Abilities wielded by heroes and creatures who are NOT under Hera's protection. However, a Power or Special Ability can only be learned if the hero has the adequate Gnosis rank to use it in the future (for example, the chimaera's *Fire Breathing* Special Ability can only be learned by heroes who have the Daemonstrator Gnosis Rank or higher; see further for details). Moreover, certain Special Abilities connected with the opponent's essence or constitution (for example: the dragon's *Swallow Whole* or the Sparti *Dragon's Blood* Special Ability) cannot be learned this way. In any case, the GM has the final word.

Every hero can remember a number of Powers and Special Abilities up to his Smarts die. Additional Powers can be learned only after "erasing" former ones from his memory. A Power or Special Ability can be learned in two ways: resisting it or copying it. If the hero is the target of the Power or Special Ability he wishes to learn, he just needs to successfully resist it, applying an additional (-2) to the resisting roll (in some cases, like sheer offensive powers, he just needs to survive it applying the -2 to all necessary rolls). If the hero wants to copy a Power or Special Ability that is not targeting him, he has to directly witness it and make a successful **Performance** roll at (-2) as a free action.

PAGE 26

ALPHAMIMESIS (ACOLYTE)

Energy Points: 1

Skill: **Performance**

Range: As per the Power or Special Ability the hero wishes to use

Duration: As per the Power or Special Ability the hero wishes to use

Trappings: As per the Power or Special Ability the hero wishes to use

This Power can be used in two ways. It either allows the hero to use a Rank Acolyte Mystery Cult Power he learned or a LESSER Special Ability he learned from an Extra opponent (for example, the centaurs' *Hit and Run* Special ability). The GM decides which Special Abilities can be considered *lesser* ones.

BETAMIMESIS (BAPTIST)

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

Energy Points: 1

Skill: **Performance** -1

Range: As per the Power or Special Ability the hero wishes to use

Duration: As per the Power or Special Ability the hero wishes to use

Trappings: As per the Power or Special Ability the hero wishes to use

This Power can be used in two ways. It either allows the hero to use a Rank Baptist Mystery Cult Power he learned or a GREATER Special Ability he learned from an Extra opponent (for example, the catoblepas's *Terrifying Gaze* Special ability). The GM decides which Special Abilities can be considered *greater* ones.

GAMMAMIMESIS (GNOSTIC)

Requirements: Seasoned, Gnostic (Mimesis), Vigor d8+

Energy Points: 1

Skill: **Performance** -1

Range: As per the Power or Special Ability the hero wishes to use

Duration: As per the Power or Special Ability the hero wishes to use

Trappings: As per the Power or Special Ability the hero wishes to use

This Power can be used in two ways. It either allows the hero to use a Rank Gnosis Mystery Cult Power he learned or a LESSER Special Ability he learned from a Wild Card opponent (for example, a lamia's *Lure of the Temptress* Special Ability). The GM decides which Special Abilities can be considered *lesser* ones.

DELTAMIMESIS (DAEMONSTRATOR)

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

Energy Points: 2

Skill: **Performance** -2

Range: As per the Power or Special Ability the hero wishes to use

Duration: As per the Power or Special Ability the hero wishes to use

Trappings: As per the Power or Special Ability the hero wishes to use

This Power can be used in two ways. It either allows the hero to use a Rank Daemonstrator Mystery Cult Power he learned or a GREATER Special Ability he learned from a Wild Card opponent (for example, the chimaera's *Fire Breathing* Special Ability). The GM decides which Special Abilities can be considered *greater* ones.

SUPREME MIMESIS (ESOTERIC)

Requirements: Legendary, Esoteric (Mimesis),
Performance d12+

Energy Points: 3

Trait Roll: **Performance** -2

Range: As per the Power or Special Ability the hero wishes to use

Duration: As per the Power or Special Ability the hero wishes to use

Trappings: As per the Power or Special Ability the hero wishes to use

This incredible Power allows the Esoteric to use a Rank Esoteric Mystery Cult Power he learned from another Esoteric. The Power's patron deity must be at least Indifferent towards the hero, or the Power never works.

PAGE 27

Patron Deity: Hera

Requirements: Novice, Acolyte (Psyche), **Charisma 0+**,
Intimidation d6+

Description: Initiates, known by the epithet Hegemons (*Commanders*), officiate rituals to acquire the secrets of Psyche, the bride of Eros who embodies the soul. Initiates are able to subdue other people's will, making others do whatever they want. They can be either very dangerous or very useful, and generally tend to manipulate others to achieve their goals rather than pursuing their objectives personally.

Cult Hindrance: Manipulator

Special Rules: If not otherwise stated, all powers can affect only one target. All the following powers work only if the hero can look directly into the victim's eyes and if the target can understand the language spoken by the caster. Psyche's powers don't work on animals or animal-like supernatural creatures. Unless otherwise specified, targets affected by these powers are always aware that they are acting against their own will; as soon as the powers' effects end, they will react accordingly.

