

HETAIROS



AN ADVENTURE GAME BY JAMES BAILLIE

“SO WHEN WE HAD MADE FAST ALL THE TACKLING THROUGHOUT THE SHIP, WE SAT DOWN, AND THE WIND AND THE HELMSMAN MADE STRAIGHT HER COURSE. ALL THE DAY LONG HER SAIL WAS STRETCHED AS SHE SPED OVER THE SEA; AND THE SUN SET AND ALL THE WAYS GREW DARK...”

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INTRODUCTION

WELCOME TO HETAIROS – A BOARD GAME AND MICRO-RPG THAT PLUNGES YOU INTO THE DARK DEPTHS OF THE GREEK UNDERWORLD! FEATURING A RANGE OF SCENARIOS TO PLAY THROUGH, YOU AND YOUR FRIENDS WILL FLEE FROM GREAT MONSTERS, BATTLE AUTOMATONS, AND KNOW THE CONTINUAL TERROR OF FINDING UNEXPECTED LAVA FIELDS... ALL THIS, INDEED, AND MORE!

TO PLAY YOU WILL NEED:

- **A BLANK SQUARED MAP (A GRID OF ABOUT 2CM BY 2CM SQUARES IS OPTIMAL, OF ABOUT A2 SIZE – CONSIDER SELLOTAPING 4 BITS OF A4 SQUARED PAPER TOGETHER THEN DRAWING GRID LINES ON).**
- **PAPER (TO RECORD PLAYERS' STATS)**
- **PLAYING PIECES (YOU CHOOSE WHAT YOU USE FOR THESE – A SMALL CHESS SET CAN BE A GOOD STARTING POINT IF YOU DON'T HAVE ANY MODELS).**
- **THIS RULEBOOK!**

HOW TO PLAY

GETTING STARTED

FIRSTLY, THE PLAYERS SHOULD ROLL TO RANDOMISE TURN ORDER (OR RANDOMISE THE STARTING PLAYER THEN WORK CLOCKWISE): ALL MONSTERS AND NPCs MOVE AFTER THE PLAYERS IN A SEPARATE PHASE.

SECONDLY, EACH PLAYER SHOULD TAKE IT IN TURNS TO PICK A CHARACTER FROM THE “PLAYER CHARACTERS” LIST BELOW. PLAYERS SHOULD PICK CHARACTERS BEFORE THE SCENARIO IS SELECTED - THIS PREVENTS PLAYERS DESIGNING OPTIMISED TEAMS FOR A PARTICULAR JOB.

NEXT, THE SCENARIO NEEDS TO BE PICKED FROM THE SCENARIO LIST AT THE BACK OF THE RULEBOOK. EACH OF THE FOUR LISTS HAS 6 SCENARIOS, SO THIS CAN BE DONE BY DICE ROLL, THOUGH THERE'S NOTHING TO STOP YOU AGREEING ON A PARTICULAR SCENARIO EITHER!

ONCE YOU'RE ALL SET UP, YOU CAN START MOVING AND EXPLORING IN TURN THROUGH THE UNDERWORLD!

GAME CONCEPTS

EACH PLAYER HAS A FEW ASSOCIATED CHARACTERISTICS, THOUGH THERE ARE NO COMPLEX STAT LINES. FIRSTLY THEY ALL HAVE AN ACTION POINTS ALLOWANCE; THIS IS USED UP WHEN EXPLORING AND DOING OTHER ACTIONS SUCH AS MAKING ATTACKS. THEY ALSO HAVE A NUMBER OF HIT POINTS, AND A CERTAIN NUMBER OF COMBAT DICE.

THERE ARE TWO OTHER METRICS THAT NEED NOTING: GOLD (SELF-EXPLANATORY) AND KLEOS (EFFECTIVELY HONOUR). THESE BOTH START AT 0. KLEOS IS GAINED BY KILLING ENEMIES, WHEREAS GOLD IS GAINED BY SELLING PRISONERS OR EQUIPMENT, OR BY FINDING TREASURE.

UNLESS OTHERWISE STATED, ALL PLAYER CHARACTERS GET AN ACTION ALLOWANCE OF 5 AND START WITH 8 HEALTH AS BASIC. ALL NPCs ARE ASSUMED TO HAVE 5 ACTION POINTS AND 1 HEALTH AS BASIC. ANY CHARACTER OF ANY SORT, UNLESS OTHERWISE STATED, HAS ONE COMBAT DICE. FOR ALL PLAYER CHARACTERS THEIR STARTING HEALTH IS ALSO THEIR USUAL MAXIMUM.

PLAYER CHARACTERS

EACH OF THE CHARACTER TYPES BELOW HAS CERTAIN ADVANTAGES AND DISADVANTAGES THAT GIVE IT A DISTINCT PLAYSTYLE; THE CENTAUR IS FAST MOVING, THE KOBALOS ADEPT AT MAKING MONEY AND HIDING, THE ATLANTEAN AT CRAFTING WEAPONRY, AND SO ON. NOTE DOWN YOUR ABILITIES CAREFULLY – THEY MAY SAVE YOUR CHARACTER’S LIFE!

AMAZON

- **MAY MAKE ATTACK ROLLS AGAINST CHARACTERS IN THE NEXT SQUARE ALONG; IF THESE FAIL THE AMAZON DOES NOT LOSE HEALTH. IF THE AMAZON HAS A BOW THIS DOUBLES TO 2 SQUARES.**
- **MAY ONCE PER TURN OBSERVE AN ADJACENT UNEXPLORED SQUARE WITHOUT USING A MOVEMENT POINT TO EXPLORE IT.**

ATLANTEAN

- **MAY USE 2 DICE TO ROLL ALL CRAFT CHECKS**

CENTAUR

- **MOVE ALLOWANCE IS 7**

CIMMERIAN

- **AUTOMATICALLY STARTS WITH A PICKAXE**
- **+2 TO TUNNELLING ROLLS**
- **+1 TO COMBAT**

CYCLOPS

- **MAY USE 2 DICE TO ROLL COMBAT CHECKS**
- **GETS +1 TO CRAFT CHECKS**
- **MAY NEVER MOVE DOWN SMALL TUNNELS**

HOPLITE

- **GETS +2 TO COMBAT CHECKS**
- **GETS +1 TO CRAFT CHECKS**

- **MAY ROLL A DICE EACH TIME A POINT OF HEALTH IS LOST, IF A 6 IS ROLLED THE ATTACK FAILS. IF THE HOPLITE HAS AN ASPIS OR ARMOUR THIS IMPROVES BY +1 FOR EACH.**

KOBALOS

- **MAY ROLL A SPECIAL 4+ CHECK TO TRY AND MOVE INTO AN ENEMY-OCCUPIED SQUARE WITHOUT THEM NOTICING; IF THE CHECK FAILS NOTHING HAPPENS BUT THE MOVEMENT POINT IS USED UP.**
- **GAINS +1 GOLD FOR EVERY POINT OF KLEOS GAINED.**

KRENAIA

- **MAY HEAL +1 HEALTH PER TURN TO THEMSELVES OR A FRIENDLY MODEL IN THE SAME SQUARE. THIS DOES NOT REQUIRE AN ACTION POINT, AND MAY NOT BE DONE IF THERE ARE ENEMY MODELS WITHIN THE SAME SQUARE.**
- **MAY HEAL AN ADDITIONAL +1 HEALTH TO THEMSELVES OR ANOTHER PLAYER BY USING 3AP. THIS MAY NOT BE DONE IF THERE ARE ENEMY MODELS WITHIN THE SAME SQUARE.**

MYRMIDON

- **DEALS 2 DAMAGE INSTEAD OF 1 AS BASIC**
- **GETS +1 TO KNOWLEDGE CHECKS**

PHILOSOPHER

- **MAY USE 2 DICE TO ROLL KNOWLEDGE CHECKS**

MOVEMENT AND THE MAP

THE PLAYER MAY TAKE AS MANY ACTIONS AS THEY HAVE ACTION POINTS; A SQUARE'S MOVEMENT IS WORTH ONE POINT. THERE ARE MANY TYPES OF SQUARE, WITH RULES AS BELOW.

