

MYTHOS



QUEEN OF THE LABYRINTH



QUEEN OF THE
LABYRINTH

BY
Gilbert Gallo

EDITING
Aaron T. Huss

LAYOUT
Aaron T. Huss

COVER ARTWORK
Malchev

INTERIOR ARTWORK
Andrew DeFelice, Public Domain,
Slava Gerj, KUCO, rudall30

COPYRIGHT
This game references the Savage
Worlds game system, available from
Pinnacle Entertainment Group at
www.peginc.com. Savage Worlds and
all associated logos and trademarks are
copyrights of Pinnacle Entertainment
Group. Used with permission. Pinnacle
makes no representation or warranty
as to the quality, viability, or suitability
for purpose of this product.

No parts of this book may be
reproduced without the written
consent of the publisher, except for the
purpose of review.

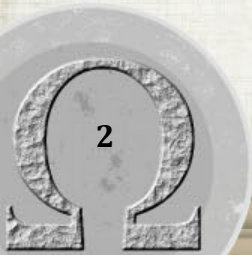
© 2015 Mystical Throne
Entertainment. All rights reserved.
MYL10905 Queen of the Labyrinth
1st Edition June 2015

Permission is granted to print this
ebook. No site license is provided.

CONTENTS

Hail to the Queen!.....3
Legitimacy Issues.....3
The Secret Contender.....4
New Heroes are Born.....5
Heroic Concepts.....5
Playable Races.....5

Skills.....6
Hindrances.....7
Gear.....7
Patron Deity.....8
Hera, Queen of Heavens.....8
Mystery Cults.....10
Daemons.....10
Psyche.....12
Proteus*.....14
Hellas and Beyond.....15
Hellenic Locations.....15
Crete.....15
Knossos.....15
Royal House of Minos.....16
Mount Ida.....17
Foreign Locations.....18
Hesperia, the Land of Sunset.....18
The Garden of Hesperides.....18
The Island of Erythea.....19
The Pillars of Heracles.....19
Daemonology.....20
What Daemons Are.....20
What Daemons Do.....20
Encountering Daemons.....21
Determining a Daemon’s Presence.....21
Interacting with Daemons.....22
Daemon Templates.....22
Daemon Special Ability.....22
Lesser and Greater Daemons.....23
Aedoi – Daemons of Reverence.....23
Algea – Daemons of Pain.....24
Euphrosynai – Daemons of Joy.....25
Hesychiai – Daemons of Silence.....26
Pluti – Daemons of Wealth.....27
Challenging the Labyrinth.....28
Labyrinth’s Role.....28
Minos Hunt.....28
Judgment of Asterius.....29
Daedalus’s Secrets.....30
Why Enter?.....30
Key Locations.....31
Known Entrances.....31
Hidden Passageways.....32
Major Inner Locations.....32
Minor Inner Locations.....34
Navigating the Labyrinth.....35
Knowledge Makes the Difference.....35
Finding a Guide.....35
A “Mapless” Approach.....36
Ariadne’s Thread43



HAIL TO THE QUEEN!

*Behold Hera the queen
Long live our Heaven Queen
Hail to the queen
She is victorious
Happy and glorious
Long to reign over us*

*Hail to the queen
Behold our goddess arise
Scatter her enemies
and make them fall
Confound their politics
Frustrate their knavish tricks
On thee our hopes we fix
Hail to the queen*

- The Muse Euterpe, Hera Song

Hail, noble hero!

My name is Hesiod, poet of Epic Deeds. If I'm not mistaken, we've already met before. Many things have changed since our last meeting: follow me and I will tell you the news of Hellas where every day the heroes immolate themselves to the gods for immortal glory.

LEGITIMACY ISSUES

After Zagreus joined the Heavenly Contest, Hera became angrier than ever. As soon as all the Olympians were gathered together, she shouted at her husband Zeus that he shouldn't have allowed Zagreus to enter the Heavenly Contest. In the unlikely event he actually won, the Cosmos would have an illegitimate ruler, born from one of his countless extramarital affairs. Moreover, among the now-seven contenders, only three had the right to inherit the heaven's throne: Hades, Poseidon, (who were Zeus's brothers), and Ares (who was Hera's legitimate son). The other four contenders she deemed to be illegitimate ones. The Heavenly Contest was a serious threat to Cosmos's future stability because it would probably end with a winner without the birthright to rule. She then begged Zeus to end the Heavenly Contest for good and bring back things as they were before, if he truly cared for the Cosmos's future.

Aphrodite stood up and defended her lineage. Although she was not directly related to Zeus and Hera, she originated directly from Uranus, so her birthrights were more than adequate. Apollo spoke next. He descended from Zeus and the titaness Leto. Nobody could object that his lineage wasn't a noble one, although born from an extramarital affair. Athena argued that she descended from Zeus, who didn't need an extramarital affair to give her birth.

Zagreus smiled; he knew all too well that he was Hera's main target. Grinning, he said Zeus's laws cannot be changed, no matter how hard one tries. Everyone should only do his best to comply with them.

From the Author

First of all, I'd like to thank my family for supporting me. Thank you, my dearest ones; I would never have come this far without your help. This book is dedicated to my lovely wife Rita, the magnificent Queen of our little house. Thank you darling for all the love that you share with us every day. A special thank you to Aaron and to all MTE staff for their great work.

Finally, I would like to thank everyone around the world that plays *Mythos* who makes me proud and encourages me to write more about this heroic universe. Thank you guys; you are this world's true heroes!

THE SECRET CONTENDER

Finally, Zeus stood up and silence fell in Olympus's halls. He saw the truth in Hera's words, but so far the Heavenly Contest had brought peace in Olympus and he was sure it would bring even more positive effects with time. He was also sure the Heavenly Contest would end in the best possible way, thus he repeated the victory conditions. "Within a thousand years, the god who has the largest number of mortal followers will be entitled to succeed me on the throne of heaven and rule over the Cosmos." Zeus was firmly persuaded that these victory conditions and the unseen hand of Fate would ensure a fair ruler to succeed him.

Reluctantly, Hera repressed her anger and devised a plan instead. The only way to give the Cosmos a rightful ruler was to enter the contest, but she was sure her husband wouldn't like the idea of being ruled by her in the future. If she openly asked to enter the competition, Zeus would surely not allow it. She then resolved to act with secrecy.

Without asking anyone's permission, Hera would gather as many followers as possible. This way, when the time would finally come, she could claim the throne and become the Cosmos's rightful ruler, as the victory conditions stated. In the meantime, since no one would suspect her being involved in the Heavenly Contest, she could apparently behave as a neutral deity and would still hold the title of "Heaven's Queen," giving her great advantages over her ignorant opponents.

From that moment on, Hera created her own mystery cults and elected the royal palace of Knossos in Crete as her most important secret sanctuary.

Look out Cosmos, a secret contender has joined the Heavenly Contest!



NEW HEROES ARE BORN

I sing of golden-throned Hera whom Rhea bear. Queen of the immortals is she, surpassing all in beauty; she is the sister and wife of loud-thundering Zeus, the glorious one whom all the blessed throughout high Olympus revere and honor even as Zeus who delights in thunder.

- Hesiod, Hymn to Hera

HEROIC CONCEPTS

Since Hera secretly joined the Heavenly Contest, new heroes tread Hellas. Let them inspire you to create the heroic concept of your own unique hero.

Daemonarch: The Cosmos is full of lesser gods called daemons related to every aspect of life: emotions (e.g. Algos, daemon of grief), conditions (e.g. Limos, daemon of hunger), morality (e.g. Arete, daemon of virtue), etc. Daemonarchs are eerie individuals able to interact with these supernatural beings. While the majority makes pacts with daemons in exchange for favors, the most powerful can summon any daemon, wherever they want, to do their bidding. They meddle with forbidden and dangerous lore and are often afraid of dark places where evil daemons lurk.

Hegemon: Subtle hegemons can easily subjugate other people's minds, making others do whatever they please. They revel in meddling with politics and intrigue, becoming a powerful enemy to deal with in a dynastic war. Depending on whose side they're on, they can be very dangerous or very useful, and generally tend to manipulate others to achieve their goals rather than personally risking their lives. Laziness is their worst enemy; instead of breaking a sweat they will ask someone to do any job for them.

Shapeshifter: Also known as Apròsopoi, shapeshifters belong to the mystery cult Proteus, which Hera now shares with Aphrodite. They are deceitful heroes specializing in camouflage, infiltration, and covert operations. They can easily steal another's identity, enter enemy areas disguised as one of them, acquire vital information, gain access to restricted areas, and kill important people. They are mostly despised and accused of being untrustworthy liars; nevertheless they are very useful allies in a dynastic war.

PLAYABLE RACES

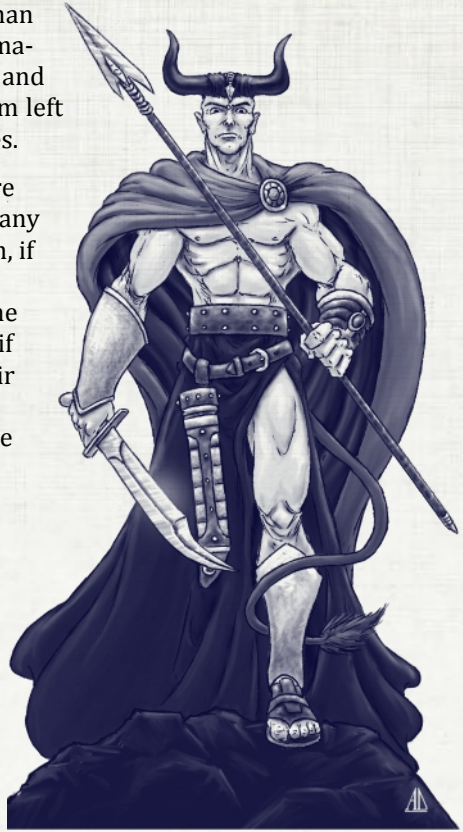
Since Hera joined the Heavenly Contest, a new race can be chosen: minospawns. As with humans and satyrs, minospawns can be demigods too. In that case, add the Demigods template to the minospawns' race stats and erase the Free Will stat.