PAGE 28

MEMORY EDITOR (GNOSTIC)

Requirements: Seasoned, Gnostic (Psyche), **Charisma 2+**

Energy Points: 1 per memory erased/implanted

Skill: Intimidation -1

Range: Spirit

Duration: Until the target realizes something's wrong with his memories.

Trappings: Looking into the target's eyes, the heroine can edit the target's memories as she desires.

Resorting to the power of Psyche, the heroine acts like a lightning-swift hypnotist and alters the target's memories, inserting new ones or deleting old ones. If the target fails an opposing Smarts roll, his memories are altered by the heroine's power.

Whenever the target recalls that particular memory, he must make a Smarts -2 roll. The more consistent the deletion or the addition was, the more difficult it is for the target to realize something's wrong with his memories (Smarts -4). The target can make this roll once a day. Should he succeed, he recovers his lost memories or purges the false ones from his mind.

ABSOLUTE CONTROL (ESOTERIC)

Requirements: Legendary, Esoteric (Psyche),
Intimidation d12+

Energy Points: 3

Skill: Intimidation -2

Range: Spirit x4

Duration: 1 day (a Raise extends it)

Trappings: The hero can remotely control all his unwilling servants.

Whoever reaches the status of Esoteric is able to directly control the minds of others, commanding the unfortunate ones firsthand. This power affects up to five people plus **any Edge-based bonuses to Persuasion**; whoever fails an opposing Spirit roll is subject to the same effects of the *servitude* power. Additionally, if the heroine concentrates (suffering a -2 to all further actions), she can directly and remotely control all those affected by this power. If the heroine tries to perform something self-injurious for the target while directly commanding it, the target is allowed another opposing Spirit roll to break free of the heroine's control.

➤ **Raise:** With a Raise, the power lasts indefinitely. Once every day, the target is allowed a Spirit roll. If he succeeds, he breaks free from the heroine's mental control.

PAGE 51

KING'S PATH

This hidden passageway is in Asterius's Room. No further Goal Points are needed to reach this location. Rumors say Minos asked Daedalus to build him a secret passageway that connects the throne room in the Royal Palace of Knossos to Asterius's room in the Labyrinth. Minos occasionally used this secret passage to visit his stepson while nowadays Idomeneus uses it to visit his kinsmen. To know about the King's Path, PCs must make a Smarts (-4) or **Academics** roll.

MINOR PASSAGEWAYS

Many people in Knossos claim they know hidden passageways that would allow daring adventurers to enter the Labyrinth, but most of those people are actually liars. Minoans love to play jokes on strangers just to report them to the guards for "trying to sneak into the Labyrinth" or they

would lead unwary heroes into an ambush to rob them of all their possessions. Few Minoans could be trusted as guides to these passageways and even fewer would dare to escort heroes into the Labyrinth, defying the strict laws. If Heroes manage to find a trustworthy guide or possess the **Academics** skill, they can use one of these passageways to enter and exit the Labyrinth. Otherwise they could try to find one without any clues, but it will be much harder.

PAGE 52

MAJOR INNER LOCATIONS

These are rumored places among the Minoans. Each location is one-of-a-kind, but nobody knows if they actually still exist. Heroes or guides know about them with a **Smarts** (-2) or **Academics** roll.

ALABASTER THRONE

This is the Labyrinth room where the secret entrance to the hidden temple of Hera lies. Heroes specifically looking for the secret temple will eventually end up here. It appears as a very peculiar room with an alabaster throne built into the north wall. On the other three sides of the room are gypsum benches. The throne is flanked by beautiful frescoes representing two griffins facing the throne, one on either side. In front of the throne lies a big stone bowl with dried blood stains in it. A **Notice** (-4) roll allows for the detection of a hidden mechanism in one of the griffin's eyes and a **Repair** (-4) or **Thievery** (-4) roll activates the complex mechanism that opens the way.

In the room there are four invisible aedoi, lesser Daemons of Reverence. If heroes perform an adequate sacrifice to Hera, the daemons will appear and lead "worthy" heroes to the secret temple. If heroes avoid the sacrifice and try to enter the temple uninvited, the daemons will appear and attack them.

Heroes coming from the Cultists' Path need 2 Goal Points to reach the alabaster throne room (and vice versa).

ASTERIUS'S ROOM

In the very center of the Labyrinth lies the most beautiful room of all, intended to be the first minotaur's private quarters. It's rumored to be a wonderful room with amazing frescoes representing daring athletes performing bull leaping. After Asterius II's death, his minotaur kinsmen and minospawns transformed this private chamber into a temple dedicated to Poseidon. This is the most sacred ground of the entire Labyrinth; two minotaur soldiers and four minospawn hoplites guard it night and day.

A **Notice** (-4) roll allows for the detection of a hidden mechanism in one of the bull's horns and a **Repair** (-4) or **Thievery** (-4) roll activates the complex mechanism that opens the way to the king's throne room.