EXPLORATION

THERE ARE MANY UNDISCOVERED AREAS OF THE MAP, AND PLAYERS ARE FREE TO MOVE OFF THE MAP. THE EXPLORATION CHART IS AS FOLLOWS:

- 1 ROCK**
- 2 SMALL TUNNEL**
- 3 TUNNEL**
- 4 TUNNEL FORK (1-3 RIGHT FORK, 4-6 LEFT FORK)**
- 5 EMPTY CAVERN**
- 6 CAVERN..!**

CAVERN..! CHART

- 2 MOLTEN LAVA**
- 3 SHRINE OF HECATE**
- 4 LAIR**
- 5 TRAPPED ROOM**

6 LAIR

7 LOST HOARD

8 ROLL AGAIN: 1-3 GREAT FORGE, 4-6 ANCIENT LIBRARY

9 ISOLATED COMMUNITY

10 OLYMPIAN SHRINE

11 MAGIC SPRING

12 SURFACE TUNNEL

TUNNELS ARE ASSUMED TO GO STRAIGHT ACROSS THE SQUARE IN THE DIRECTION YOU CAME IN FROM. WHEN YOU DISCOVER A NEW SQUARE, SIMPLY DRAW IT ONTO THE MAP.

THE STYX

THE STYX IS THE GREAT RIVER LEADING THE THE UNDERWORLD. IT GOES IN A STRAIGHT LINE DOWN THE CENTRE OF THE MAP. IF A CHARACTER MOVES ALONG THE LINE OF THE STYX, IT ALWAYS COMES TO ANOTHER STYX TILE. STYX CAVERNS MAY NOT BE COLLAPSED OR ENLARGED. EVERY TIME A NEW STYX TILE IS FOUND, ROLL A DICE; ON A 6, THERE IS A BRIDGE – ONLY ON BRIDGED SQUARES CAN THE STYX BE CROSSED.

ROCK

ROCK CANNOT BE WALKED THROUGH, BUT MAY BE TUNNELLED THROUGH. IT IS IMPASSABLE.

SMALL TUNNEL

A SMALL TUNNEL REQUIRES ALL CHARACTERS TO USE DOUBLE ACTION POINTS TO WALK DOWN IT.

TUNNEL

ANY CHARACTER MAY MOVE AS NORMAL DOWN A TUNNEL.

TUNNEL FORK

TUNNEL FORKS ARE REPRESENTED AS T-JUNCTIONS.

EMPTY CAVERN

EVEN AN EMPTY CAVERN IS A USEFUL BASE AND PLACE TO CAMP. ANY CREATURES MAY MOVE THROUGH A CAVERN.

CAVERN...

THERE ARE SEVERAL TYPES OF SPECIAL CAVERN WITH MINES OR TUNNEL FACILITIES IN. SOME OF THEIR RULES ARE EXPLAINED IN THE APPROPRIATE SECTIONS, BUT THE TYPES ARE AS FOLLOWS (ORDERED ALPHABETICALLY):

ANCIENT LIBRARY

MAY BE USED FOR CERTAIN KNOWLEDGE ABILITIES. SEE THE SECTION ON KNOWLEDGE CHECKS. PC-CONTROLLED CREATURES MAY ALSO BE CONSTRUCTED HERE. ONLY A MAXIMUM OF FIVE CREATURES MAY BE ATTACHED TO THE FORGE AT ANY ONE TIME.

GREAT FORGE

MAY BE USED TO CRAFT ITEMS. SEE THE SECTION ON CRAFTING CHECKS. PC-CONTROLLED CREATURES MAY ALSO BE CONSTRUCTED HERE. ONLY A MAXIMUM OF FIVE CREATURES MAY BE ATTACHED TO THE FORGE AT ANY ONE TIME.

ISOLATED COMMUNITY

WHEN A SETTLEMENT IS MOVE INTO, ROLL A D6:

1-2 POLIS

3-4 MANOR

5-6 KOBALOI

A SETTLEMENT, WHEN FOUND, AUTOMATICALLY GAINS A DEFENCE FORCE, AS FOLLOWS:

- **3 HOPLITES, 1 ARISTOCRAT (MANOR)**
- **6 KOBALOI (KOBALOI)**
- **5 HOPLITES (POLIS)**

THESE FORCES DO NOT GET REPLENISHED IF THEY ARE WEAKENED, THOUGH PLAYERS MAY STATION MODELS THERE TO BOLSTER THE FORCE. IF MONSTERS DEFEAT THE FORCE THE SETTLEMENT IS DESTROYED.

ALL SETTLEMENTS MAY BE SOLD PRISONERS; THEY WILL PAY D6 PER MONSTER AND 3D6 PER GREAT MONSTER. WEAPONS MAY BE SOLD TO SETTLEMENTS FOR THEIR BUYING PRICE -1 GOLD. (JUST ROLL ONCE ON EACH ROLL IF SELLING MULTIPLE PRISONERS IN A TURN)

POLIS AND MANORS

THESE ARE SETTLEMENTS OF HUMANS TRYING TO MAKE A LIVING IN THE DARK UNDERGROUND CAVES. A POLIS IS A SMALL CITIZEN-TOWN, A MANOR IS A GROUP OF HELOTS OR FREEMEN UNDER THE RULE OF AN ARISTOCRATIC LORD.

AT BOTH POLIS AND MANOR SETTLEMENTS YOU MAY ATTEMPT TO BUY THE FOLLOWING (LOOK UP RULES IN THE WEAPONS OR SKILL CHECKS SECTIONS):

- **AXE 4 GOLD**
- **ASPIS 5 GOLD**
- **BOW 4 GOLD**
- **PICKAXE 5 GOLD**
- **PRAYER TO ZEUS 2 GOLD**
- **SARISSA 4 GOLD**
- **SPEAR 3 GOLD**
- **SWORD 4 GOLD**
- **TALISMAN 3 GOLD**
- **SACRIFICIAL RAM 3 GOLD**

AT MANORS, THE PLAYERS MAY ATTEMPT TO TAKE CONTROL OF THE MANOR, BY DEFEATING THE DEFENCE FORCE AS MENTIONED ABOVE. NOTE THAT ONLY PLAYERS WHO TOOK PART IN FIGHTING FOR CONTROL OF THE SETTLEMENT GAIN BENEFITS FROM IT. ONCE THE MANOR IS DEFEATED, IT REGAINS +4 HOPLITES AS A DEFENCE FORCE. IN COMPETITIVE SCENARIOS ANOTHER PLAYER MAY THEN TRY AND DEFEAT THESE, AND SO ON.

AT A POLIS A PLAYER MAY ATTEMPT TO GAIN CITIZENSHIP. TO DO THIS THEY MUST EITHER DELIVER A PRISONER OR PAY 5 GOLD, AND THEN ROLL TWO DICE AND ADD THEIR KLEOS: IF THE RESULT OF THE DICE

ROLL IS 12 OR MORE, THEY BECOME A CITIZEN. IF A PLAYER CONTROLS ANY HOPLITE NPCs, THEY MAY MAKE THEM CITIZENS IN THIS WAY.

PLAYERS WHO ARE CURRENTLY CITIZENS OF A POLIS MAY ATTEMPT TO BOOT THEIR FELLOW PLAYERS OUT WHEN IN THE POLIS; ALL CURRENT PLAYER CITIZENS OF THE POLIS CAST VOTES ON THIS, AND THEN EACH SIDE GAINS 2D6 NPC VOTES.