MINOSPAWNS

Born from the union between a minotaur and a human, minospawns are a fierce race that primarily inhabits the island of Crete. From their minotaur parent they retain a pair of large bullhorns on their head and a tail; the remaining parts of their bodies are human-like. The largest minospawn community is found in Knossos, the capital of the island of Crete, where they are held in great esteem as their physical appearance is the proof of Minos' legacy.

They are fierce warriors who mainly follow their animal instincts rather than human discipline. Since ancient times, the vast majority of minospawns hail from Knossos and worship Poseidon, but lately some of them left their homelands and worship other deities.

- Ω **Red Berserkers:** Minospawns are extremely excited by the sight of any red hue. In a non-hostile situation, if they see anything red they immediately gain the Quarrelsome Hindrance. In a hostile situation, if they see anything red or spill their enemy's blood, they must make a Smarts (-1) roll or go Berserk (see the Berserk Edge for further details).
- Ω **Fearful Presence:** Due to their savage temper and many prejudices, minospawns are only welcome in Crete. All other Hellenes fear and mistrust them, so they suffer the Outsider Hindrance when dealing with non-Cretans and non-minospawns.
- Ω **Natural Weapons (Horns):** Minospawns have a pair of deadly horns, proof of their minotaur legacy. They deal Str+d6 damage.
- Ω **Free Will [NOT for Demigods]:** Minospawns can change their Patron Deity during game play whenever they want (paying the heavy consequences of their choice).



SKILLS

KNOWLEDGE (LABYRINTH)

Characters possessing this ability 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 skill 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, Survival, and Tracking rolls while inside the Labyrinth for each Knowledge (Labyrinth) die type (e.g. Knowledge (Labyrinth) d8 = +3 bonus).

ΗΙΠΔΡΑΠΙΣΣ

MANIPULATOR (MINOR OR MAJOR)

Commanding others is the greatest pleasure of life. The heroine loves to be served and revered; why get her hands dirty when there are plenty of others who can do every possible task in her place? She'd rather not lift a finger; she works as little as possible and allows others to do the hard jobs. After all, she has more important things to think about.

As a Minor Hindrance, this is usually harmless; the heroine generally keeps it to herself or is the only one in the party to suffer consequences for this disadvantage. As a Major hindrance, she expresses her views openly and frequently, often leading to general embarrassment and occasionally danger to her and the party.

SCOTOPHOBIA (MINOR OR MAJOR)

Darkness frightens the heroine; she knows too well the kinds of gruesome daemon hiding in the shadows. She only feels safe during the daytime and at night she cannot sleep without a lit candle. If she really has to immerse herself in dark places, she's always sure to bring an inexhaustible supply of torches and candles, but this is often not enough to quell her anxieties.

If the heroine is exposed to total darkness, she must make a Fear roll. As a Minor Hindrance, this fear is generally harmless, keeping it to herself or is the only one in the party to suffer any consequences from this Hindrance. As a Major hindrance, she incurs a -2 penalty to the Fear Roll and expresses her fear openly and frequently. This often leads to general embarrassment and occasionally danger to her and the party.

ΓΕΑΡ

Labrys: The labrys is a great axe with two symmetrical blades used in Crete since ancient times. It has a great symbolic and ritual importance, being usually awarded as a weapon only to worthy members of the royal house guards.

Name	Damage	Weight	Cost	Notes
Labrys	Str+d10	15	600	AP 1, Parry-1, 2 hands

PATRON DEITY

*Heavenly Queen, your radiant visage is comely
 You are beauty in its purest form
 You bless the pregnant and the wedded
 The daemons rush at your command
 Lady of Pride, virgin reborn, stately and wise
 Patroness of Marriage, she of the keen eyes
 We ask you for a lasting marriage,
 a good pregnancy, and a safe birth.*

- Mystery Cult Initiates, Hymn to Hera

Since Hera secretly entered the Heavenly Contest, some deities' attitude and influence over Cosmos have changed.

HERA, QUEEN OF HEAVENS

Ἥρα

The Chosen of Zeus, The Avenger of Betrayals

Hera is the daughter of Cronus and Rhea, sister and wife of Zeus, with whom she governs heaven. Her most important duty is protecting marriages (married women in particular) and legitimate heirs. Faithful wife of Zeus, one of her aspects is the importance of the natural order and human conjugal union, another aspect has her looking like a wicked wife, jealous and vindictive. She does not tolerate Zeus's "flights" but, unable to vent her revenge on the powerful husband, focuses her tremendous anger on her husband's lovers and illegitimate children born of such unions.

Influence on Cosmos: Hera watches over Cosmos alongside Zeus, overseeing the protection of marital unions and devising subtle plots to punish those who try to violate this sacred bond. She rages against her husband's lovers and illegitimate offspring. She cares very much about the protection of legitimate heirs and is concerned that the lineage of the kings is maintained by the sacred bond of marriage. To carry out these plots, she uses all sorts of allies and tactics. The end justifies the means.

Followers' Profile: Mostly noblewomen and wives worship Hera, the queen of the Olympian gods. She is emblematic of stability and loyalty, as typified by a well-run home. Her followers come from those walks of life that value dependability and finding things where you left them, such as shopkeepers and traders. Women who practice a trade for a living (as opposed to housewives) are more likely to revere Athena than Hera. Hera is second only to Zeus in the Olympian hierarchy and is a deity of significant power; kings and rulers honor her alongside her husband. She is able to grant terrestrial might to those she deems worthy.

Ethos Concepts: Compassion, rulership, and order.

Virtues: Mercy, loyalty, respect for mothers, and generosity. Hera keeps a careful eye on those entrusted with or born to power and punishes those that use their authority cruelly or intemperately.

Sins: Infidelity, cruelty, causing unnecessary hurt, and comparing one's beauty to Hera's.

Open Cult: Those who honor the queen of the gods place the welfare of women and children first, though they also insist on respect for the authority of men. Hera's values are those of the "good wife and mother." Encouragement of marital fidelity is important, as is obedience to parents and maintenance of domestic order. Hera does not like to see wanton destruction or waste, so her followers are apt to find a peaceful solution to differences when they can. They follow the (allegedly) typical female path of negotiation rather than the male path of confrontation. Where Zeus blasts with thunderbolts, Hera uses soothing words and a comforting hand.

Hera's devotees are merciful rather than vengeful, giving the accused the benefit of the doubt. However, where an offense has been committed against women, children, or a family, they are expected to be utterly vicious and without remorse in avenging it. Disloyal husbands especially infuriate Hera. She has to tolerate her immortal husband's frequent philandering with mortal women, nymphs, other goddesses, and other female beings, which is often the cause of lasting resentment and celestial strife. Hera hates the children born of Zeus's liaisons for no better reason than being a reminder of his infidelity.

Mysteria: Daemons, Proteus (secretly shared with Aphrodite), and Psyche. The most important sanctuary where these mysteria are secretly celebrated is in a secret room of the Labyrinth of Knossos Royal Palace in Crete. Initiates of the mysteria of Hera are bitterest enemies of illegitimate heirs, who have to fear their powers of shapeshifting, mind control, and all sorts of daemons.

Favored Rolls: Notice and Persuasion.

Votive Deeds: Capturing great prizes in warfare, such as cities, defending women at home, punishing the unfaithful, and destroying disruptions to the social order, such as monsters or notorious criminals.

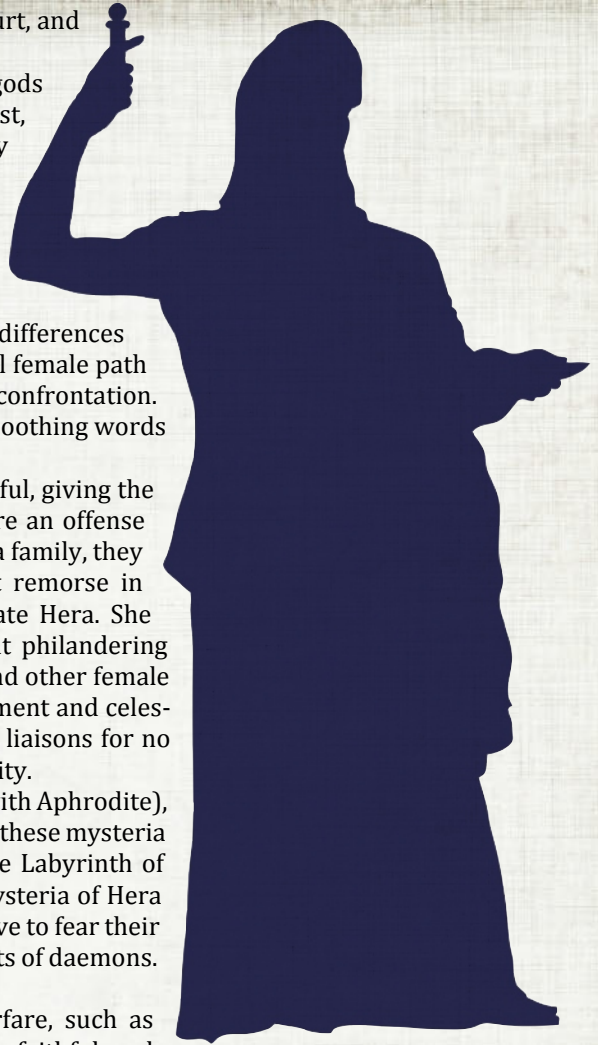
Favor Benefits: Smarts

Disfavor Penalties: Smarts

Punishment and Wrath: Turning people into peacocks, killing sinners by poisoning or other mischievous means, and allowing sinful settlements to be conquered and ravaged by their enemies.

Rival Deity: Dionysus/Zagreus

Divine Offspring: Demigod children adopted by Hera stand out from ordinary mortals thanks to their Divine Charisma or Divine Smarts.



MYSTERY CULTS

Since Hera secretly joined the Heavenly Contest, new mystery cults and modified ones (*) are available for heroes to join in the Labyrinth of Knossos.

DAEMONS

δαίμονας

"At nightfall, Medea went to an isolated place and traced arcane symbols on the ground, placing bids for the daemons. Three times she called loudly, thrice prayed and commended herself to the white-armed goddess. And so it was that the Keres appeared, with their bloody clothes and their deadly claws, barking like hungry bitches. The earth trembled as they passed, and the nymphs of the river showed themselves, shouting shrill cries."