PAGE 53

[SIDEBAR]

Heroes with an appropriate **Academics** familiarization, such as puzzles, can use it instead of **Smarts**. As long as the familiarization ties directly to solving the tile sequence puzzle, the roll is made with a +2 bonus to the listed modifiers.

PAGE 54

DAEDALUS'S GRAFFITI

There are seven places with graffiti written by Daedalus that provide hints to reach and open the door to his secret Lab. Each one is a riddle that requires **Academics** (-2) or **Smarts** (-4) roll to be solved. When solved, the graffiti provides directions to the next graffiti (5 Goal Points away) and eventually to the Dolphin Wall, allowing the heroes to reach it even if they didn't know about it in the first place.

KNOWLEDGE MAKES THE DIFFERENCE

The Labyrinth is a great challenge for both mind and body. Heroes without the **Academics** skill are at a disadvantage; they must roll **Survival** (-2) or **Smarts** (-4) when attempting to reach a specific location and must roll **Survival** (-2) or **Smarts** (-4) when following any kind of tracks. Additionally, PCs or NPCs with the **Academics** skill gain a bonus ranging from +1 to +4 on **Survival and Tracking** rolls when in the Labyrinth. Heroes approaching the Labyrinth without proper knowledge, skills, or equipment should think twice.

PAGE 55

FINDING A GUIDE

Unless the characters wish to enter the Labyrinth via the Minos Hunt or the Judgment of Asterius, they may pay a guide to at least show them a secret entrance; lucky (and wealthy) heroes could even hire someone brave enough to escort them into the fearful maze.

Finding a trustworthy guide for the Labyrinth in Knossos is quite a difficult task while outside Knossos it's impossible. Minoans worship and fear that place; on the other hand, they look for every chance to make money on gullible foreigners while the most zealous among them want to turn every outsider into minotaur food. Finding someone who will only lead the party to an uncharted passageway that leads into the Labyrinth requires a **Persuasion** (-2) roll. If the party wants to find someone brave (or foolish) enough to escort them into the Labyrinth, make a **Persuasion** (-4) roll. The latter "escorts" usually ask for a share of the loot (if any) and four times the normal compensation.

The GM should roll **Persuasion** secretly to prevent spoiling a possible trap. Use the following table to determine the type of guide found and the suggested cost of hiring one for a single mission.

FINDING A GUIDE TABLE

Roll Outcome	Guide Found	Cost
Critical Failure	The guide leads the party into a trap*	150
Failure	No guide found	-
Success	Academics d6, Survival d6	150
One Raise	Academics d8, Survival d8, Minospawn	400
Two or More Raises	Academics d8, Survival d8, Minospawn, Wild Card	600

PAGE 57

STEP 3: CHOOSE A TRAIT

Upon determining how many GP are needed to reach the target destination, the heroes must figure out how to reach it.

Reaching a Destination: When the heroes are heading toward a destination, they must choose a leader and make Cooperative (if they wish) rolls on:

- **Survival (-2):** If they possess the **Academics** skill, they can add 1/3 of its die type value to the roll. For example, a character with Survival and **Academics d6** rolls on Survival without any penalty (+2 from **Academics**). If they do not possess the Survival skill, they must roll Smarts.
- **Smarts (-4):** As above, if they possess the **Academics** skill, they can add 1/3 of its die type value to the roll.

Hunting Someone Down: If the heroes are tracking or hunting someone or something, they must choose a leader and make Cooperative (if they wish) rolls on:

- **Survival (-2):** If they possess the **Academics** skill, they can add 1/3 of its die type value to the roll. For example, a character with Survival and **Academics d6** rolls on Survival without any penalty. If they do not possess the **Survival** skill, they must roll Smarts.
- **Smarts (-4):** As above, if they possess the **Academics** skill, they can add 1/3 of its dice value to the roll.

PAGE 58

STEP 5: BEWARE OF RANDOM EVENTS

After each Smarts, ~~Tracking~~, or Survival roll to navigate the Labyrinth (or after one hour of map-guided advancement), the party must draw a card from the Action Deck and see which kind of random event occurs:

2 - Dead End. The party ends up in a dead-end corridor. If the card drawn is red, with a Notice (-4) roll they could discover a “different” tile in one of the mosaics. Pressing the tile opens a secret passageway that allows the party to go farther. If they don’t go that way, or if the card drawn is black, the party must waste precious time: -1 GP.

3 or 4 - Nothing happens yet...

5 or 6 - Corpse. The characters find a dead corpse lying on the floor. If the card is red, it’s a former challenger of the Judgment of Asterius, who probably got lost in the Labyrinth and died. If the card is a 5, the corpse is a fully-equipped man-at-arms (see the *Mythos* core setting guide). If the card is a 6, the corpse was a fully equipped veteran soldier (see the *Mythos* core setting guide). If the card is black, the corpse was a former criminal, prisoner, or slave who died during a Minos Hunt without any useful piece of equipment.