WHEN A MANOR IS CONTROLLED BY THE PLAYERS, OR A PLAYER GAINS CITIZENSHIP AT A POLIS, THE SETTLEMENT IS NOW CONSIDERED “FRIENDLY” TO THE SPECIFIC PLAYERS AND THEY MAY GAIN CERTAIN BENEFITS

- **AT A FRIENDLY MANOR, THE PLAYERS AT ANY TIME ELECT TO SPEND 4 ACTION POINTS IN THE SETTLEMENT AND GAIN D6 +4 GOLD (AS PART OF THE NEW ARISTOCRACY).**
- **AT A FRIENDLY POLIS PLAYERS MAY USE AN ACTION POINT AND SPEND 5 GOLD OR MAKE A 10+ KNOWLEDGE ROLL AND GAIN A FRIENDLY, CONTROLLABLE HOPLITE CHARACTER.**
- **AT EITHER SETTLEMENT PLAYERS MAY SUBTRACT D6 FROM ALL ITEM PRICES.**

KOBALOI SETTLEMENTS

THE KOBALOI ARE TINY, MISCHIEVOUS CREATURES – NOT MALEVOLENT BUT HIGHLY PRONE TO PRANKS.

AT KOBALOI SETTLEMENTS YOU MAY ATTEMPT TO BUY THE FOLLOWING:

- **PICKAXE 5 GOLD**
- **+ 1 HEALTH POINT HEALED 8 GOLD**
- **SLING 3 GOLD**
- **SPEAR 4 GOLD**

EVERY TIME YOU END A TURN IN A KOBALOI SETTLEMENT, MAKE A KNOWLEDGE CHECK OF 3+. IF YOU FAIL, LOSE D6 GOLD PIECES.

LOST HOARD

GAIN 2D6 COINS. IF YOU ROLL A DOUBLE, FIND AN ADDITIONAL ITEM: CONSULT THE RARE ITEMS CHART.

MAGIC SPRING

A PLAYER MAY EXPEND 2 ACTION POINTS TO REGAIN 1 POINT OF HEALTH HERE.

MOLTEN LAVA

THE TERRAIN IS INITIALLY IMPASSABLE, BUT THE CHARACTER WHO FOUND IT MAY USE ANY REMAINING MOVEMENT IT HAS (IDEALLY TO RUN AWAY!) AND FIGHT BATTLES AS NORMAL.

AT THE END OF ALL PLAYER TURNS REMAINING, THE LAVA STARTS TO SPREAD. ON A ROLL OF A 3+ IT SPREADS TO EVERY ADJACENT SQUARE. THEN ON A ROLL OF A 4+, IT SPREADS TO EVERY SQUARE

ADJACENT TO ALL THE SQUARES IT NOW OCCUPIES. THEN A 5+, 6+, AND SO ON. A ROLL OF A 6 WILL ALWAYS ALLOW THE LAVA TO SPREAD. LAVA CANNOT SPREAD THROUGH ROCK OR TUNNEL WALLS; IF LAVA REACHES THE STYX IT WILL DESTROY ANY BRIDGES IT TOUCHES BUT CANNOT CROSS THE RIVER (THIS MAY LEAD TO ROCK BLOCKING ONE BANK OF THE STYX.

CHARACTERS CAUGHT IN THE LAVA ARE REMOVED, ALL TUNNELS AND CAVERNS AFFECTED ARE CONSIDERED TO BE ROCK FORM NOW ON.

MONSTER'S LAIR

WHEN A LAIR IS MOVED INTO OR DISCOVERED, ROLL A D6:

1-2 GREAT MONSTER, ROLL AGAIN:

FIRST 1-3 CHART A, 4-6 CHART B

CHART A: 1 CHIMERA, 2 MANTICORE, 3 MINOTAUR, 4 COCKATRICE, 5 GORGON, 6 DRAGON

CHART B: 1 LYCAN, 2 HYDRA, 3 GIANT, 4 NEMEAN LION, 5 GRYPHON, 6 SPHINX

3-4 SPAWN LAIR, ROLL AGAIN: 1 KOBALOI, 2 PROMETHEANS, 3 STYMPHALIAN BIRDS, 4 MINIONS, 5 AMAZONS, 6 AUTOMATONS

5-6 SHADE PIT

IF THERE IS A GREAT MONSTER IN THE LAIR IT WILL IMMEDIATELY FIGHT THE DISCOVERER, AND THENCEFORTH MOVE TO SEEK OUT THE NEAREST CHARACTER OF ANY SORT.

A SPAWN LAIR WILL SPAWN A MONSTER OF ITS TYPE EVERY TURN; THESE MONSTERS WILL MOVE TO SEEK OUT THE NEAREST PLAYER CHARACTERS. ONLY A MAXIMUM OF FIVE CREATURES MAY BE ATTACHED TO THE POINT AT ANY ONE TIME.

A SHADE PIT SPAWNS NO MONSTERS, BUT WHEN A MODEL OF ANY SORT MOVES INTO IT D3 SHADES ROLL AN ATTACK AGAINST THEM.

OLYMPIAN SHRINE

MAY BE USED TO CRAFT CERTAIN ITEMS. SEE THE SECTIONS ON KNOWLEDGE AND CRAFTING CHECKS.

SHRINE OF HECATE

WILL SPAWN A DEVOTEE OF HECATE EVERY TURN; THESE MONSTERS WILL MOVE TO SEEK OUT THE NEAREST PLAYER CHARACTERS. ROLL TO SEE WHAT SORT IS SPAWNED: 1 MORMO, 2-3 LAMPAD, 4-6 WITCH. ONLY A MAXIMUM OF FIVE CREATURES MAY BE ATTACHED TO THE SHRINE AT ANY ONE TIME.

SURFACE TUNNEL

AT A SURFACE TUNNEL CAVERN A PLAYER MAY RETIRE THEIR CHARACTER AND/OR SWAP TO A NEW ONE, NEEDING A FULL TURN OF ACTION POINTS.

TRAPPED ROOM

ROLL TO FIND WHAT SORT OF TRAP:

1 POISONED ARROW TRAP: TAKE A 3D6 ATTACK ROLL DEALING D6+2 DAMAGE. ONLY ACTIVATES ONCE.

2 SNAKE PIT: AS PIT BUT DEALS AN ACTUAL D6 ATTACK ROLL AGAINST ITS INHABITANTS WHEN THEY FALL IN AND AT THE END OF EVERY SUBSEQUENT TURN.

3 ROLLING ROCK: THE PLAYER MAY USE ANY REMAINING MOVEMENT POINTS TO GET OUT OF THE WAY. THE ROCK THEN STARTS MOVING IN THE DIRECTION THE PLAYER CAME FROM; ANY MODELS CAUGHT IN THE PATH HAVE A 2D6 ATTACK ROLL AGAINST THEM DEALING D3+2 DAMAGE. IF A TOWN IS IN THE PATH OF THE ROCK, ONE OF ITS DEFENDERS IS KILLED. THE ROCK STOPS WHEN IT CAN NO LONGER MOVE FORWARD IN A STRAIGHT LINE AS A RESULT OF HITTING A ROCK WALL OR THE STYX. EVERY TIME A MODEL MOVES INTO THE ROOM FROM THEN ON, ROLL A D6; ON A 1 A FURTHER ROCK IS GENERATED, ALWAYS ROLLING IN THE DIRECTION THE PLAYER ENTERED FROM.

4 PIT: THE PLAYER IS STUCK IN THE ROOM UNTIL THEY CAN SUCCEED IN CLIMBING OUT VIA ROLLING BETTER THAN A D6+2 ATTACK ROLL AGAINST THEM. NO WEAPON MODIFIERS MAY BE USED, BUT IF THERE ARE MULTIPLE PLAYERS/PLAYER-CONTROLLED NPCs IN THE PIT THEY CAN COMBINE SCORES. MONSTERS MAY ALSO GET TRAPPED IN THE PIT, AND MAY FIGHT PLAYERS WHO ARE IN THERE/ATTEMPT TO CLIMB OUT WITH THE SAME METHOD.