- Apollonius of Rhodes, Argonautica

Patron Deity: Hera

Requirements: Novice, Acolyte (Daemons), Smarts d6+, Knowledge (Olympian Religion) 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.

Cult Hindrance: Scotophobia

Special Rules: See **Daemonology** on page 20 for further details on handling daemons.

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 a Knowledge (Olympian Religion) 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), Knowledge (Olympian Religion) d8+

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

Skill: Knowledge (Olympian Religion) -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 daemon-archs 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: Knowledge (Olympian Religion) -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), Knowledge (Olympian Religion) d10+

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

Skill: Knowledge (Olympian Religion) -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 Knowledge (Olympian Religion) 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), Knowledge (Olympian Religion) d12+

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

Skill: Knowledge (Olympian Religion) -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.

PSYCHE

ψυχή

"And so it was that Medea, fugitive from Corinth, found hospitality in Athens at the palace of King Aegeus. The sorceress of Colchis, invoking the power of Psyche, needed only a few glances to subjugate the will of Aegeus. Soon she officially became his wife, thus ensuring his descendants the right to aspire to the throne."

- Hesiod, *Heroes' and Gods' Deeds*

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.

VERBAL COMMAND (ACOLYTE)

Energy Points: 1

Skill: Intimidation

Range: Spirit x2

Duration: Immediate

Trappings: The target immediately obeys to the hero's verbal command.

Invoking the mysteries of Psyche, the heroine expresses her will to a single target with a verbal order up to three words long. The target must make a Spirit roll opposed by the Intimidation roll to activate the Power. If the target fails, he feels compelled to immediately carry out the heroine's order. The order must be a clear, non self-injuring one (run, leave, attack him, throw it, etc.), otherwise the power fails.

ASSIGNMENT (BAPTIST)**Requirements:** Novice, Baptist (Psyche), Intimidation d8+**Energy Points:** 1**Skill:** At the GM's discretion, anything between Intimidation +2 (easy task, compliant target) to Intimidation -4 (very difficult task, strongly unwilling target)**Range:** Spirit**Duration:** Until the task is carried out**Trappings:** The hero forces the target to do an assignment with sheer willpower.

Aided by Hera, the heroine compels a person to perform a certain task immediately or upon the occurrence of certain conditions. If the heroine does not express her request clearly or if she asks the target to intentionally harm himself, the power fails. If the target fails an opposing Spirit roll, he doesn't feel anything wrong until he meets the conditions that force him to act as the heroine requested. **(Example:** If the heroine orders, "At midnight you will open the palace doors," the target is free to do whatever he wishes until midnight, when he feels compelled to open the door.) If the heroine asks to immediately execute her order, the target immediately feels compelled to act against his will.

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.

SERVITUDE (DAEMONSTRATOR)**Requirements:** Veteran, Daemonstrator (Psyche), Intimidation d10+**Energy Points:** 2**Skill:** Intimidation -2**Range:** Spirit**Duration:** Rank x 1 hour (a Raise extends it)**Trappings:** The target becomes the heroine's unwilling servant for some time.

Tapping the power of Psyche, the heroine imposes her will on the target. If he fails an opposing Spirit roll, the target is forced to unwillingly execute every order until the power's effects expire. The heroine can ask whatever she wishes and the target immediately executes her orders, provided they're not self-injuring ones. The target cannot avoid the execution of the hero's orders, but can still do his best to carry out those duties his own way if not explicitly forbidden.

➤ **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.

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 the heroine's Charisma; 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.

PROTEUS*

Πρωτεύς

*"Proteus I call, whom Fate decrees, to keep
the keys which lock the chambers of the deep;
First-born, by whose illustrious power alone
all nature's principles are clearly shown.
Matter to change with various forms is thine,
matter unformed, capricious, and divine."*

- Orpheus, Hymn to Proteus

Patron Deity: Aphrodite or Hera

Requirements: Novice, Acolyte (Proteus), Spirit d6+

Description: Members of Proteus, known by the epithet *Apròsopoi* (*The Faceless Ones*), officiate rituals to acquire the secrets of Proteus, the deity blessed with the gift of transforming his face and body to assume any identity. Anyone dealing with Proteus's members recalls them being false and misleading.

Cult Hindrance: Liar

All power entries follow the Proteus entry from the *Mythos* core setting guide.



HELLAS AND BEYOND

HELLENIC LOCATIONS

CRETE

Κρήτη

Crete is a big island that lies many miles southeast of Peloponnese. It spans about 200 miles from west to east and about 60 miles from north to south in its largest point. The main mountain ranges are the Leuca Mountains (the white mountains) in the west, the Ida Mountains in the center, and Dicte Mountains in the east.

The most important city in Crete is Knossos, ruled by the Royal House of Minos, which directly reigns over the central-northern province of the island while the other provinces regularly pay tributes. The southern province is governed by Phaistos, the eastern by Zakros, and the western by Kydonia.

KNOSSOS

Κνωσός

The Bull City, the Labyrinth

Location: Island of Crete, northern region

Population: Circa 20,000, called Minoans. They are renowned artists, scholars, merchants and, above all, rowdy seafarers.

Symbol: The bull, symbol of the Royal House of Minos.

King: In the magnificent palace of Knossos resides King Idomeneus, a Minoan grandson of Minos who was among the suitors of Helen.

History: From the union between Zeus and Europa, Minos was born, destined to become the most famous ruler of his days. Adopted by King Asterius of Knossos, the city became the island's capital during his rule. The ingenious Daedalus (banished from Athens) created for Minos two great buildings: the great Royal Palace and the feared Labyrinth, where the largest minotaur community lives. The Knossos Royal Palace is built with sumptuous materials, on the basis of an intricate and coherent architectural design, using highly advanced construction techniques, and boasts an impressive water supply and sewage system (ca. 22,000 sq. meters and

enclosing around 1,400 rooms). Under the great palace, Daedalus created the intricate Labyrinth, a deadly dangerous maze hosting minotaurs and two secret rooms: one where Hera initiates perform their mystery cult rites and Daedalus's secret workshop, where many incredible contrivances are kept. (For further details on the Labyrinth, see the **Challenging the Labyrinth** on page 28.)

Minos conquered Athens and imposed upon the city a tribute of seven boys and seven girls to be sent to Knossos to quell his stepson's, the minotaur, blood thirst. The monster spawned many children with its Athenian victims, creating a lineage of minotaurs that still inhabit the island today, where, in spite of their dangerous taste for human flesh, they are worshipped as demigods hailing from the Minos royal house.

Minotaur soldiers are employed as soldiers and guards in Knossos while wilder ones live in the Labyrinth where they are regularly fed by Minoans with human slaves during a ceremony known as the Minos Hunt. When minotaurs couple with humans, minospawns (a demi-human breed between a minotaur and a human) are born; King Idomeneus is one of them. After the exploits of Theseus, the prestige of Knossos declined and King Idomeneus will not be satisfied until he brings the royal house of Minos back to its former glory.

Religion: Minoans are great seafarers, worshipping Poseidon more than the other deities.

Mentality: Minoans, along with Phoenicians, are the most renown seafarers on Cosmos. They are daring explorers and cunning traders, but above all feared pirates. With their swift ships they pillage coastal villages and board merchant ships both for plunder and for collecting human prisoners which they use to quench their minotaurs' blood thirst. They care only about their city and greatly worship Poseidon and minotaurs. Foreigners should beware and behave properly, or they will end up in the Labyrinth as minotaur food.

ROYAL HOUSE OF MINOS

AKA: Minoans, Minospawns

Royal Seal: The bull, symbolizing the shape used by Zeus to seduce Europa, the bull sent by Poseidon that Pasiphae craved, minotaurs, and minospawns.

Headquarters: Knossos on the island of Crete.

Description: Once the most powerful royal house in all of Hellas, the Minoans are (in)famous for supporting piracy and sacrificing humans to their minotaurs. Led by the minospawn king Idomeneus, they wish to regain their former hegemony both on sea and on land.

History: Tectamus, grandson of Hellen, was the first king of Crete and founder of Knossos. His son, Asterius I, became king and married the beautiful Phoenician princess Europa, who was abducted by Zeus in the shape of a beautiful bull and then carried to Crete. As a wedding gift, Zeus gave Asterius I and Europa a beautiful necklace, made by Hephaestus, and three additional gifts: the bronze giant Talos (that became the island's tireless guardian), the flawless retriever Laelaps, and a javelin that never missed its target. Asterius I adopted the three sons of Zeus and Europa: Minos, Sarpedon, and Rhadamanthus. As soon as he became king, Minos banished his brothers and ruled with great wisdom alone in Knossos (he acquired his laws straight from Zeus himself). He married Princess Pasiphaë from Colchis, daughter of the titan Helios and sister of Circe.

As a wedding gift, Poseidon sent a giant white bull out of the sea. Minos was committed to sacrificing the bull to Poseidon, but then decided to substitute a different bull. In rage, Poseidon cursed Pasiphaë, who was caught by an insane desire of coupling with the bull. The famous Daedalus (who was a fugitive from Athens and Minos's host) built for her a wooden cow, which she hid inside. The bull

mated with the wooden cow and Pasiphaë was impregnated by the bull, giving birth to a horrible monster, which she named Asterius II, but became famous as the Minotaur.

Minos asked the Oracles what he should do with such a problematic stepson and the soothsayers answered that Crete would prosper as long as Asterius II would live. Minos spared his life and wanted to hide that bloodthirsty beast from sight, so he asked Daedalus to build, "A complicated chamber that with its tangled windings perplexed the outward way." Daedalus created a huge maze under Knossos Palace called the Labyrinth, and Minos put the Asterius II in it, feeding him with slaves.

Asterius II became bigger and wilder; with some of the female slaves he sired more minotaurs, who slowly built a community. Some of them remained in the Labyrinth while others went away and settled elsewhere. Ever since then, minotaurs are revered in Crete as demigods. Sometimes, those minotaurs sired children with humans, result in minospawns to be born. Daedalus also created a secret room in the Labyrinth where he could conduct his calculations and secret experiments.