7 or 8 - Farmlands. The party reaches one of the cultivated areas of the Labyrinth. If the card is red, nobody is around at the moment. If the card is black, two savage minospawns and 1d4 human prisoners are in the fields (use the commoner stats in the *Mythos* core setting guide). The heroes can either go through the fields and face the minospawns or go back and waste precious time: -1GP.

This is a minor location; if the party wishes to change their former destination, they can start from here.

9 or 10 - Monster’s Lair. The party unwillingly reaches a Labyrinth section where a hideous monster (GM’s choice) has created his lair. With a Survival roll, the party immediately realizes the threat and can act accordingly, otherwise they go on into the lair without noticing it or believing the monster’s not at home. If the card drawn is red, the monster didn’t notice the heroes coming; if they behave stealthily they could catch it by surprise. If the card is black, the monster is aware of their presence and either attacks them straightforwardly or lures them into a trap. The heroes must go through the lair (and face the monster) or go back and waste precious time: -1 GP.

This is a minor location; if the party wishes to change their former destination, they can start from here.

Jack - Colleagues. If the card is red, the party meets an NPC racing for the Judgment of Asterius. The GM decides what he looks like, how he’s equipped, and how he reacts toward the heroes (Why is he there? Will he side with them? Will he give them useful info? This could lead to very interesting stories). If the card is black, the characters meet 1d4 soon-to-be-victims of the Minos Hunt. If the card’s suit is clubs, they are frightened, but nobody is actually after them. If the card’s suit is spades, two minotaurs are on their trail and will arrive soon. No matter what, they desperately beg for the heroes’ help.

Queen - Graffiti. The party reaches a wall where strange graffiti is drawn. If the card is red, it is Daedalus’s Graffiti (see **Minor Locations** for a longer description). Each graffiti is a riddle that requires an **Academics (-2)** roll to be solved (GMs are strongly encouraged to find suitable riddles). When solved, the graffiti provides useful info to solve the Dolphin Wall final riddle and provides directions to the next one. The last, seventh graffiti provides directions to the Dolphin Wall, allowing the heroes to reach it even if they didn’t know about it in the first place.

Each Daedalus's Graffiti counts as a minor location; if the party wishes to change their destination, they can start from here.

If the card is black, note its suit. Clubs means the marks were intended to point to a nearby major location (GM's choice), but someone tampered with them. If the PCs decide to follow them, they become lost "Somewhere". Spades means it is useful graffiti that shows directions to a nearby major location (GM's choice), providing a +4 bonus to all rolls to reach it.

King - V.I.P. The party meets someone important in the Labyrinth. The same card can only appear once in the same exploration event, so if a King of Spades is drawn twice, draw another card. To assess who they meet, note the card's suit:

- *Hearts:* The party meets King Idomeneus himself, escorted by four minotaur soldiers and four minospawn hoplites. The king is on a secret mission (GM's choice) and doesn't mind the heroes unless they provoke or attack him.
- *Diamonds:* The party meets an old man with a red dress who asks for their help. If helped, the old man asks for food and assistance, claiming to be a Minos Hunt's victim. A Smarts (-4 for non-Minoans) roll allows the PCs to recognize him as Daedalus; otherwise the old man pretends to be an Athenian victim. Daedalus asks the party a lot of questions to evaluate their beliefs. If they side with Idomeneus, he does his best to lead them astray before disappearing. If they are against the king, he provides hints before disappearing. If his identity is discovered, Daedalus immediately disappears behind a secret passage hidden in a wall.
- *Clubs:* The party occasionally stumbles upon a procession made by Hera's mystery cult initiates. The daemonstrator is among them, as well as two gnostics, four baptists, and ten acolytes. They hate being spotted by anyone who's not an initiate. If they spot the heroes, they are not friendly.
- *Spades:* A god in disguise approaches the heroes and tests their prowess. Aphrodite could assess their manners, Ares could challenge one of them to a duel, etc. If the characters fail the god's expectations, they fall one step down in the Divine Attitude Scale (or worse, at the GM's discretion).

Ace - Minotaur Settlement. The party unwillingly reaches the outskirts of a minotaur village. With a Notice roll, the party realizes the threat and can act accordingly; otherwise they are spotted by the guards who most likely attack on sight. If the card drawn is red, the party can find a way to avoid the village with a Stealth (-2) roll [**Academics** applies]. If the card is black, or they fail the roll, they must either go through the village (and face its wild inhabitants) or go back and waste precious time: -1 GP.

MARKING THE WAY

The easiest way to know which way they are going is to mark the routes taken at each junction, to find their way back. If done properly, this provides a +4 bonus to Survival, ~~Tracking~~, or Smarts rolls to find the target destination. However, many nasty creatures inhabit the Labyrinth and there is a small chance the minotaurs, minospawns, or some other intelligent and malevolent dwellers will erase the marks or tamper with them. If at any time during the adventure a hero or guide rolls a 1 on his Skill die during a ~~Tracking~~-Survival or Smarts roll, check his Wild Die (or roll a d6 if the guide is an Extra). If it is even, one of the marks has been erased (bonus lost); if it is odd, the mark has been tampered with, inferring a -4 penalty to rolls for following the marks.