5 REVOLVING ROOM: THE PLAYER IS SPAT OUT ON A RANDOM SIDE OF THE ROOM AFTER ENTERING. IF THEY HIT A ROCK FACE, TREAT AS IF THEY HAD ROLLED A 1. ROLL A D6:

1 ROOM KEEPS REVOLVING. STUCK FOR THIS TURN, ROLL AGAIN NEXT TIME.

2 SAME SIDE AS ENTRY

3 LEFT SIDE TO ENTRY

4 RIGHT SIDE TO ENTRY

5 OPPOSITE SIDE TO ENTRY

6 PLAYER CHOOSES WHICH DIRECTION TO LEAVE

6 ROOM OF DAEDALUS: ANY PLAYER, MONSTER OR NPC ENTERING THE ROOM MAY ONLY GET OUT BY MAKING A 6+ KNOWLEDGE ROLL. (IF SOMEONE MAKES THE ROLL, THEY MAY CHOOSE WHO TO LET OUT).

TO BATTLE!

“FIRST, AJAX SON OF TELAMON, TOWER OF STRENGTH TO THE ACHAEANS, BROKE A PHALANX OF THE TROJANS, AND CAME TO THE ASSISTANCE OF HIS COMRADES BY KILLING ACAMAS...”

A CHARACTER CANNOT MOVE THROUGH A SQUARE OCCUPIED BY AN UNFRIENDLY CHARACTER; IF THEY MOVE INTO SUCH A SQUARE, THEY MUST FIGHT THE ENEMY TO PASS THROUGH. FIGHTING ENEMIES CAN ALSO LEAD TO OTHER BONUSES.

COMBAT IS DONE BY THE SIMPLE PREMISE OF BOTH THE CHARACTER AND THE ENEMY ROLLING DICE. THE WINNER DOES ONE POINT OF DAMAGE TO THE LOSER; FOR WEAKER ENEMIES THIS IS ENOUGH TO KILL THEM, FOR STRONGER ONES FURTHER ROUNDS OF FIGHTING MAY BE NEEDED. IF THE SCORES ROLLED ARE EQUAL, BOTH CHARACTERS LOSE A POINT OF HEALTH. VARIOUS BONUSES ARE AVAILABLE FOR THIS BASED ON CHARACTER TYPE AND EQUIPMENT; THE ONLY NOTE NEEDED HERE IS THAT ALL BONUSES MAY STACK, EXCEPTING THAT CHARACTERS MAY NEVER OWN MULTIPLES OF THE SAME ITEM AND THAT THEY MAY ONLY SELECT ONE WEAPON BONUS TO BE USED IN A GIVEN ROUND. IT COSTS ONE ACTION POINT TO INITIATE AN ATTACK ON AN ENEMY.

IF THERE ARE MULTIPLE CHARACTERS IN A SQUARE, THE COMBAT IS GENERALLY MASSED: THAT IS TO SAY, ALL CHARACTERS ON EACH SIDE ROLL THEIR DICE AT ONCE AND THEN COLLECTIVELY TAKE THE TOTAL DAMAGE DEALT BY THE OPPOSING SIDE (OR DON'T). IN MASSED COMBATS ONE PLAYER MAY ELECT TO TAKE DAMAGE ON BEHALF OF ANOTHER (THOUGH THIS MUST BE DONE BEFORE ANY SAVING OR DODGING DICE ROLLS). IF THE ATTACK IS BEING MADE BY AN INANIMATE OBJECT (SAY A ROLLING BOULDER), OR IS BEING MADE AT RANGE BY ANY MEANS, THE COMBAT IS USUALLY NOT MASSED.

EXAMPLE:

3 HOPLITES FIGHT A MANTICORE. BOTH SIDES ROLL 3D6; IF THE HOPLITES WIN, THE MANTICORE TAKES 3 DAMAGE (1 FROM EACH). IF THE MANTICORE WINS, IT DEALS D3+ 1 DAMAGE IN TOTAL, WHICH THE LOSING SIDE DECIDES HOW TO DISTRIBUTE BETWEEN ITS CHARACTERS. IF THE MANTICORE HAS ANOTHER ACTION POINT, IT MAY THEN ATTACK AGAIN.

IF A PLAYER WISHES, ON DEFEATING AN ENEMY THEY CAN ROLL A DICE TO IMPRISON IT (THE STANDARD IMPRISONING CHECK IS 5+). EACH ENEMY THE PLAYER IMPRISONS DECREASES THEIR MOVE ALLOWANCE BY ONE. ANY MONSTERS MARKED AS “GREAT MONSTERS” CANNOT BE IMPRISONED. NPCs UNDER PLAYER CONTROL MAY TAKE PRISONERS.

BEATING AN ENEMY ALWAYS GAINS A PLAYER KLEOS: TO FIND OUT HOW MUCH A MONSTER IS WORTH, CHECK THE MONSTER MANUAL.

**ALL MODELS INVOLVED IN THE COMBAT GAIN THE RELEVANT KLEOS:
NPCs UNDER PLAYER CONTROL CAN GAIN KLEOS.**

WEAPONS

***AXE* – DEAL + 1 DAMAGE**

***BOW* – ALLOWS ATTACKING MONSTERS IN THE NEXT SQUARE.**

***FALX* – DEAL + 1 DAMAGE, IGNORES ANY SAVES**

***SLING* – ALLOWS ATTACKING MONSTERS IN THE NEXT SQUARE AT -2 TO THE ROLL.**

***SARISSA* – AS SPEAR, BUT ADDITIONALLY GET + 1 TO COMBAT FOR EVERY OTHER SARISSA WIELDING MODEL IN THE SQUARE.**

***SPEAR* – GET + 1 TO COMBAT IF THE CHARACTER HAD AT LEAST 3AP REMAINING AT THE END OF THEIR TURN.**

***SWORD* – GET + 1 TO COMBAT AS LONG AS THE CHARACTER HAS MOVED THIS TURN.**

OTHER BATTLE EQUIPMENT

***ASPIS* – ROLL A 6+ TO AVOID LOSING A POINT OF HEALTH**

***ARMOUR* – ROLL A 6+ TO AVOID LOSING A POINT OF HEALTH (STACKS WITH ASPIS FOR A 5+ SAVE)**

TUNNELLING

TUNNELLING REQUIRES A PICKAXE TO BE OWNED. TO GO THROUGH ROCK OR ENLARGE A TUNNEL (GOING THROUGH ROCK ALWAYS CREATES A SMALL TUNNEL FIRST, THEN THIS CAN BE ENLARGED TO A NORMAL ONE, THEN FURTHER TO A CAVERN – NOTE THIS MEANS THAT A CYCLOPS CAN ONLY ENLARGE TUNNELS) COSTS 2AP. ANY OTHER TUNNELLING ACTION COSTS 4AP. TUNNELLING ACTIONS MAY ONLY BE UNDERTAKEN WHEN THERE ARE NO ENEMY MODELS IN THE SQUARE CONCERNED.

TO GO THROUGH ROCK OR ENLARGE A TUNNEL;

ROLL A D6 TO CHECK FOR SUCCESS;

1 CAVE IN! FAIL AND DIE.

2 LOSE WAY (GO OUT IN A RANDOM DIRECTION, USE A D6; 1-2 STRAIGHT ON, 3-4 RIGHT, 5-6 LEFT).

3-6 SUCCESS!

TO DO OTHER TUNNELLING ACTIONS;

COLLAPSE TUNNEL (TURNS SQUARE INTO ROCK)

ROLL A D6 TO CHECK FOR SUCCESS;

1 CAVE IN! FAIL AND DIE.

2 FAILURE! TAKE D3 POINTS OF DAMAGE (NO COMBAT ROLL).

3 SUCCESS – BUT TAKE D3 POINTS OF DAMAGE (NO COMBAT ROLL).

4-6 SUCCESS!

DIG PIT (ONLY IN CAVERNS)

1-2 FAILURE

4-6 SUCCESS!

DIG SURFACE TUNNEL (ONLY IN CAVERNS)

1-2 CAVE IN! FAIL AND DIE.

3 FAILURE! TAKE D3 POINTS OF DAMAGE (NO COMBAT ROLL).

4-5 SUCCESS – BUT TAKE D3 POINTS OF DAMAGE (NO COMBAT ROLL).

6 SUCCESS!

SKILL CHECKS & SPECIAL ITEMS

“TELL ME, O MUSE, OF THE MAN OF MANY DEVICES...”