When one of Minos's sons, Androgeus, had won the Panathenaic Games, Athen's king Aegeus sent him to Marathon to fight a huge bull, resulting in the death of Androgeus. Outraged, Minos went to Athens with his army to avenge his son. On arriving in Attica, he asked Zeus to punish the city, and the god struck it with plague and hunger. An oracle told the Athenians to meet any of Minos's demands if they wanted to escape the punishment. Minos then asked Athens to send seven boys and seven girls to Crete every nine years to be sacrificed to Asterius II.

The famous Athenian hero Theseus managed to enter the Labyrinth and kill Asterius II with the help of Ariadne, one of Minos's daughters. The death of Asterius II brought about the downfall of Minoan hegemony, but now Idomeneus, grandson of Minos and of minospawn lineage, is determined to restore the royal house of Minos to its former glory.

Goals: Idomeneus wishes to regain the royal house of Minos's former glory.

Allies: Minoans have no active allegiance yet.

Enemies: Minoans hold a deep hatred against Theseus and his descendants. Idomeneus is looking forward to the moment he will feed his minotaurs with Theseus's lineage blood. In the meantime, Daedalus, from his secret lab, plans his vengeance against the royal house of Minos.

MOUNT IDA

Location: Island of Crete

Description: Mount Ida is the highest mountain on Crete. Located in the center of the island, this mountain is sacred to the titaness Rhea and on its slopes lies the Idaion Andron, the cave where Zeus was born. Wild minotaur tribes live on its slopes and protect the entrance to the cave, where daring adventurers could have the chance to meet the titaness Rhea. The titaness's influence is so strong in the cave that, if a female animal feeds on the cave's grass, its milk will be able to cure any disease.

FOREIGN LOCATIONS

HESPERIA, THE LAND OF SUNSET

Location: Westernmost part of the Cosmos, west of Libya, on the banks of Oceanus.

Description: Far, far away, on the westernmost banks of the Great River Oceanus, lays a foreign, barbaric land called Hesperia. It's a very distant land, more than 2,000 miles away from Hellas, mostly covered by dry deserts and barren mountains. Since it's very close to the place where the sun sets, Hesperia is also known as the "Land of Sunset" among Hellenes.

Many centuries ago, during the Silver Age, the land of Hesperia thrived with wonderful cities who prospered thanks to the advanced Atlantean technology. None of those once-flourishing reigns survived the catastrophic end of the Silver Age. Hesperia was turned into a desert land where the restless souls of the Pelandres (the once-proud men of the Silver Age) haunt the forgotten ruins of destroyed cities.

Hellenes usually avoid these dangerous and barbaric lands. The most famous hero to set foot in this remote land is Heracles, who traveled there twice. The first time he went to the Island of Erythea to steal the cattle of Geryon; the second time he reached the Garden of Hesperides to retrieve some of its precious fruits.

THE GARDEN OF HESPERIDES

Location: Somewhere in Hesperia.

Description: When Zeus married his sister Hera, their grandmother, Gaia, provided them with an incredible wedding gift. She created a beautiful garden in the faraway Hesperia, next to the place where the titan Atlas was doomed to hold the incredible weight of the Heaven's vault upon his shoulders. In this amazing garden, among other beautiful trees, a marvelous tree stands that bears golden apples. Whoever eats these wonderfully sweet apples is bestowed with the bliss of the gods: he will not age anymore and will be oblivious to the toils of mortals, being granted eternal happiness.

Ever since the day of her wedding, Hera chose to protect this wonderful garden from greedy mortals. For this purpose, she entrusted the dreaded hundred-headed dragon Ladon to watch tirelessly over the golden apples tree. Three nymphs are



entrusted to the care of this garden: Aegle (the Radiant One), Erythea (the Red One), and Hesperethusa (the Swift-Night). They are the titan Atlas's and Hesperis's daughters, therefore they are collectively called the Hesperides. They are devoted garden keepers and sing with wonderful voices.

Hera did her best to keep the exact location of this garden secret to avoid being spoiled. Nevertheless the mighty hero Heracles managed to find it when he was ordered by Eurystheus to pick golden apples from the sacred tree. The cunning hero persuaded Atlas to ask one of his daughters to fetch him some apples while he would hold the heavenly vault for some time on his own mortal shoulders. The apples were collected, brought as soon as possible to Eurystheus, and immediately after brought back to the garden; no mortal so far ever ate them, fearing the terrible wrath of Hera. Nowadays, Atlas, Ladon, and the Hesperides tirelessly watch over the blissful garden. Are there any heroes brave (or foolish) enough to defy Hera's prohibition for a taste of immortality?

THE ISLAND OF ERYTHEA

Location: Somewhere off the northwestern coast of Hesperia.

Description: Along the northwestern coast of Hesperia lies a small, beautiful island named Erythea (the Red One). Although inhabited by savage barbarians, this island is very famous for its former giant king Geryon, one of the gorgon Medusa's nephews. Geryon owned a very special herd of red cows that didn't produce milk, but rather a flavorful red wine instead. This incredible herd was defended by Orthrus, a two-headed and serpent-tailed dog who descended from the mighty Typhon and Goddess Echidna and coupling when Chimaera sired the sphinx and the Nemean lion.

The mighty Heracles was the only Hellenic hero to ever reach Erythea, whose exact location is still unknown. There, he defeated Orthrus and Geryon, seized as many red cows as he could, and brought them to Tiryns, where he sacrificed them all to Hera. Legends say that some wine-producing red cows still graze on the fields of the hidden island, guarded by hideous monsters. Every king wishes to have at least one of those beautiful red cows in his herds and would gladly pay quite a reward to the daring heroes who would fulfill such an awesome task.

THE PILLARS OF HERACLES

Location: The straits where the great river Oceanus joins the Pontus Sea.

Description: All epic poets agree that the fresh waters of the all-encircling River Oceanus never mix with the salty water of the Pontus Sea but in one place: a strait in the westernmost part of the Cosmos. This faraway strait separates Hesperia in the south from another barren and savage land in the north: the Tartessus.

The first Hellenic hero to reach that amazing landmark was Heracles, when he was looking for the island of Erythea. Epic poets report that Heracles erected two big bronze columns (one on each side of the strait) as proof that he actually reached such a faraway location. Although this is the most supported fact, nevertheless today some scholars debate on it, stating that the "so-called Pillars of Heracles" were already there long before the hero arrived.

According to their theory, the two pillars are made in precious orichalcum instead of bronze and they mark one of the entrances to the sunken kingdom of Atlantis. Many greedy kings who believe in this theory are planning expeditions to this faraway and savage place to seize Atlantis's great treasures. The royal house of Heracles, on the other hand, is interested in expeditions heading to the Pillars of Heracles, wishing to prove once and for all that legends regarding their amazing ancestor are true.

ΔΑΣΜΟΠΟΛΟΓΥ

Since Hera secretly took part in the Heavenly Contest, daemonarchs employ daemons to pursue their personal goals. This section explains what daemons are, how they behave, and, for the most daring ones, how to deal with them.

WHAT ΔΑΣΜΟΠΙΣ ARE

Daemons are lesser divine beings; each one presides over a human condition (e.g. Elpis is the Daemon of Hope, Limos is the Daemon of Hunger, Sophia is the Daemon of Wisdom). The vast majority of them was created during the Age of Darkness, while the most vicious among them plague mankind since Pandora opened the blamed jar during the Silver Age. Thousands of different daemons now roam the Cosmos, one for each human condition, virtue, and emotion (joy, sorrow, pain, hunger, wealth, poverty, safety, respect, laziness, wisdom, strength, etc.). Only a few are described below in detail; GMs are encouraged to shape their own daemons according to their needs.

Daemons are divided in two kinds: lesser and greater. Lesser daemons are countless. Every day, one of them dies and another is born. Greater daemons are unique; there is no more than one of each on the Cosmos at a time. Should the greater daemon be killed, another one is immediately created.

Since their first appearance, daemons roam the Cosmos and affect it with their mere presence. Normally, they wander around following their own nature, but often escort Olympians in their exploits or are sent by the major deities on specific quests. Additionally, when many people share a condition close to the daemon's nature, they attract a daemon who normally spreads that kind of condition (e.g. if a city is plagued by famine, many Daemons of Hunger will roam its territory). Since Hera secretly joined the Heavenly contest, daemons can be actively employed by heroes as well, provided they know how to handle them.

WHAT ΔΑΣΜΟΠΙΣ DO

Daemons spend most of their time in their ethereal form, affecting the surroundings with their aura without directly interacting with people or places (e.g. Elpis spreads hope, Limos spreads hunger, Sophia spreads wisdom). Seldom, they interact directly with people or places by assuming a physical, human form to carry out personally specific tasks (e.g. Elpis could comfort someone, Limos could secretly steal food or burn crops, Sophia could teach students).

Daemons tend to act according to their nature and openly refuse to carry out tasks that oppose that nature. In dire straits, an action that clearly opposes their nature is performed with a -4 penalty. For example, Limos's nature would drive him to spread hunger in any way he can. Any actions that openly oppose this, like feeding people, will not be performed by the daemon by his own free will. If the hero manages somehow to compel the daemon into doing it, he will suffer a -4 penalty.

Every daemon is linked to an Olympian deity, whom the daemon respects and reveres. Daemons will never carry out actions that clearly go against its patron deity's interests, even if forcibly controlled by the hero. It's very important to choose the best daemon to carry out a chosen task.

ΣΠΟΛΙΠΤΕΡΙΠΓ ΔΑΣΜΟΠΣ

If heroes look for a daemon, they can either encounter one or summon one. Encounters occur when heroes occasionally meet daemons on their way or create conditions that will attract one. Daemons are spontaneously attracted by human conditions similar to their own nature. Thus, a Daemon of Hunger is likely to be found among starving people or animals. The stronger the condition is, the more likely it is to encounter a daemon (e.g. a single hungry person is less likely to attract a Daemon of Hunger if compared to a whole city struck by famine).