MINOSPAWN HOPLITE

Μινώταυρος απογόνος στρατιώτες

These proud members of the elite Cretan troops are trained in the Hellenic ways of warfare. Revered as demigods in Knossos and all over Crete, the most skilled among them become King Idomeneus's personal guard: the Tauroi. Unlike the savage ones, minospawn hoplites are "civilized" members of Cretan society and are mostly found outside the Labyrinth in civilized areas.

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

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

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

Armor: Bronze panoply [peturgis, bronze cuirass, bronze greaves] (+3), tower shield (+2 Parry, +2 armor versus ranged attacks)

Weapons: Spear (Str+d6), short sword (Str+d6)

MINOTAUR SOLDIER

Μινώταυρος στρατιώτες

These bull-headed beasts are tamed by unspeakable rites performed only in Crete. They are typically part of the Royal Guard of Knossos and protect vital areas like the royal palace and the Labyrinth. Although somehow domesticated, they retain their thirst for human blood, which they unleash upon their unlucky foes.

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

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 13 (3)

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

Armor: Bronze panoply [peturgis, bronze cuirass, bronze greaves] (+3)

Weapons: Labrys (Str+d10, AP 1, Parry -1, 2 Hands)

PAGE 64

SAVAGE MINOSPAWN

Μινώταυρος απογόνος άγριος

This is the most common demi-human inhabitant of the Labyrinth. They are accustomed to living in the Labyrinth, where they prey on humans, monsters, and whatever they find. They live in tribal societies ruled by a minotaur or the strongest among them.

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

Pace: 5; **Parry:** 6; **Toughness:** 6 (1)

Skills: Academics d6, Athletics d6, Fighting d8, Notice d6, Stealth d6, Survival d8

Armor: Linen Armor (+1)

Weapons: Short sword (Str+d6)

PAGE 65

AEDOΙ

Nature: Spreading reverence and devotions toward all the gods and to their patron deity in particular.

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

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

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

PAGE 66

ALGEA

Nature: Spreading pain, suffering, grief, sorrow, and distress.

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

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

Skills: Academics d8, Fighting d8, Intimidation d8, Taunt d8

PAGE 67

EUPHROSYNAI

Nature: Spreading joy, gleefulness, mirth, and merriment.

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

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

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

Special Abilities

- **Aura of Joy:** In a Spirit x4 radius, every sentient being feels a surge of joyous happiness gaining a +1 bonus to all Persuasion rolls.
- **Daemon:** Daemons in their native form are ethereal.
- **Damage Weakness (Metallic Weapons):** Greater euphrosynai cannot stand any kind of metallic weapon, suffering two times the normal damage from them.
- **Divine Entourage (Aphrodite):** +1 bonus to Persuasion versus the opposite sex; Persuasion, Streetwise, and Charisma Favored Rolls.

- **Peculiar Weakness (Brute Force):** Euphrosynai abhor sheer violence and will never use it to pursue their goals. If mentally controlled and ordered to use brute force, they immediately break free of the mental control.
- **Virtues and Sins:** Euphrosynai adhere strictly to Aphrodite's ethos code.

HESYCHIAI

Nature: Spreading silence.

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

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

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

PAGE 68

PLUTI

Nature: Spreading wealth, abundance, and prosperity.

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

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

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

PAGE 73

INDIAN WORM

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 13

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

Special Abilities

- **Aquatic (Rivers Only):** Cannot drown in water, moves at full Athletics skill
- **Bite:** Str+d8
- **Highly Flammable:** If shaken or wounded by a slashing/piercing weapon, the Indian worm erupts highly flammable oil from its wound that immediately catches fire in a cone template. Anything hit by it and fails an Agility roll suffers 2d10 fire damage and has a chance to catch fire with a 4-6 on a d6. However, if properly treated, the carcass of the worm can produce up to 6 gallons of highly flammable oil. Each gallon can be converted with a successful Craft (Pharmacy) roll into 5 explosive bombs that deal 2d10 fire damage on a MBT where anything catches fire with a 4-6 on a d6.
- **Large:** Attackers add +2 to their attack rolls when attacking an Indian Worm due to its large size.
- **Size +5:** Indian worms are over 20' long from mouth to tail, and weigh in at over 3,000 pounds.
- **Tail Lash:** An Indian worm can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to the creature's Str-2.