IT COSTS 2 ACTION POINTS TO MAKE A SKILL CHECK; THIS MAY BE DONE AS MANY TIMES PER TURN AS THE PLAYER HAS ACTION POINTS AVAILABLE TO DO SO. NPCs MAY NEVER MAKE SKILL CHECKS UNLESS EXPLICITLY STATED OTHERWISE.

CRAFT CHECKS

AT A FORGE:

AXE 5+

ARMOUR 7+

ASPIS 5+

FALX 6+

PICKAXE 4+

SARISSA 5+

SPEAR 4+

SWORD 5+

AUTOMATON BODY 5+

BUILD AUTOMATON 8+

AT A SHRINE:

TALISMAN 5+

WAR TALISMAN 5+

KNOWLEDGE CHECKS

AT A LIBRARY:

CREATE PROMETHEAN 10+

FIND A MASTER BOOK 8+

BUILD AUTOMATON 5+

FIND A TOME OF ICHOR 5+

FIND A GREAT BOOK 5+

FIND A TOME OF CREATION 5+

FIND A COMBAT MANUAL 5+

AT A SHRINE:

PRAY TO ARES 5+

PRAY TO ATHENA 5+

PRAY TO HEPHAESTUS 5+

PRAY TO POSEIDON 5+

PRAY TO ZEUS 4+

ACTIONS

BUILD AUTOMATON – USE WHEN YOU HAVE AN AUTOMATON BODY TO MAKE AN AUTOMATON.

CREATE PROMETHEAN – CREATES A PROMETHEAN

PRAY TO ARES – GET +3 TO NEXT COMBAT CHECK

PRAY TO ATHENA – GET +3 TO NEXT KNOWLEDGE CHECK

PRAY TO HEPHAESTUS – GET +3 TO NEXT CRAFT CHECK

PRAY TO POSEIDON – GET DOUBLED MOVEMENT NEXT TURN. ONLY A MAXIMUM OF 3 COMBAT CHECKS MAY BE MADE BY THE PRAYING CHARACTER IN THAT TURN.

PRAY TO ZEUS – AUTOMATICALLY GET +1 ON NEXT CHECK OF ANY SORT

ITEMS

AUTOMATON BODY – NEEDED TO MAKE AN AUTOMATON.

TALISMAN – REROLL ANY NON-COMBAT CHECK OF ANY SORT, 1 USE ONLY.

MASTER BOOK – GET +2 TO ALL KNOWLEDGE OR CRAFT CHECKS.

COMBAT MANUAL – GET +1 TO ALL COMBAT CHECKS.

GREAT BOOK – GET +2 TO ANY KNOWLEDGE CHECK, 1 USE ONLY.

TOME OF ICHOR – +3 TO ALL ROLLS TO BUILD AUTOMATONS.

TOME OF CREATION – GET +2 TO ANY CRAFT CHECK, 1 USE ONLY.

WAR TALISMAN – REROLL ANY COMBAT CHECK OF ANY SORT, 1 USE ONLY.

RARE ITEM CHART

WHEN ROLLING FOR A RARE ITEM, FIRST ROLL 1-3 CHART A, 4-6 CHART B, THEN:

CHART A

1 NEMEAN HIDE: GRANTS A 3+ SAVE THAT CANNOT BE IMPROVED.

2 CORNUCOPIA: USE FOR FREE GAIN EITHER D6+3 GOLD OR REGAIN 3 HEALTH. MAY ONLY BE USED ONCE PER TURN.

3 CADUCEUS: MAY BE USED ONCE PER TURN AT A COST OF 3AP TO CONVERT ONE MONSTER IN THE SAME SQUARE TO THE PLAYER'S CONTROL. MAY BE USED ON A GREAT MONSTER, BUT IF THIS IS DONE THE CADUCEUS IS LOST AFTERWARDS.

4 TRIDENT: TURN ANY EMPTY CAVERN INTO A MAGICAL SPRING WITH A 7+ KNOWLEDGE ROLL. MAY BE USED AS A WEAPON, GRANTING +3 TO COMBAT ROLLS AND DEALING +1 DAMAGE. ALWAYS GRANTS THE BEARER +1 ACTION POINT PER TURN.

5 DRAGON'S TEETH: SOW AT ANY POINT TO GAIN D6 HOPLITES.

6 THUNDERBOLT: SLAY ANY CREATURE INSTANTLY (EVEN CERBERUS!), 1 USE ONLY, NO ACTION POINTS NEEDED. RANGE 3 SQUARES, NEEDS DIRECT LINE.

CHART B

1 BOW OF ARTEMIS: FIRES 3 SQUARES (4 IF USED BY AN AMAZON) AND MAKES A 2D6 ATTACK DOING D3 DAMAGE).

2 AMAZON GIRDLE: IMMEDIATELY GAIN D6 AMAZON NPCs.

3 AEGIS: GRANTS THE SAME SPECIAL RULES AS FOR A GORGON.

4 LYRE OF ORPHEUS: MAY BE USED INSTEAD OF ATTACKING AN ENEMY MODEL FOR 3AP. ROLL A DICE: ON A 1 NO EFFECT IS HAD, ON A 2-4 THE MONSTER FALLS ASLEEP (AND MAY IMMEDIATELY BE IMPRISONED WITH NO ROLL), ON A 5-6 THE MONSTER JOINS YOU.

5 SANDALS OF HERMES FOR 5AP, TRANSPORT THE USER TO ANY EMPTY CAVERN ON THE MAP, EVEN IF THIS MEANS THEY GO THROUGH CAVE WALLS.

6 ROD OF ASCLEPIUS ALLOWS A PLAYER TO HEAL 1HP TO EVERY MODEL IN THE SQUARE FOR 2AP. MAY NOT BE USED WHEN THERE ARE ENEMIES IN THE SQUARE.

MONSTER MANUAL

“VERILY SHE HAS TWELVE FEET, ALL MISSHAPEN, AND SIX NECKS, EXCEEDING LONG, AND ON EACH ONE AN AWFUL HEAD, AND THEREIN THREE ROWS OF TEETH, THICK AND CLOSE, AND FULL OF BLACK DEATH...”

THIS SECTION WILL LIST ALL THE ENEMY CREATURE TYPES AND ANY SPECIAL RULES THEY MAY HAVE. UNLESS OTHERWISE STATED ALL MONSTERS HAVE 1 HEALTH POINT, 5 ACTION POINTS AND USE 1D6 IN BATTLES.

ARISTOCRAT (3 KLEOS)

ARISTOCRATS HAVE 2 HEALTH POINTS. HAS A 5+ SAVE AGAINST ALL DAMAGE.

AMAZON (1 KLEOS)

AMAZONS MAY ATTACK MODELS IN THE NEIGHBOURING SQUARE, AND WILL DO THIS IN PREFERENCE TO MOVING INTO THAT SQUARE.

AUTOMATON (1 KLEOS)

AUTOMATONS DO 2 DAMAGE INSTEAD OF 1. THEY MAY NEVER BE CAPTURED.

CERBERUS (-)

GREAT MONSTER. HAS D6+4 ACTION POINTS (ROLLED EACH TURN). TEN HEALTH POINTS. USES 5D6 IN COMBAT, DOES 3 DAMAGE PER ATTACK. IF IT LOSES ALL ITS HEALTH IT RESTS FOR A TURN THEN REGAINS IT ALL AND CAN START GOING AGAIN. MAY NEVER MOVE DOWN SMALL TUNNELS, AND CAN ATTACK SETTLEMENTS ON ITS OWN.

CHIMERA (5 KLEOS)

GREAT MONSTER. SIX ACTION POINTS. CHIMERAS HAVE 12 HEALTH POINTS, AND ATTACK WITH AS MANY DICE AS THEY HAVE OPPONENTS, DEALING 1 DAMAGE TO EACH. MAY NEVER MOVE DOWN SMALL TUNNELS.