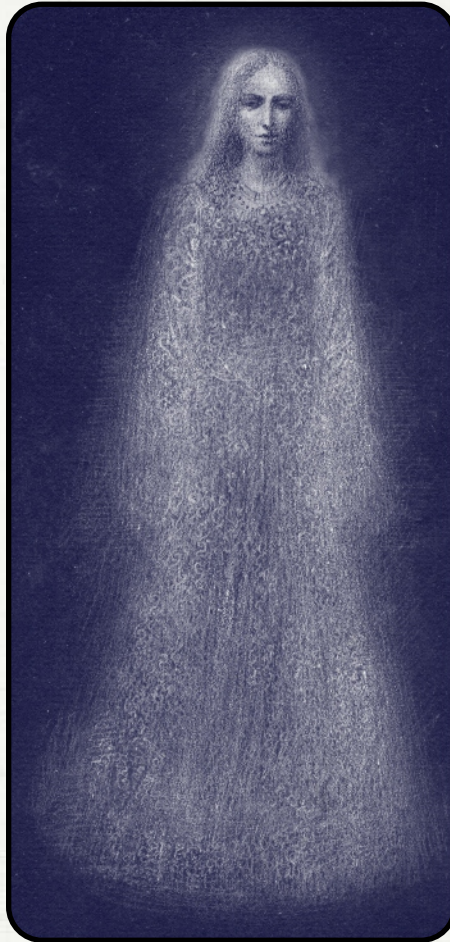
Daemons are more likely to be attracted to human conditions rather than demi-human or animal ones. In game terms, two demi-humans sharing the same condition count as one human, while four animals sharing the same condition count as one human. However, the GM has the final word.

DETERMINING A DAEMON'S PRESENCE

GMs can decide whether a daemon is present in an area and what kind of daemon it is. If they prefer a random way to determine it, they should first assess the exact number of humans sharing the same condition that could attract a daemon, and then draw a card from the action deck.

- Ω If the card number is equal to or less than the number of humans sharing the same condition, a daemon is present (tangible or incorporeal).
- Ω If the card is a Jack, no daemons are present at the moment.
- Ω If the card is a Queen, a daemon is present only if an odd number of humans share the same condition.
- Ω If the card is a King, a daemon is present only if an even number of humans share the same condition.
- Ω A Joker means there is a greater daemon or many different kinds of daemons (GM's choice).

The most powerful heroes can summon daemons. In this case, they can call whatever daemon they desire. Daemons usually dislike this kind of beckoning, so they are more likely to be upset when summoned.



INTERACTING WITH DAEMONS

In rare cases, daemons can be encountered in their physical, human form. Anyone can see, speak, or attack them, but unless they openly reveal themselves, only heroes with supernatural abilities or senses can tell a daemon from a normal human. Daemons usually appear in their ethereal form, haunting specific areas and influencing them with their aura. In these cases, only heroes with supernatural senses can see or interact with them.

Whoever is able to see and to recognize a daemon as such is virtually able to make a pact with it, if he's brave enough. The problem is, daemons are usually not visible and see all non-daemons as outsiders, penalizing them with a -2 penalty to every interaction attempt (see the Outsiders Hindrance).

Daemons will never spontaneously offer services for free; the GM will require an adequate compensation for the daemon's effort. Usually, daemons won't lift a finger until the hero swears on his honor and in front of the gods that within a month he will make at least an adequate blood sacrifice to the daemon's patron deity (the more important the hero is, the more difficult the quest is, and the more angry the daemon's patron deity is; a bigger sacrifice is demanded). GMs are encouraged to ask whatever reward they see fit for the daemon's services; be creative and greedy!

Any task carried out by a daemon on the hero's behalf is made by the hero himself in the eyes of the gods. This means divine justice will be unleashed on the hero if a daemon commits a crime on his behalf. Every time a daemon carries out a task on a hero's behalf that would anger a deity, roll on the Divine Reaction Table as if the hero had committed the sin first hand.

Not all daemons can be fully trusted. If the hero doesn't have a powerful way to force the daemon to do as he wishes, the daemon will try its best to avoid complying with the hero's demands through guile and trickery.

DAEMON TEMPLATES

DAEMON SPECIAL ABILITY

This Special Ability is typical of daemons. Anyone possessing it has the ability to shapeshift between two forms: the native ethereal form and the human manifestation. Each of these forms has its own properties. Daemons can change between forms by spending a single action.

NATIVE ETHEREAL FORM

The daemon can maintain this form indefinitely. While in this form, it has the following properties:

- Ω **Aura:** While in their native ethereal form, daemons can affect their surroundings. When they choose to, every living being within a Spirit x4 radius, centered on the daemon, reacts accordingly (e.g. the aura of the Daemon of Hunger makes anyone hungry). Anyone wishing to resist must make an opposed Spirit roll each round that he remains in the area of effect.
- Ω **Ethereal:** Daemons in their native ethereal form can only be harmed by divine weapons, elemental damage, orichalcum weapons, or mystery cult powers. Additionally, they're unable to directly affect the physical world, nor can it affect them (with some exceptions).

- Ω **Invisibility:** Daemons in their native ethereal form are invisible to the human eye. They can be seen with Divine Edges, mystery cult powers, or supernatural abilities only.

HUMAN MANIFESTATION

The daemon can maintain this form up to a number of hours equal to its Spirit die. After that, it must remain in its native form for at least twice the time it spent in the human form before being allowed to use the mortal manifestation again. While in the human form, it's visible (appearing human) and can interact directly with the physical world. While in this form, it has the following properties:

- Ω **Apparent Death:** Daemons in their human manifestation suffer damage as normal humans. The only difference is if they are rendered Incapacitated by weapons (those not listed under the Ethereal property above), they immediately revert to their native ethereal form, leaving no traces of their presence. Divine weapons, elemental damage, orichalcum weapons, and mystery cult powers can permanently end their existence, both in the human and ethereal forms.

PECULIAR WEAKNESS

All daemons have a peculiar weakness due to their nature. This weakness applies both to their ethereal and human forms.

LESSER AND GREATER DAEMONS

Lesser daemons are considered Extras while greater daemons are Wild Cards. Those listed below are considered lesser daemons. Greater daemons are very seldom encountered and cost a lot more to be summoned or persuaded. Additionally, their human forms are:

- Ω Invulnerable to normal weapons, but -
- Ω Suffer double damage from a damage weakness that lesser daemons usually don't have (GM's choice).

AEDOΙ – DAEMONS OF REVERENCE

Αἰδωί

...and thus ended the Silver Age. And then aedoi and Nemesis, with their sweet forms wrapped in white robes, will go from the wide-pathed earth and forsake mankind to join the company of the deathless gods; and bitter sorrows will be left for mortal men, and there will be no help against evil.

- Hesiod, Deeds of Gods and Men

Aedoi (sing. Aedos) are daemons a hero is more likely to encounter. When the titan Prometheus taught the Pelandres how they should make sacrifices to the gods, the aedoi appeared and have ever since spread the feeling of reverence and devotion to the Olympians. Wherever people gather to pray the gods, be it a temple or shrine or just the hero performing lonely prayer, the aedoi are likely to be there, filling the place with that unique feeling of reverence and shame which restrains men from doing wrong. Aedoi can revere any deity in a very zealous way and usually behave as fervent followers of their deity. In their human form, they typically appear as priests or pious individuals who encourage everyone to live a modest, virtuous life devoted to their deity.

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: Knowledge (Legends and Lore) d4, Knowledge (Olympian Religion) d8, Fighting d6, Notice d4, Persuasion d6

Special Abilities:

- **Aura of Reverence:** In a Spirit x4 radius, every sentient being feels piety and reverence for the gods deep within his soul and feel refrained from committing any sin. Every Knowledge (Olympian Religion) Roll gains a +1 bonus.
- **Daemon:** Daemons in their native form are ethereal.
- **Damage Weakness (Fire):** Greater aedoi cannot stand fire, suffering two times the normal damage from it.
- **Divine Entourage (Choose):** Choose a Patron Deity and apply the Divine Entourage ability as appropriate.
- **Peculiar Weakness (Virtue and Piety):** Aedoi cannot do anything wrong to virtuous people. If mentally controlled and ordered to harm a priest or virtuous person, they immediately break free of any mental control.
- **Virtues and Sins:** Aedoi adhere strictly to their Patron Deity's ethos code.

ALGEA – DAEMONS OF PAIN

Αλγεα

...but abhorred Eris bear painful ponoi (Daemons of Toil), lethes (Daemons of Forgetfulness), limoi (Daemons of Starvation), and the algea (Daemons of Pain), full of weeping...

- Hesiod, Deeds of Gods and Men

Algea (sing. Algos) are daemons of pain and suffering (of both body and mind), grief, sorrow, and distress. Wherever pain is dealt or received, sorrowful lamentations are made, and painful tears are shed, algea are likely to be there. Algea are under Ares's protection and usually escort the God of War in his exploits. In their human form, they typically appear as merciless slaughterers or wicked schemers who take insane pleasure in other people's pain. Algea are lesser daemons while Algos is the greater daemon revered in the homonymous mystery cult.

ALGEA

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

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

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

Skills: Fighting d8, Intimidation d8, Knowledge (Legends and Lore) d4, Knowledge (Olympian Religion) d8, Taunt d8

Special Abilities:

- **Aura of Pain:** In a Spirit x4 radius, every sentient being feels a painful sensation of sorrow. Every Spirit or Vigor roll incurs a -1 penalty.
- **Daemon:** Daemons in their native form are ethereal.
- **Damage Weakness (Wood):** Greater algea cannot stand wood, suffering two times the normal damage from it.

- **Divine Entourage (Ares):** +1 bonus to all damage rolls; Fighting and Intimidation Favored Rolls.
- **Peculiar Weakness (You asked for it!):** All Algea cannot do anything wrong to people who didn't do anything wrong to them first. They often trick their victims with taunts; if their enemies fall for them and react, they are free to harm them. If mentally controlled and ordered to harm someone that didn't hurt or provoke them, they immediately break free of the mental control.
- **Virtues and Sins:** Algea adhere strictly to Ares's ethos code.

EUPHROSYNAI – DAEMONS OF JOY

Ευφροσύναι

...and Eurynome, the daughter of Oceanus, beautiful in form, bare him three fair-cheeked Graces: Aglaea, Euphrosyne, and lovely Thalia, from whose eyes as they glanced flowed love that unnerves the limbs; and beautiful is their glance beneath their brows.