LION

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

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

Skills: Fighting d8, Notice d8

Special Abilities

- **Bite or Claw:** Str+d6
- **Elusive:** If a lion realizes someone's after him (with a successful Notice roll), he erases his own footsteps with his tail, imposing a (-2) penalty to **Survival** rolls to hunters who wish to track it down.
- **Fearful Roar:** A lion's roar chills every living being's blood and could wake up the dead ones. All living beings listening to it to it must make a Fear roll, while those who died (not earlier than one day before) are allowed a Vigor roll to eventually come back to life. The GM has the final word on this issue.
- **Improved Frenzy:** Lions may make two Fighting attacks, each action at no penalty.
- **Low Light Vision:** Lions ignore penalties for Dim and Dark Lighting.
- **Pounce:** Lions often pounce on their prey to bring their mass and claws to bear. They can leap 1d6" to gain +4 to Fighting and damage. However, Parry is reduced by (-2) until their next action when performing the maneuver.
- **Size +2:** Male lions can weigh over 500 pounds.
- **Weakness (White Cock):** Lions can't stand the sight or the sound of a white cock. They must make a Fear roll at (-4) whenever they're within 6" of one.

ONE-HORNED HORSE (UNICORN)

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d10

Pace: 12; **Parry:** 7; **Toughness:** 9

Skills: Fighting d10, Notice d8

Special Abilities

- **Cleansing Horn:** Unicorns are immune to poisons and diseases, thanks to their forehead horn. If removed and crafted in the shape of a cup with a successful Craft (**Pharmacy**) roll, whoever drinks wine from it is immediately cleansed from diseases and poisons, provided that Apollo is at least Indifferent towards him. Should the Craft (**Pharmacy**) roll fail, the horn is rendered useless.
- **Kick:** Str
- **Lightning Speed:** One-horned horses move at Pace 12 and roll a d12 for running.
- **Piercing Horn:** Str+d10. The horn of the unicorn pierces through and ignores every kind of armor.
- **Size +2:** One-Horned horses weigh between 800 and 1,000 pounds.

ASTOMI

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

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d12

Armor: Animal skin armor (torso, legs, arms +1)

Weapons: Short sword (Str+d6) or club (Str+d4)

Special Abilities

- **Easy Survivors:** Astomi only require scents to survive. Each day they don't smell fruit, plants, meat, or fish, they gain 1 level of Fatigue until they become Incapacitated and die.
- **Flawless Trackers:** Astomi never miss a scent. Like trained dogs, if they know a scent, they gain a +4 to **Survival** rolls to locate it and can roll a Wild Die for tracking purposes only.
- **Weakness (Strong Odors):** Astomi can't stand foul smelling objects or places. Should an Astomi inhale a strong, smelly odor, he must make a Vigor roll. On failure, he dies immediately from shock.

CHROMANDAE

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

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, **Survival** d6

Armor: Animal skin armor (torso, legs, arms +1), crescent shield (+1 Parry)

Weapons: Short sword (Str+d6) or club (Str+d4) or bow (2d6, 12/24/48)

Special Abilities

- **Go for the Throat:** Chromandae instinctively go for an opponent's soft spots. With a Raise on his attack roll, he hits the target's most weakly armored location.
- **Predator:** Chromandae gain a +2 bonus to Notice and **Survival** rolls due to their sharp sense of smell.
- **Weakness (Cats):** Chromandae go crazy when they spot a cat. They must immediately make a Smarts (-2) roll or immediately go berserk and attack the cat. This frenzied state ends only when they kill the cat or lose its tracks.

PANDAE

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

Charisma: 0; **Pace:** 6; **Parry:** 5 (6 with shield); **Toughness:** 6 (1)

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d10, Shooting d6, Stealth d6, Survival d6
Armor: Animal skin armor (torso, legs, arms +1), crescent shield (+1 Parry)
Weapons: Short sword (Str+d6) or club (Str+d4) or bow (2d6, 12/24/48)

PAGE 80

SCIRITAE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8
Weapons: Spear (Str+d6, reach 1, Parry +1), [2] javelin (Str+d6, 3/6/12)

PAGE 81

STRUTHOPODES

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6
Pace: 5; **Parry:** 5; **Toughness:** 4
Skills: Athletics d6, Fighting d6, Notice d6, Shooting d8, Survival d6
Armor: None
Gear: Bow (2d6, 12/24/48)

PAGE 82

INDIAN HUNTER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)
Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d8
Armor: Animal skin armor (torso, legs, arms +1)
Weapons: Bow (2d6, 12/24/48)

INDIAN RIDER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Charisma: 0; **Pace:** 6; **Parry:** 5 (6 with shield); **Toughness:** 6 (1)
Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Riding d6, Shooting d6, Stealth d6, Survival d6
Armor: Animal skin armor (torso, legs, arms +1), crescent shield (+1 Parry)
Weapons: Short sword (Str+d6) or club (Str+d4) or bow (2d6, 12/24/48)
Gear: Horse

INDIAN SOLDIER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Charisma: 0; **Pace:** 6; **Parry:** 6 (7 with shield); **Toughness:** 6 (1)
Skills: Athletics d4, Fighting d8, Intimidation d6, Notice d4, Stealth d6, Survival d6