COCKATRICE (5 KLEOS)

GREAT MONSTER. NINE ACTION POINTS. IT HAS 6 HEALTH POINTS, FIGHTS WITH 3D6, AND DEALS D3 DAMAGE. MAY NEVER MOVE DOWN SMALL TUNNELS.

DRAGON (5 KLEOS)

GREAT MONSTER. SIX ACTION POINTS. DRAGONS HAVE 10 HEALTH POINTS, AND ATTACK WITH 3D6, DOING 2 DAMAGE. THEY HAVE A 3+ SAVE AGAINST ANY DAMAGE DEALT TO THEM. MAY NEVER MOVE DOWN SMALL TUNNELS.

FURY (3 KLEOS)

HAS 7 ACTION POINTS, IGNORES SAVES, DEALS 2 DAMAGE INSTEAD OF 1, HAS 2 HEALTH POINTS.

GIANT (5 KLEOS)

GREAT MONSTER. GIANTS HAVE 10 HEALTH POINTS AND USE 2D6+3 IN COMBAT. DEALS 3 DAMAGE. IF A PLAYER HAS SUFFICIENT MONEY, THEY MAY BE GIVEN 6 GOLD INSTEAD OF FIGHTING THEM: IF THIS IS DONE THE GIANT WILL THEN LEAVE THAT PLAYER ALONE. MAY NEVER MOVE DOWN SMALL TUNNELS.

GORGON (5 KLEOS)

GREAT MONSTER. SIX ACTION POINTS, USES 2D6 IN COMBAT. THE GORGON HAS 8 HEALTH. ENEMIES IN THE SAME SQUARE AS THE GORGON MUST EITHER TAKE A -5 PENALTY TO COMBAT (AS THEY ATTEMPT TO FIGHT WITH THEIR EYES CLOSED) OR ROLL A D6; IF THE D6 ROLL IS A 3 OR LESS, THEY ARE TURNED TO STONE AND DIE WITH NO SAVES PERMITTED. THIS PENALTY DOES NOT APPLY TO MODELS CARRYING AN ASPIS.

GRYPHON (5 KLEOS)

GREAT MONSTER. SEVEN ACTION POINTS. GRYPHONS HAVE 8 HEALTH POINTS AND USE 2D6+2 IN COMBAT. DEALS 2 DAMAGE AND IGNORES ENEMY SAVING THROWS. MAY NEVER MOVE DOWN SMALL TUNNELS.

HOPLITE (1 KLEOS)

EVERY TIME A HOPLITE LOSES A HEALTH POINT (AND IS THUS DEFEATED), IT MAY ROLL A 6+ CHECK TO AVOID LOSING HEALTH.

HYDRA (5 KLEOS)

GREAT MONSTER. SIX ACTION POINTS. HYDRAS HAVE 8 HEALTH POINTS AND USES 2D6 IN COMBAT, DEALING 1 DAMAGE. FOR EACH POINT OF HEALTH THE HYDRA LOSES, IT GAINS + 1 TO ITS COMBAT ROLL AND + 1 TO DAMAGE. IT MAY NEVER MOVE DOWN SMALL TUNNELS.

KOBALOS (1 KLEOS)

TINY MISCHIEVOUS THIEVES. IF A KOBALOS WINS A FIGHT ROUND AND THE PLAYER HAS ANY MONEY ON THEM, INSTEAD OF THE PLAYER LOSING A POINT OF HEALTH, THEY LOSE D3 GOLD AND THE KOBALOS DISAPPEARS. OTHERWISE THEY FIGHT AS NORMAL.

LAMPAD (2 KLEOS)

THE COMPANIONS OF HECATE, THE WITCH QUEEN. WHEN EQUAL SCORES ARE ROLLED FIGHTING A WITCH, SHE TAKES NO DAMAGE. THEY CAN ALSO SEND THEIR FOES MAD WITH THEIR LAMP-LIGHT. A KNOWLEDGE CHECK OF 5+ MUST BE ROLLED BEFORE FIGHTING A LAMPAD; IF IT IS FAILED, THE ATTACKING MODEL GETS -3 TO ITS COMBAT ROLL AS IT FAILS TO REMEMBER WHICH END OF ITS WEAPON IS WHICH.

LYCAN (5 KLEOS)

WOLF-KIN CURSED BY ZEUS. GREAT MONSTER. LYCANS HAVE 10 HEALTH POINTS AND USE 3D6 IN COMBAT, DOING 2 DAMAGE. IF A LYCAN CAN BE TEMPTED INTO AN OLYMPIAN SHRINE, WHERE A PLAYER IS, INSTEAD OF MAKING AN ATTACK ON IT THE PLAYER MAY MAKE A 6+ KNOWLEDGE CHECK; IF THIS IS PASSED THE CURSE IS LIFTED AND THE LYCAN BECOMES A FRIENDLY PLAYER-CONTROLLED ARISTOCRAT NPC. MAY NEVER MOVE DOWN SMALL TUNNELS.

MANTICORE (5 KLEOS)

A MANTICORE HAS THE SNARLING HEAD OF A MAN, THE BODY OF A LION AND POISONED SPIKES ON ITS TAIL. GREAT MONSTER. SIX ACTION POINTS. MANTICORES HAVE 10 HEALTH POINTS AND USE 3D6 IN COMBAT. DEALS D6+2 DAMAGE. MAY NEVER MOVE DOWN SMALL TUNNELS.

MINION (1 KLEOS)

A BASIC GOBLINOID SPIRIT OF THE UNDERGROUND: NO SPECIAL RULES.

MINOTAUR (5 KLEOS)

BULL-HEADED BEAST. GREAT MONSTER. MINOTAURS HAVE 12 HEALTH POINTS AND USE 4D6 IN COMBAT, DOING 2 DAMAGE. MAY NEVER MOVE DOWN SMALL TUNNELS.

MORMO (3 KLEOS)

A VAMPIRIC BLOOD-DRINKER DEVOTED TO HECATE. MORMOI HAVE 2 HEALTH POINTS. WHEN A CHARACTER FIGHTING A MORMO LOSES A POINT OF HEALTH, THE MORMO GAINS A HEALTH POINT. THERE IS NO MAXIMUM LIMIT TO THIS.

NEMEAN LION (5 KLEOS)

GREAT MONSTER. NEMEAN LIONS HAVE 9 HEALTH POINTS AND USE 2D6 IN COMBAT, DOING 2 DAMAGE. THEY HAVE A 5+ SAVE AGAINST DAMAGE. MAY NEVER MOVE DOWN SMALL TUNNELS.

PROMETHEAN (1 KLEOS)

MEN OF CLAY: THEY HAVE 2 HEALTH POINTS.

SHADE (1 KLEOS)

A KNOWLEDGE CHECK OF 5+ MUST BE ROLLED BEFORE FIGHTING A SHADE; IF IT IS FAILED, THE ATTACKING MODEL GETS -1 TO ITS

COMBAT ROLL AS IT SWIPES AT THIN AIR. SHADES MAY NEVER BE CAPTURED.

SPHINX (5 KLEOS)

GREAT MONSTER. 6 ACTION POINTS. SPHINXES HAVE 10 HEALTH POINTS AND USE 2D6 IN COMBAT, DOING 3 DAMAGE. PLAYERS MUST USE A KNOWLEDGE ROLL, NOT A COMBAT ROLL, TO FIGHT THE SPHINX. MAY NEVER MOVE DOWN SMALL TUNNELS.

STYMPHALIAN BIRD (1 KLEOS)

IGNORES ARMOUR SAVES.

WITCH (1 KLEOS)

WHEN EQUAL SCORES ARE ROLLED FIGHTING A WITCH, SHE TAKES NO DAMAGE.