- Hesiod, Theogony

Euphrosynai (sing. Euphrosyne) are daemons of good cheer, joy, mirth, and merriment. Wherever people rejoice, have a good time, or laugh heartily, Euphrosynai are likely to be there. Euphrosynai are under Aphrodite's protection and usually escort the Goddess of Love in her exploits. In their human form, they typically appear as young, happy maidens or boys enjoying themselves. Euphrosynai are lesser daemons while fair-cheeked euphrosyne is the greater daemon who is also one of the three Graces.

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: Fighting d4, Knowledge (Cosmos's History) d6, Knowledge (Olympian Religion) d8, Notice d6, Perform (two specialization of choice) 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 Charisma 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 – DAEMONS OF SILENCE

Ἡσυχιαί

The sky was ablaze with fire during the celebration of the Bacchanalia, and suffered not the reign of darkness. Sluggish hesychiai fled and lazy Hypnos betook himself to other cities at the sight.

- Hesiod, Theogony

Hesychiai (sing. Hesychia) are Daemons of Silence and Quiet. They are Dike's offspring and haunt quiet, silent places. Hesychiai are under Hades's protection and usually escort the God of the Underworld in his exploits. In their human form, they typically appear as young speechless and meditative people.

HESYCHIAI

Nature: Spreading silence.

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

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

Skills: Fighting d4, Knowledge (Cosmos's History) d6, Knowledge (Olympian Religion) d8, Notice d6, Stealth d8

Special Abilities:

- **Aura of Silence:** Silence spreads in a Spirit x4 radius providing +2 to Stealth rolls.
- **Daemon:** Daemons in their native form are ethereal.
- **Damage Weakness (Sound Damage):** Greater hesychiai cannot stand noises; strong noises (GM decision) deal 2d6+2 damage while very strong noises (GM decision) deal 3d6+3 damage.
- **Divine Entourage (Hades):** +1 to Stealth rolls; Stealth, Agility, and Spirit against Fear Favored Rolls.
- **Peculiar Weakness (Strong Noises):** Hesychiai cannot enter very noisy places or approach very noisy objects or creatures. If mentally controlled and ordered to go against this prohibition, they immediately break free of the mental control.
- **Virtues and Sins:** Hesychiai adhere strictly to Hades's ethos code.

PLUTI – DAEMONS OF WEALTH

πλούτοι

Demeter, bright goddess, was joined in sweet love with the hero Iasion in a thrice-ploughed fallow in the rich land of Crete, and bare Plutus, a kindly daemon who goes everywhere over land and the sea's wide back, and he who finds him and into whose hands he comes he makes rich, bestowing great wealth upon him.

- Hesiod, Theogony

Pluti (sing. Plutus) are daemons of wealth, abundance, and riches. Near the large stables of a king and wherever people are wealthy or prosperous, pluti are likely to be found. Pluti are under Demeter's protection and usually escort the Goddess of Harvests in her exploits. In their human form, they typically appear as blind, kindhearted travelers.

PLUTI

Nature: Spreading wealth, abundance, and prosperity.

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

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

Skills: Fighting d4, Knowledge (Cosmos's History) d6, Knowledge (Olympian Religion) d8, Notice d4, Persuasion d6

Special Abilities:

- **Aura of Wealth:** Pluti spread abundance in a Spirit x4 radius. Every kind of income (cattle reproduction, crop production, salaries, rewards, etc.) is increased by 25%.
- **Daemon:** Daemons in their native form are ethereal.
- **Damage Weakness (Leather):** Greater pluti cannot stand leather, suffering two times the normal damage from it.
- **Divine Entourage (Demeter):** +1 to Smarts rolls; Vigor, Healing, and Persuasion Favored Rolls.
- **Peculiar Weakness (Generosity):** Pluti cannot directly harm generous people. If mentally controlled and ordered to directly harm generous people, they immediately break free of the mental control.
- **Virtues and Sins:** Pluti strictly adhere to Demeter's ethos code.

CHALLENGING THE LABYRINTH

The famous Labyrinth of Knossos in Crete is the greatest and most complex maze heroes could ever face. It is the masterwork of master artisan Daedalus from Athens, who built this huge prison under Knossos's Royal Palace to keep Minos's stepson, Asterius II (a.k.a. the first minotaur), away from his angry stepfather's sight.

Nowadays, the Labyrinth is a sacred ground for all Minoans. Its entrances are guarded by minotaur soldiers and minospawns while savage and bloodthirsty minotaurs and minospawns inhabit the maze. When the first minotaur was alive, the glory of Crete was unsurpassed, that's why Minoans believe that as long as minotaurs inhabit the Labyrinth, Knossos will stand glorious and, sooner or later, will regain its former power. Believing in this prophecy, people from Crete constantly feed the savage minotaurs with human flesh, consisting mostly of unwilling slaves captured by pirates on foreign merchant ships and criminals sentenced to death.

Many heirs have passed since the Labyrinth was built. Due to lack of maintenance, some sections have collapsed, opening passageways to the outer world. This allowed some animals (as well as nasty monsters) to enter the Labyrinth and make it their den. Some minotaurs exited it from those openings and now roam the land. Very lucky heroes could find one of those uncharted exits like the mighty hero Theseus did.

Rumors are spreading about a secret temple dedicated to Hera that can be accessed from one of the Labyrinth's rooms. Since the Labyrinth is holy ground for Minoans and nobody can freely enter it without explicit permissions, most Hera initiates know a few secret entrances that most of the people don't.

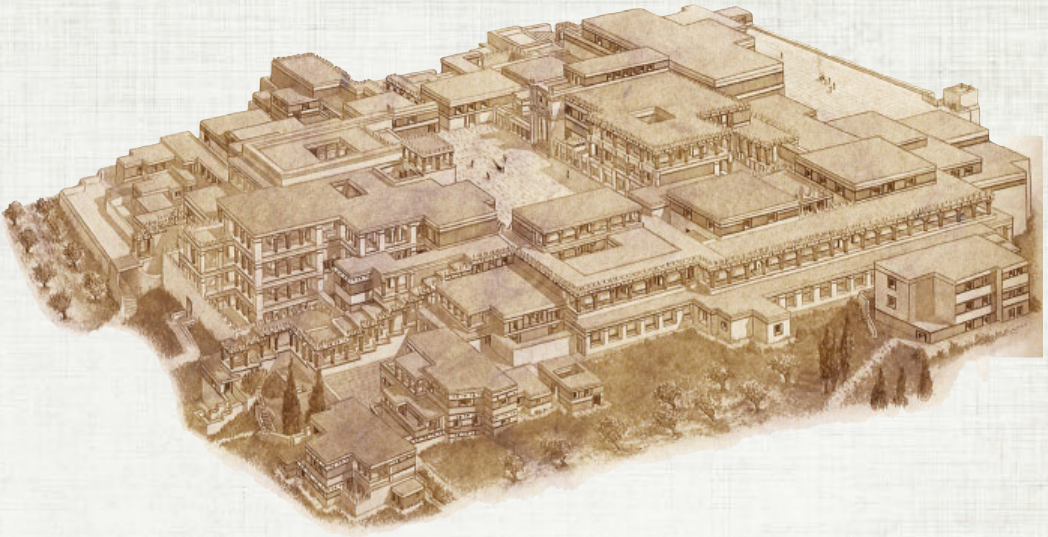
LABYRINTH'S ROLE

Since its construction, the Labyrinth had an important role in Minoan society. First, it served as a "golden prison" for Asterius II, the first minotaur. The Delphic oracle prophesied to Minos that, as long as a minotaur would inhabit the Labyrinth, his royal house would be powerful and the city of Knossos would rule over Crete. After Theseus killed Asterius II, Minos's power waned and Knossos's supremacy started to fade away. Minoans did their best to fill the Labyrinth with as many minotaurs as possible in order to regain their former glory. Today, the Labyrinth is a sacred place for every Minoan where two important rituals take place: the Minos Hunt and the Judgment of Asterius.

MINOS HUNT

Minotaurs are omnivorous, but have a particular taste for human flesh. In order to keep them healthy and happy, Minoans regularly send unwilling humans (usually criminals, slaves, and unlucky foreigners) into the Labyrinth to appease the minotaurs' hunger. The procedure of letting the victims into the Labyrinth is called the "Minos Hunt".

Victims are carried to the Labyrinth's ritual gate in chains, empty-handed, and dressed only with a long, red vest that stirs up the minotaurs' blood lust. After a proper ritual, prisoners are released from their chains in front of the gate while



behind them a formation of archers nock their arrows and at least two frenzy minotaurs throb, impatiently waiting for the moment to rush the prisoners. Victims are forced to run deep into the Labyrinth, or else face the archers, hoplites, and frenzied minotaurs empty-handed. After the last prisoner disappears from sight into the Labyrinth, the minotaurs are released and they charge at full speed after the victims, hunting them tirelessly until they eventually devour them or other hungry kinsmen do it.

Victims are not supposed to exit the Labyrinth. Should one of them somehow manage to reach the ritual gate alive, he would be killed on the spot by the guards. The only ones allowed to exit the Labyrinth are the people who undergo the Judgment of Asterius.

JUDGMENT OF ASTERIUS

The Labyrinth is a very dangerous place, yet some people challenge it willingly in order to achieve atonement for their crimes or sins or in order to attain an enviable social position. According to a law established by Minos himself, every Minoan citizen (or important foreigner) found guilty of a crime could either be prosecuted or could ask for the Judgment of Asterius, named this way after the true name of the first minotaur that ever inhabited the Labyrinth: Asterius II.

The person who willingly chooses to undergo the judgment descends into the Labyrinth from one of the two Wells of Judgment in Knossos. He can bring his own weapons and equipment into the Labyrinth (which is thrown down the well before he descends), but he must climb down into the darkness of the well bare-handed. After he descends, the well is tightly sealed again and won't be opened until a new contender arises. If the contender manages to exit the Labyrinth alive from the ritual gate, he is deemed guiltless.

Many angry gods also ask sinful followers to undergo the Judgment of Asterius in order to quench their wrath, especially Poseidon.

This trial has another important role in Minoan society: whoever wishes to join King Idomeneus's elite hoplites (called the Tàuroi) must undergo the Judgment of Asterius, but they need to be approved by the king first. Only those who survive the menacing Labyrinth are deemed worthy to defend Knossos's king and are revered as demigods in the city.