Armor: Leather cuirass (torso +2), dyplon shield (+1 Parry, +1 Armor vs. ranged shots)
Weapons: Short sword (Str+d6)

INDIAN TRIBESMAN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Charisma: 0; **Pace:** 6; **Parry:** 5 (6 with shield); **Toughness:** 6 (1)
Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d6
Armor: Animal skin armor (torso, legs, arms +1), crescent shield (+1 Parry)
Weapons: Short sword (Str+d6) or club (Str+d4) or bow (2d6, 12/24/48)

INDIAN CAPTAIN

Ινδός ηγέτης

Each Indian tribe is led by a captain, the most powerful of all soldiers. Each captain leads his tribe in the way he most pleases; tribes rarely cooperate with each other and rely mainly on self-subsistence.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Charisma: 0; **Pace:** 6; **Parry:** 8 (9 with shield); **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: Outsider

Armor: Bronze cuirass (torso +3), dyplon shield (+1 Parry, +1 Armor vs. ranged shots)
Weapons: Long sword (Str+d8)

PAGE 83

MACROBI (LONG-LIVED MEN)

Μακροβου

Among Indians there are tribes who exceed a hundred years. Indians call them Gymnetae, though Hellenes call them Macrobi.

- Silenus, Chronicles of the Indian Wars

In the eastern parts of India are men who live a hundred and thirty years, and do not grow old but die middle-aged. They tend to live a relaxed, peaceful life, devoting their life to crafts and knowledge. The Calingi are their worst enemies. Despite their long lives, they look like an average Indian to Hellenic eyes. Use the Indian stats for an average tribesman and the Indian Captain stats for a Wild Card leader, adding the Craft (~~choose one~~) d8 skill.

Elusive Dancers

Suggested Location: Anywhere

Suggested Character Rank: Novice

The heroes (with the exception of those Favored or Loved by Dionysus/Zagreus) wake up in an inn with a headache and deprived of their most valuable possessions; the same goes for many other customers and the innkeeper. After a little panic, they all start remembering being kindly invited last night to drink over and over by skilled dancers before falling drunk onto the ground. With a successful Streetwise roll, the heroes discover the dancers left soon after the show, riding the PCs' horses (or their own horses, if the party doesn't have any), heading for the largest nearby city. If the heroes manage to find horses or other fast transportation methods, they can catch up with the dancers before their precious goods are sold, otherwise they can only hope to track the dancers down afterward.

There is an equivalent number of dancers as there are characters, but of the opposite gender. They are all Alluring Dancers of the Gnostic rank and lead a life of endless partying and revels, robbing everyone that sees their performances of their most precious possessions. The PCs can track them down in the nearby city with a Persuasion (-2) roll.

CRUIS

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

Charisma: 0; **Pace:** 6; **Parry:** 5 (1); **Toughness:** 8 (4)

Skills: Battle d4, Fighting d4, Notice d6, Persuasion d4, Stealth d6

Edges: Aristocrat, King's Relative (Minyans)

Hindrances: Bad Eyes, Code of Honor, Tragic Doom

Gear: 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 description), bronze bracers, spear (Str+d6), long sword (Str+d8)

OMENS

You take the road leading east towards Mount Parnassus and Delphi, the bellybutton of the Cosmos. By this time you can no longer see the line of soldiers led by Leonidas. Your sight runs towards the temple of Apollo of Delphi, which is getting more visible, but still very far away.

Before you get far, you find two massive birds facing each other, six feet from the ground. On the left is a huge eagle –

proud and imposing, contrasting against a light blue sky. On the right is an incredible bird with a golden plumage and orange nuances, shrouded by an aura of flames which seems not to burn it.

The two birds are facing each other, hitting each other with their beaks and talons, unconcerned by your presence.

On the road to Delphi, the PCs find a huge eagle fiercely fighting a flaming bird (the PCs have most likely never seen a Phoenix), hitting each other with their beaks and talons. This is clearly a divine omen.

PCs with **Academics** can interpret the omen with a successful roll. They realize this fight is actually between the Royal Eagle of Zeus and the Phoenix of Ahura Mazda, supreme Persian deity. If nobody has **Academics**, they remain clueless.

SECOND OMEN

The air chills and the sun goes backwards to the east. It is dawn, and before the PCs' eyes a huge red banner flies. After a moment, the sun reaches its zenith and a golden banner flies in front of them. Eventually, the second omen ends and the sun travels back to its normal place in the sky. With a successful **Academics** roll, the omen is read as: red is Helios' banner at dawn, golden at noon.

THIRD OMEN

Once again, something weird happens. The PCs find themselves in a great banquet hall, where many people are toasting, mixing red wine with ashes taken from the bonfire. They wish each other a great afterlife and drink the mixture. Eventually, the third omen ends and the PCs return to their mountain path. With a successful **Academics** roll, the omen is read as: toasting with ashes will bring a glorious afterlife.