SCENARIOS

THIS SECTION LISTS THE SCENARIOS AND VICTORY CONDITIONS FOR THE PLAYERS. THERE ARE FOUR AVAILABLE TABLES TO ROLL ON TO RANDOMLY SELECT YOUR VICTORY CONDITION, AS FOLLOWS:

Co-Op

- 1 THE WORLD ABOVE**
- 2 THE TRAITOR**
- 3 BOUNTY HUNTING**
- 4 THE WILL TO CONQUER**
- 5 BEAST SLAYERS**
- 6 THE FOUNDING**

THE GREAT MYTHS (Co-Op)

- 1 THE FURIES**
- 2 ARGO**
- 3 THE FORGING OF TALOS**
- 4 THE BLIND MAN SPEAKS**
- 5 SONGS OF THE MUSES**
- 6 FINDING THE BOWMAN**

SOLO

- 1 THE LOST ONES**
- 2 THE GUARDIAN'S ROAR**
- 3 TO GLORY**
- 4 LAST MAN STANDING**
- 5 DEITY**
- 6 HERO**

TEAM

- 1 THE WAR GAMES**
- 2 CAPTURE THE FLAG**
- 3 STASIS**
- 4 BATTLE OF SORCERY**

5 THE PLUNDER OF WAR

6 KING OF THE STYX

CO-OP SCENARIOS

FOR ALL OF THESE SCENARIOS, UNLESS OTHERWISE STATED THE PLAYERS SHOULD START TOGETHER ON A BRIDGE OVER THE STYX.

THE WORLD ABOVE

PARTS OF THE WORLD ABOVE ARE CRASHING INTO HADES, BRINGING THE TWO WORLDS INTO JUDDERING CONTACT. TO STOP THE COLLISION, THE PLAYERS MUST EITHER:

- **FIND AN OLYMPIAN SHRINE AND SACRIFICE 3 PRISONERS THERE, OR:**
- **FIND & DESTROY 3 SHRINES TO HECATE**

WHILST THE SCENARIO IS IN PLAY, ROLL 2D6 FOR EVERY EMPTY CAVERN SQUARE ON THE MAP EACH TURN. ON A DOUBLE ONE, THE CAVERN COLLAPSES. ROLL AGAIN:

1: THE CAVERN IS NOW A PILE OF SOLID ROCK, ANYTHING IN IT IS CRUSHED.

2-5: ANY PLAYERS IN THE CAVERN TAKE AN ATTACK OF 2D6 DEALING 2 POINTS OF DAMAGE, AND MOVE TO THE NEXT SQUARE; THE CAVERN IS NOW A PILE OF SOLID ROCK

6: THE CAVERN HAS TURNED INTO A NIGHTMARISH PLACE OF HORROR; IT IS NOW A SPAWN POINT FOR UP TO 5 SHADES, WITH 1 BEING GENERATED EACH TURN.

THE TRAITOR

EVERY PLAYER MUST ROLL 2D6 EACH TURN AS EXPLORATION HAPPENS. THE FIRST PERSON TO ROLL BELOW THE BETRAYAL VALUE, WHICH STARTS AT 2 AND INCREASES BY ONE EACH TURN, BECOMES THE TRAITOR AND MUST ATTEMPT TO KILL ALL THE OTHER PLAYERS. THEY MAY CHOOSE ONE OF THE FOLLOWING ABILITIES TO AID THEM:

- **ARES' WRATH (+ 1 DICE TO BE ROLLED IN ALL FUTURE COMBATS, ANY COMBAT RESULT BELOW 6 IS NOW COUNTED AS A 6)**
- **THE POWER THAT RISES (EACH TURN, AT THE START, MAKE A FREE KNOWLEDGE CHECK OF 6+ TO SPAWN A CONTROLLABLE MINION)**
- **HECATE'S SHADOWS (FROM NOW ON, THEY ARE INVISIBLE TO EVERYONE OTHER THAN THE PLAYER CHARACTERS, AND GAIN + 1 PT HEALTH FOR EVERY HEALTH POINT A PLAYER IN COMBAT WITH THEM LOSES – NO UPPER LIMIT)**

BOUNTY HUNTING

FIND A SETTLEMENT OF ANY SORT AND DELIVER THEM A TOTAL OF PLAYERS X3 PRISONERS.

THE WILL TO CONQUER

THE PLAYERS MUST FIND AND TAKE CONTROL OF THREE SETTLEMENTS; FOR A MANOR THIS LITERALLY MEANS TAKING CONTROL, FOR A POLIS THEY MUST WIN A VOTE (AS FOR KICKING ANOTHER PLAYER OUT OF A POLIS) WITH +5 TO THE OPPOSING ROLL.

BEAST SLAYERS

THE PLAYERS MUST FIND AND KILL 3 GREAT BEASTS. IN THIS SCENARIO ONCE ONE OF THE GREAT BEASTS HAS BEEN KILLED, IT MAY NOT BE FOUND AGAIN.

THE FOUNDING

THE PLAYERS MUST FIND A CAVERN AND GATHER 6 BEINGS UNDER THEIR CONTROL THERE TO WIN.

THE GREAT MYTHS (Co-Op)

FOR ALL OF THESE SCENARIOS, UNLESS OTHERWISE STATED THE PLAYERS SHOULD START TOGETHER ON A BRIDGE OVER THE STYX.

THE FURIES

THE PLAYERS GET AN ARISTOCRAT NPC WITH THEM AT GAME START. THE PLAYERS MUST GET THIS CHARACTER TO AN OLYMPIAN SHRINE TO PRAY; HE MUST REMAIN THERE FOR 3 FULL TURNS (EXPENDING ALL HIS ACTION POINTS EACH TURN) TO WIN THE GAME. MEANWHILE, FROM TURN 3 ONWARDS FURIES WILL START APPEARING AT THEIR STARTING LOCATION (ONE PER TURN) AND WILL ATTEMPT TO KILL THE NPC, MOVING TOWARDS HIM IN PREFERENCE TO ANY OTHER TARGET. THERE ARE NEVER MORE THAN 5 FURIES ON THE MAP; EACH TIME ONE IS KILLED, A NEW ONE IS SPAWNED.

ARGO

THE PLAYERS MUST COMPLETE THE FOLLOWING TASKS:

- **CREATE THE PROW BY MAKING A 6+ CRAFT THEN A 6+ KNOWLEDGE CHECK AT ANY LIBRARY, FORGE, SETTLEMENT, OR OLYMPIAN SHRINE.**
- **OBTAIN AT LEAST 5 WOOD TRUNKS (COST 1 GOLD EACH FROM ANY SETTLEMENT).**
- **GET A CREW OF AT LEAST 2 (PLUS THEMSELVES, ANY PLAYERS THAT DIE MUST BE REPLACED)**
- **BUILD THE SHIP, IN THEIR STARTING SQUARE, WITH AN 8+ CRAFT CHECK**

THE FORGING OF TALOS

THE PLAYERS MUST FIND 2 GREAT FORGES AND PASS 2 6+ CRAFT CHECKS IN EACH OF THEM, TO CREATE THE 4 PARTS OF TALOS. THE PLAYERS WHO PASSED THE KNOWLEDGE CHECKS/HAVE THE PARTS MUST THEN COME TOGETHER IN A SINGLE FORGE AND ONE MUST PASS AN 8+ KNOWLEDGE CHECK TO COMPLETE THE CONSTRUCTION.

THE BLIND MAN SPEAKS

THE PLAYERS ARE AIMING TO FIND TEIRESIAS, THE GREAT BLIND PROPHET, WHO IS NOW A SHADE IN THE UNDERWORLD. THEY MAY ATTEMPT TO FIND HIM BY:

- **SACRIFICING AT A SHRINE OF HECATE OR THE OLYMPIANS**
- **VISITING A SHADE PIT**

THE PLAYER THEN MUST THEN ROLL 1D6; ON A 6 TEIRESIAS HAS BEEN FOUND (AND WILL STAY IN THAT LOCATION). A SACRIFICE MUST THEN

BE MADE AT THE LOCATION TO GET TEIRESIAS TO SPEAK. EACH SACRIFICE ALLOWS THE SACRIFICE TO MAKE A 5+ KNOWLEDGE CHECK TO UNDERSTAND HIS MUSINGS; WHEN THIS IS DONE SUCCESSFULLY, THE PLAYERS WIN.