Lately, the demonstrator of Hera's secret temple asks initiates to undergo the Judgment of Asterius to show their devotion to the goddess and show their worth by locating the hidden access to the secret temple. Only the worthy ones gain admittance into Hera's mystery cults.

DAEDALUS'S SECRETS

As soon as the Labyrinth's construction was finished, Minos ordered everyone who took part in its building to be sacrificed to his son Asterius in the first Minos Hunt ever recorded. This way, he would ensure nobody but he knew every single detail about the Labyrinth. Daedalus, not trusting Minos, had already planned a daring escape. No cart, no ship, and no horse would have allowed them to leave Knossos, so he used two pairs of feathery winged contraptions that allowed him and his son Icarus to fly away from Crete to Athens.

Icarus flew too close to Helios, the blazing Sun Titan; the wax holding together his wings melted and Daedalus watched his son fall to certain death before his own eyes. Blaming Minos for his son's death, the old Daedalus eventually returned to Knossos after many years in disguise, plotting revenge against the royal house of Minos. He entered the Labyrinth via one of the many hidden passageways and reached his secret lab, whose whereabouts were known only to him, where he continued creating wonderful devices that he would use when the time of revenge came.

Since then, Daedalus is constantly looking for daring adventurers wishing to help him exact his revenge against the royal house of Minos. Thus, he wrote mysterious graffiti on the Labyrinth walls; whoever enters the Labyrinth is most likely a potential ally for Daedalus, but only those who actually prove their worth reaching his secret lab will be deemed up to the task by the cunning Athenian.

WHY ENTER?

Characters could have many reasons to willingly enter the Labyrinth, but most likely the heroes will be unwillingly forced into it and will do their best to escape alive. The following are possible hooks for Labyrinth-based adventures; GMs are free to tweak them to best suit their needs:

- Ω One of the PCs wishes to enter Hera's secret mystery cult and must undergo the Judgment of Asterius.
- Ω Heroes are looking for a particular contrivance rumored to be in Daedalus's secret lab, somewhere in the Labyrinth.
- Ω The heroes are prisoners caught by Minoan pirates, sold as slaves, and end up being sent into the Labyrinth during a Minos Hunt.
- Ω Heroes behaved improperly in Knossos. They were caught, tried, and sentenced to death. They can choose between a public execution or the Judgment of Asterius.
- Ω The heroes must rescue someone from the Labyrinth.
- Ω The heroes wish to overthrow Idomeneus and seek Daedalus's help in the Labyrinth.
- Ω Idomeneus hires the PCs to locate Daedalus's lab in the Labyrinth.

KEY LOCATIONS

Following Minos's severe instructions, every detail regarding the Labyrinth was to be kept secret. That's why, with the exception of Daedalus and his son Icarus, every worker who took part in its making became the first ritual sacrifice to the minotaur soon after its completion. Nevertheless, many rumors say the Labyrinth is a huge underground palace that spans an area of about 80 square miles. They say it consists of more than ten thousand rooms with beautifully frescoed walls that were even more beautiful than the ones adorning Knossos's palace. Every room is connected to the others by skillfully painted, narrow, and winding stone corridors that merge frequently into one another, making it very easy to run in circles and eventually get lost. At the exact center of the Labyrinth, Daedalus created a very large and beautiful room meant to be Asterius II's residence. According to Theseus's accounts, that's where the epic fight between the Athenian prince and the fierce minotaur took place.

By Minos's decree, no maps of the Labyrinth are available. The only one who knows about its every single detail is Daedalus (who is rumored to be still alive in his secret lab) while Hera's initiates and savage minotaurs know only a small portion of the gigantic maze – the one they live in. There is one thing all rumors agree with: the Labyrinth has only heavily guarded “entrances”. If human sacrifices or criminals manage to find a way to the “known entrances”, minotaur guards will execute them on the spot. There's an old Cretan saying that goes, “The Labyrinth has many entrances, but no exits.”

Here is a list of some of the most important Labyrinth locations. Some of them are well known by the people while others are nothing more than rumors for the vast majority of Minoans. GMs are encouraged to create their own locations to make the heroes' experience unique. Each location requires a certain amount of Goal Points to be reached, for further details see **Navigating the Labyrinth** on page 35.

KNOWN ENTRANCES

Everyone knows about the existence of these locations.

RITUAL GATE

This huge, heavily guarded gate is known among Minoans as the “main entrance” to the Labyrinth, located on the southern outskirts of Knossos. It's a great archway that looks like a huge bull's head with a gaping mouth that serves as an entrance to the Labyrinth. This is where the Minos Hunt takes place, and that's the only way to enter the Labyrinth via this gate. Nobody that enters the Labyrinth during the Minos Hunt can exit via the ritual gate; getting back there is utter suicide. The ritual gate is guarded day and night by four minotaur soldiers and ten aristocratic hoplites (six minospawns and four humans).

WELLS OF JUDGMENT

Two great bronze wells were built during Minos's reign, connecting the Labyrinth with the city of Knossos: one in the western outskirts of the city and another in the eastern outskirts. Each well is 15ft wide and has stone handholds on one side, allowing people to go down. According to the Judgment of Asterius's survivors, each well goes down about 60ft then ends abruptly about 10ft above solid ground; jumping down is not very dangerous, but climbing up is nearly impossible.

Each well has two great bronze trapdoors that seal it at different heights: the first one is on ground level and the second one is deeper underground, about 10ft under the ground level. Each one of these doors is normally tightly shut and locked. They

Traversing the Labyrinth is managed through Goal Points. These points are discussed further in detail within **Navigating the Labyrinth** starting on page 35.

are both opened only during a Judgment of Asterius ceremony with a special ring seal owned by the ling. Each well is guarded night and day by a domesticated minotaur and five men-at-arms to prevent people from entering the Labyrinth and above all to prevent anything from coming out of it.

HIDDEN PASSAGEWAYS

These locations are kept secret; only a select few people know about them.

CULTISTS' PATH

According to the latest rumors, there should be a secret passageway somewhere around Knossos that only Hera's initiates know. Mystery cult adepts use it to enter the Labyrinth and reach the alabaster throne room, where the hidden entrance to the secret temple of Hera lies. Without an initiate's directions, heroes looking for a way to enter the Labyrinth will never be able to find it.

Heroes coming from the alabaster throne need 2 Goal Points to reach this hidden passageway (and vice versa).

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 Knowledge (Labyrinth) 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 Knowledge (Labyrinth) 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.

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 Knowledge (Labyrinth) 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 Lockpicking (-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 Lockpicking (-4) roll activates the complex mechanism that opens the way to the king’s throne room.

DOLPHIN WALL

Somewhere in the Labyrinth there’s a wall with a beautiful dolphin mosaic. This is the secret entrance to Daedalus’s secret lab; heroes specifically looking for it will eventually end up here. The cunning Daedalus devised an incredible mechanism that allows entrance into his secret lab only by those who press the right tiles in the right sequence. Guessing it by mere chance is impossible, but Daedalus loves to test people’s intelligence, so he deliberately left seven riddles in the Labyrinth that provide daring adventurers with seven clues to guess the right tiles to press and the right sequence (see **Daedalus’s Graffiti**).

HEAVEN QUEEN

Heroes with an appropriate Knowledge skill, such as Knowledge (Puzzles), can use it instead of Smarts. As long as the Knowledge skill ties directly to solving the tile sequence puzzle, the roll is made with a +2 bonus to the listed modifiers.

If the PCs solved at least three riddles, they could guess the right sequence with a Smarts (-4) roll. If they solved four, they can guess it with a Smarts (-3) roll. If they solved five, they can guess it with a Smarts (-2) roll. If they solved six, they can guess it with a Smarts (-1) roll. Finally, if they solved all of them, they can guess it with a Smarts (+1) roll.

Should they fail, the dolphin wall disappears, presenting a winding corridor that leads the heroes far away and directly into a minotaur settlement. Should they guess the right sequence, the dolphin wall disappears, presenting a winding corridor that leads the party far away, directly to Daedalus's lab.

If Daedalus is there, he asks the hero to aid in avenging Icarus's death.

MINOR INNER LOCATIONS

Many places like those below exist within the Labyrinth, yet very few people know their exact whereabouts. Since they are common, heroes eventually stumble upon at least one of them. Heroes and guides know how to reach specific ones only with a Knowledge (Labyrinth) roll.

MINOTAUR SETTLEMENTS

Although savage, minotaurs tend to gather into tribes who colonize larger rooms and corridors, turning them into dens. Nobody knows for sure how many settlements there are and only a few people know where they are located. Because of their unfathomable and fierce nature, minotaurs often migrate from one settlement to another, and tribes often fight each other for territorial supremacy.

The strong stench of dung makes these settlements unmistakably recognizable. On average, 2d6+2 minotaurs, 2d4+1 savage minospawns, and 1d4 human slaves can be found in a settlement; all the other tribesmen are away hunting. Humans should avoid these places, because they would only end up devoured or imprisoned as slaves. "Civilized" minospawns could talk their way out, but they wisely avoid these places too.



MINOTAUR FARMLANDS

Minotaurs are omnivores. They know too well that they cannot rely too much on the human flesh supply given from Minoans, that's why they "adapted" to agriculture, although they prefer hunting for occasional humans, animals, or monsters. After the frequent earthquakes Poseidon sent to Crete, many sections of the Labyrinth lost their original pavement. Some of them, where a narrow river flows or a small lake forms, are good for growing crops. Minotaurs employ human slaves to tend these fields. PCs could find sufficient water and food for 1d4+1 meals.

LAIRS

After many earthquakes, the Labyrinth is no longer a sealed prison. The same way humans challenge it by sneaking in from uncharted entrances, all manner of animals and monsters moved into the Labyrinth, turning various sections into their lairs.

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 an appropriate Knowledge skill (-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.

NAVIGATING THE LABYRINTH

The following are different options for overcoming the maze.

KNOWLEDGE MAKES THE DIFFERENCE

The Labyrinth is a great challenge for both mind and body. Heroes without the Knowledge (Labyrinth) skill are at a disadvantage; they must roll Survival (-2) or Smarts (-4) when attempting to reach a specific location and must roll Tracking (-2) or Smarts (-4) when following any kind of tracks. Additionally, PCs or NPCs with the Knowledge (Labyrinth) 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.