FOURTH OMEN

A deep thunder shakes the heaven. Zeus, in all his might, shines from a white cloud and points out in the distance Delphi's temple. In a blink of an eye, everything is back to normal. With a successful **Academics** roll, the omen is read as: Zeus will show the way from above.

FIFTH OMEN

The PCs find themselves in a great crowded stadium where a naked athlete faces a mighty bull. The bull rushes him but the athlete seizes its horns and leaps over the fierce beast. With a successful **Academics** roll, the omen is read as: focusing on the horns is the right way to overcome the bull.

DEALING WITH THE PHOENIX

The Phoenix can be quite difficult without knowing how to properly deal with it. A successful **Academics** roll reveals the key in defeating the Phoenix lies in its ashes. It's no use trying to scatter them, they eventually gather again and

explode in due time. To prevent this, they can be stored in a divine item (such as a divine cup or a divine pouch) to be used later or an adequate amount of liquid can be poured on them to prevent the Phoenix from rising again. With the latter method, the ashes lose their unique properties in 1d6 minutes.

PAGE 101

18TH DAY, NIGHT – THE KING IS DEAD

When the PCs arrive back at the Hellenic camp, they realize King Leonidas died while battling valiantly against Zoroaster, a Persian general who possesses tremendous powers bestowed by his god Ahura Mazda. Although defeated, the Hellenes barely managed to hold back the Persian tide, but desperation and grief rule the camp and everyone begins to think that resistance is futile. Many soldiers wish to return home and think Hellas is doomed. Without a strong leader, the army will probably be disbanded at dawn. The PCs can take control of the situation, lead the Hellenes to victory, and show them the power of the gods. (If they don't realize this by themselves, one of their patron deities shows up and incites them to 'ride the tiger.')

Inciting the Hellenes to fight again and defend Hellas under the protection of the Olympian gods requires a Social Conflict using **Battle**. The shocked troops, who think resistance is futile, are represented by Lysimachus with **Battle** d6. The Hellenes are very pragmatic nowadays and don't believe in the power of the gods like they used to.

PAGE 102

19TH DAY, THE FINAL BATTLE

At the break of dawn, the remaining Hellenic forces face the huge Persian army in a Mass Battle. If the PCs don't wish to partake, they can leave before dawn by following Lysimachus. Their patron deity takes them back to the past the night after, blaming them for failing the mission and Despising them. Should they choose to stay, they get ready for the ensuing mass battle.

The Persian army is led by Xerxes (**Battle** d8, Spirit d8, and the following Edges: Command, Command Presence, Fervor, Leader of Men.) His army has about 300,000 remaining soldiers. If Xerxes doesn't know about the hidden path, his army suffers a major terrain disadvantage (-3) and only 5,000 men can enter the pass at the same time to partake in the ensuing mass battle. If, on the contrary, he knows about it, the disadvantage goes to the Hellenic troops and Xerxes can deploy his full army in the battle. They also have light archer support (+1) and General Zoroaster, who was bestowed Divine Powers from Ahura Mazda (+1).

The Hellenes can deploy from 300 to 5,000 soldiers (depending on how many remain) and their leader could be Delius (**Battle** d6, Spirit d8, Edges: Command, Fervor) or one of the PCs. Every PC actively partaking in the battle grants a

+1 because of their Divine Edges or Powers. They are also free to form strategies to provide the Hellenes with further advantages. While the two armies clash, Zeus and Ahura Mazda fight in the background, creating a true epic scenario.

PAGE 103

EPHIALTES

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

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

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

Edges: Hoplite

Armor: Bronze panoply [Corinthian helmet, peturgis, bronze cuirass, bronze greaves] (All +3), tower shield (+2 Parry, +2 Armor vs. ranged attacks)

Weapons: Spear (Str+d6), short sword (Str+d6)

IMMORTAL – PERSIAN ELITE SOLDIER

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

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

Skills: Athletics d6, Fighting d10, Intimidation d6, Notice d6(+2), Shooting d6

Edges: Alertness, Combat Reflexes

Armor: Leather cuirass (Torso +2), round shield (+1 Parry, +2 Armor vs. ranged attacks)

Weapons: Long sword (Str+d8), spear (Str+d6)

ZOROASTER – DIVINE PERSIAN GENERAL

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

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (4)

Skills: Athletics d10, Battle d6, Fighting d10, Intimidation d6, Notice d6, Shooting d10

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

Armor: Panoply [Persian helmet, peturgis, bronze doubled and fitted cuirass with Mark of Ahura Mazda (+1), greaves] (All +3), round shield with Mark of the Phoenix (+1 Parry, +2 Armor vs. ranged attacks), bracers

Weapons: Long sword (Str+d8), spear (Str+d6)

Special Abilities

- **Divine Entourage (Ahura Mazda):** +1 bonus to Strength; Strength Favored Rolls.
- **Mark of the Phoenix:** 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.
- **Mark of Ahura Mazda:** Gold detail work enhances the armor. The wearer gains a +1 bonus to all Intimidation and **Persuasion** rolls while on the battlefield.