SONGS OF THE MUSES

THE PLAYERS MUST ATTEMPT TO PLAY THE SONGS OF THE MUSES. THEY MUST FIND THE SONGS (ASSUMED TO BE WRITTEN SCROLLS THAT CAN BE PASSED BETWEEN PLAYERS., EITHER BY PASSING 6+ KNOWLEDGE CHECKS IN A LIBRARY, OR BY BUYING THEM FOR 5 GOLD AT A SETTLEMENT, OR BY FINDING THEM AT A HOARD (ANY ROLL OF LESS THAN 5 WILL GRANT A SONG AS WELL AS THE MONEY). INSTRUMENTS MUST ALSO BE MADE WITH A 5+ CRAFT CHECK AT A FORGE OR LIBRARY. THE SONGS NEED A 5+ CHECK AND AN INSTRUMENT TO PERFORM. BETWEEN THEM THE PLAYERS MUST FIND AND PERFORM 3 SONGS.

FINDING THE BOWMAN

FOR EVERY EMPTY CAVERN THE PLAYERS FIND IN THIS SCENARIO, ROLL A D6. ON A 6+, YOU HAVE FOUND PHILOCTETES, THE BOWMAN WHOSE MAGIC WEAPON IS NECESSARY TO WIN AT TROY. PHILOCTETES IS, HOWEVER, LAME, AND ONLY HAS 3AP/TURN AND 2 OF HIS 7HP; YOU MUST FIRST HEAL HIM TO FULL HEALTH, AND THEN FIND A SURFACE TUNNEL TO GET HIM BACK TO THE WAR.

SOLO SCENARIOS

FOR ALL OF THESE SCENARIOS, UNLESS OTHERWISE STATED THE PLAYERS SHOULD START ON A BRIDGE OVER THE STYX, WITH 1 SPACE AT LEAST BETWEEN THEIR BRIDGES.

THE LOST ONES

EACH TIME YOU ENTER A FORGE, LIBRARY, MAGIC SPRING, PIT TRAP, SNAKE PIT, ROOM OF DAEDALUS, SURFACE TUNNEL SQUARE, OR OLYMPIAN SHRINE THERE WILL BE AN NPC IN THERE (WITH NO SPECIAL STATS OR ABILITIES). THIS NPC “BELONGS” TO THE DISCOVERER. FIRST PLAYER TO GET 2 SUCH NPCs BACK TO SETTLEMENTS OF ANY SORT WINS.

THE GUARDIAN’S ROAR

EACH TURN, EACH PLAYER ROLLS 2D6. WHEN SOMEONE ROLLS BELOW THE HADES VALUE, WHICH STARTS AT 2 AND INCREASES BY ONE EACH TURN, CERBERUS IS RELEASED. CERBERUS WILL APPEAR AT THE NORTHERNMOST TILE OF THE RIVER STYX, AND WILL MOVE TO FIND AND DESTROY A) THE PLAYERS AND B) ANY SETTLEMENTS IN ITS WAY. THE PLAYERS HAVE TO GET OUT (VIA SURFACE TUNNELS) BEFORE THEY GET KILLED.

TO GLORY

THE FIRST PLAYER TO GET TO 12 KLEOS AT THE END OF A TURN WINS. IF TWO PLAYERS BOTH ACHIEVE THIS, THE ONE WITH THE HIGHER SCORE WINS (IF SCORES ARE EQUAL, KEEP PLAYING UNTIL THEY ARE NOT!)

LAST MAN STANDING

THE LAST PLAYER STANDING WINS.

DEITY

EACH PLAYER IS ATTEMPTING TO GET A SHRINE (OF HECATE OR THE OLYMPIANS), CONVERT IT INTO A SHRINE OF THEIR OWN (REQUIRES NO MODELS TO BE IN THE SQUARE AND A 7+ KNOWLEDGE ROLL), THEN SACRIFICE 1 PRISONER THERE TO BECOME A DEMIGOD. FIRST TO COMPLETE THIS WINS. ONCE A SHRINE HAS BEEN CONVERTED IT CAN BE CONVERTED TO A DIFFERENT PLAYER'S SHRINE BY THE SAME MEANS.

HERO

THE FIRST PLAYER TO SUCCESSFULLY KILL A GREAT MONSTER WINS.

TEAM SCENARIOS

FOR ALL OF THESE SCENARIOS, UNLESS OTHERWISE STATED THE PLAYER TEAMS SHOULD START ON A BRIDGE OVER THE STYX, WITH 4 SPACES AT LEAST BETWEEN THEIR BRIDGES.

THE WAR GAMES

THE PLAYERS ARE SPLIT INTO TWO TEAMS, RANDOMISED. EACH PLAYER STARTS EITHER WITH 5 HOPLITES, OR 3 AMAZONS (PLAYER CHOICE) UNDER THEIR COMMAND. LAST TEAM STANDING WINS.

CAPTURE THE FLAG

THE PLAYERS ARE SPLIT INTO TWO RANDOMISED TEAMS, EACH OF WHICH STARTS IN AN EMPTY CAVERN UP TO 6 SQUARES AWAY FROM A CENTRAL BRIDGE OVER THE STYX. IN THAT CAVERN THERE IS A FLAG. FLAGS MAY BE PICKED UP SIMPLY BY MOVING INTO A CAVERN; IF A PLAYER LOSES A ROUND OF COMBAT, THEY MUST MAKE A 4+ ROLL TO BE ABLE TO KEEP HOLD OF THE FLAG. THE FIRST TEAM TO GET THE ENEMY FLAG AND THEIR FLAG TOGETHER IN THEIR CAVERN WINS.

STASIS

THE PLAYERS ARE SPLIT INTO TWO TEAMS, RANDOMISED; ONE OF DEMOI, ONE OF ARISTOI. THE DEMOI TEAM ARE TRYING TO DESTROY MANORS, THE ARISTOI ARE TRYING TO DESTROY POLIS SETTLEMENTS. THE FIRST TEAM TO DESTROY A SETTLEMENT WINS.

BATTLE OF SORCERY

THE PLAYERS ARE SPLIT INTO TWO TEAMS, RANDOMISED; ONE OF FOLLOWERS OF HECATE, ONE OF FOLLOWERS OF ZEUS. ZEUS' FOLLOWERS AUTOMATICALLY PASS ALL CHECKS MADE AT OLYMPIAN SHRINES, HECATE'S MAY COMMAND ANY MONSTERS SPAWNED AT HECATE'S SHRINES. LAST TEAM STANDING WINS.

THE PLUNDER OF WAR

THE PLAYERS ARE SPLIT INTO TEAMS OF TWO PLAYERS, RANDOMISED; THE FIRST TEAM TO HAVE 20 GOLD AT THE END OF A TURN AND BE IN THE SAME PLACE WINS. IF TWO TEAMS BOTH ACHIEVE THIS, THE ONE

WITH THE HIGHER AMOUNT WINS (IF SCORES ARE EQUAL, KEEP PLAYING UNTIL THEY ARE NOT!)

KING OF THE STYX

THE PLAYERS ARE SPLIT INTO TEAMS OF TWO PLAYERS, RANDOMISED. THEY MUST EACH START 6 SQUARES AWAY FROM A CENTRAL BRIDGE OVER THE STYX. TO WIN, A TEAM MUST HAVE AT LEAST ONE PLAYER ON THE BRIDGE WITH NO OPPOSING MODELS WITHIN 2 SQUARES' DISTANCE.

APPENDICES

APPENDIX A – MONSTER MOVEMENT

MONSTERS WILL TRY TO CAUSE MAXIMUM DESTRUCTION TO TOWNS AND TO THE PLAYER.

SIMPLE

THE MONSTERS IGNORE/WALK THROUGH ALL TOWNS AND SIMPLY MOVE TOWARDS THE NEAREST PLAYER MODEL.

COMPLEX

MONSTERS WILL GROUP ON THE BORDERS OF SETTLEMENTS UNTIL THEY HAVE FIVE MODELS, AT WHICH POINT THEY WILL ATTEMPT TO ATTACK. GREAT MONSTERS COUNT AS 3 FOR THIS PURPOSE.