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 Streetwise (-2) roll. If the party wants to find someone brave (or foolish) enough to escort them into the Labyrinth, make a Streetwise (-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 Streetwise 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	Knowledge (Labyrinth) d6, Survival d6, Tracking d6	150
One Raise	Knowledge (Labyrinth) d8, Survival d8, Tracking d6, Minospawn	400
Two or More Raises	Knowledge (Labyrinth) d8, Survival d8, Tracking d8, Minospawn, Wild Card	600

*The so-called guide could either:

- Ω Report the PCs to the authorities, who will charge them of “defiling sacred ground.”
- Ω Lure them into a robbers’ ambush outside the Labyrinth.
- Ω (Especially minospawns) The guide is a very skilled one, but once in the Labyrinth leads the party straight into a “friendly” (for him only!) minotaur settlement.

A “MAPLESS” APPROACH

The Labyrinth is such a huge maze that drawing a complete map of it would require a lot of GM time and effort. Those wishing to embark in such a titanic quest are welcome to do so. However, here is a fast, furious, and fun mapless approach for exploring the Labyrinth based on **Goal Points**.

THE BASICS

The Labyrinth is a gigantic underground maze consisting of thousands of different rooms connected to each other by winding and twisting corridors. Rooms and corridors are adorned by beautiful frescoes, which were a true wonder to behold at the time of its construction, but are now past their prime. Despite its underground location and its huge dimensions, Daedalus managed to let air flow in every corridor and every room; unless the GM decides otherwise, lack of air is not a problem both for PCs and for lighting torches. Although torch stands are present in a regular way, nevertheless age and abandon make default illumination in the Labyrinth Dim (-1 to attack rolls). At the GM’s discretion, some locations could be Dark or enshrouded in Pitch Darkness. The average corridor is 6ft wide and 12ft high. A room’s dimensions may vary, but the average room’s height remains 12ft.



STEP 1: CHOOSE TARGET DESTINATION

In the Labyrinth, heroes have to keep focused on reaching a particular destination; otherwise they could get hopelessly lost and eventually die or go insane. Heroes can only head for destinations they know something about. Places they've never heard of can never be reached on purpose with the exception of Minor Locations (that could be randomly discovered) or if desperately look for a way out. Whenever they decide to move, they must choose one of the following destinations:

- Ω A known **Entrance**, for example: the Ritual Gate
- Ω A known **Hidden** passageway, for example: the Cultists' Path.
- Ω A known **Major** location, for example: Asterius's Room
- Ω A **Minor** location (if its exact whereabouts are known, the hero can deliberately reach one; otherwise he could randomly stumble upon one of them), for example: a specific monster's lair.
- Ω If he doesn't know any other way out (and he's not allowed to exit via the Ritual Gate because he's not racing for a Judgment of Asterius), the hero could desperately search for an **Exit** different from the known entrances. This is the only way to try to reach an unknown place. If the hero manages to reach this destination, he eventually finds one of the countless unknown hidden passageways.
- Ω If he's after a specific character (looking for someone to rescue or for someone to kill), the GM decides how difficult it is to find him in the maze.

STEP 2: ASSESS REQUIRED GOAL POINTS

The mapless approach is based on Goal Points (GP). The more complicated the way or the greater the distance, the more GP needed to deliberately reach the target destination. Use the following table to determine how many GP are needed to move from one location to another.

Destinations Table					
	To:				
From:	Entrance	Hidden	Major	Minor	Exit
Entrance	16	16	12	10	25
Hidden	16	16	12	10	25
Major	12	12	12	8	25
Minor	10	10	8	8	25
Somewhere**	18	18	14	12	27

Somewhere:** If the heroes change their target in the middle of an exploration, they are "Somewhere" in the Labyrinth. Use this entry to assess the GP needed to reach their new destination and remember they lose all progresses made towards their previous destination.

Backtracking: If the heroes wish to go back to a previously visited location, they only need half the required stated GP. For example, the heroes entered the Labyrinth via a hidden passageway and headed directly to Asterius's Room (a major location), needing 12 GP to reach it. After some adventuring in the room, they decide to leave the Labyrinth going back to the hidden passageway where they came from. Since they are going back to a location they already visited, they only need 6 GP to reach it.

Looking for someone? If the PCs are on a manhunt or rescue operation, the GM must assess how difficult it is for them to reach the target and how far away the target is. The average GP needed to catch up with the chased one is 10, modified as below:

- Ω **Distance** – Very Distant Target: +4GP, Distant Target: +2GP, Nearby Target: -2GP, Close Target: -4GP
- Ω **Speed** – Fast moving target: +2GP, Slow Moving/Immobile Target: -2GP
- Ω **Stealth** – Silent or very difficult to track down: +2GP; Clumsy or very easy to track down: -2GP

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:

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

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

STEP 4: ROLL AND ASSESS PROGRESS

After the dice are rolled, assess the outcomes of your party's exploration by comparing the roll outcome with the Exploration Outcomes Table. In game terms, it is suggested that each roll represents half an hour of Labyrinth exploration (GMs are free to set the time to their own needs). Keep track of the time elapsed and the progress made to assess the need for food, rest, and so on. With each roll, keep track of how many Goal Points are accumulated before the party meets the GP requirement, thus finding their destination.

EXPLORATION OUTCOMES TABLE

Roll Outcome	Type of Progress Made	Goal Points
Critical Failure	<i>Wrong way!</i> The heroes took a completely wrong direction, increasing the distance between them and the target.	-2
Failure	<i>Running in circles.</i> No effective progress made.	+0
Success	<i>Right way!</i> The heroes are getting closer to their target.	+1
1 Raise or more	<i>Great progress!</i> The heroes have covered a great distance.	2

Upon obtaining a number of GP equal to or exceeding the requirement, the party reaches their target destination.

Changing destinations is not a good idea in the Labyrinth. If the characters head for a specific destination and then decide to go for a different destination, they lose all progress made so far and find themselves “Somewhere” in the Labyrinth. This means that, even if they only needed 1 GP to reach the alabaster throne and instead move towards the ritual gate, they face the entire amount of GP after deciding to go back to the alabaster throne. Think twice before changing the target!

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 a specific Knowledge skill (-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:

- Ω *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.
- Ω *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 Streetwise (-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.
- Ω *Clubs:* The party occasionally stumbles upon a procession made by Hera's mystery cult initiates. The demonstrator 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.
- Ω *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 Survival (-2) roll [Knowledge (Labyrinth) 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.

This is a **Minor Location**: if the party wishes to change their former destination, they can start from here.

Joker (Red) - Lucky Strike! A little, sudden earthquake opens a passageway leading out of the Labyrinth. The party can use it to escape from the maze, start their exploration again from there (this counts as a Hidden Passageway), or press on towards their destination target.

Joker (Black) - Baleful Earthquake! A major earthquake occurs, shaking the Labyrinth's very foundations and creating major changes in its architecture. All characters suffer 2d6 damage, backtracking is rendered impossible, and all references are lost. The heroes find themselves in the middle of "Somewhere" in the Labyrinth; all progression is lost, maps are rendered useless, and markings are no good. They must start their exploration from scratch.

PUTTING IT TOGETHER

Here's a summary of the maples approach:

- I. **Where are the heroes?** The heroes can be in one of these places: an entrance, a hidden passageway, a major location, or a minor location. If unsure where the heroes are, they are probably "Somewhere" in the Labyrinth (see the **Destination Table** on page 37).
- II. **Where are they headed?** If they want to reach a specific destination, see the **Destination Table** to know how many Goal Points (GP) they need before reaching the destination. If after a specific person or mobile target, the GM determines how many GP are required to find it.
- III. **Roll** to determine how the exploration goes (or draw a map). Keep track of the elapsed time.
- IV. **Draw** a card and see which random event occurs (after every roll or after 1 hour of mapped exploration). Resolve any random event issues before going on.
- V. Repeat 3 and 4 until the required GP is reached. When that happens, the heroes have reached their destination or target. If they want to continue exploring, restart from 1.

ARIADNE'S THREAD

The Labyrinth is a deadly trap. Smart heroes should be aware of this and should employ every possible means necessary to avoid wandering hopelessly through it and dying out of starvation or madness. As the famous hero Perseus did, they should find a smart way to avoid getting lost in the dreadful maze. Here are some hints for GMs to handle the party's ideas.

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.

DRAWING MAPS

Another good idea is to take a piece of parchment or papyrus and draw an accurate map of the corridors and rooms the party ventures through. Drawing a map requires a PC or NPC with at least Smarts d8, writing implements, and time: every two hours (or more, if the GM wishes) spent drawing maps while moving in unexplored areas gains the party +1GP. Event cards must still be drawn for every 1 hour spent mapping or following map directions. Exploring new sections while drawing a map is very slow, but backtracking can be very quick. If the heroes wish to go back to a previously mapped location, they gain +4GP every hour. Additionally, if a "location" card is drawn as a random event while backtracking, ignore it.

CREATIVITY

Should players find any creative (and reasonable) way to stay on their track, let them use it, granting some type of bonus. The risk of endless wandering should be a challenge, but should never plunge them deep into utter frustration.

CRETAN WARRIORS

The island of Crete is famous for fierce minotaur warriors and brave minospawn hoplites.

MINOSPAWN HOPLITE

Μινώταυρος απογόνος στρατιώτης

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: Fighting d8, Healing d4, Notice d4, Shooting d6, Throwing d6

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

Weapons: Spear (Str+d6), short sword (Str+d6), tower shield (+2 Parry, +2 armor versus ranged attacks)

Special Abilities

- **Fearful presence:** Due to their savage temper and many prejudices, minospawns are only welcome in Crete. All other Hellenes fear and mistrust them, so they suffer the Outsider Hindrance when dealing with non-cretan and non-minospawns.
- **Natural Weapons (Horns):** Minospawns have a pair of deadly horns, proof of their minotaur legacy. Even if unarmed, they deal Str+d6 damage.
- **Red Berserkers:** Minospawns are extremely excited by the sight of the red hue. In a non-hostile situation, if they see anything red-colored they immediately gain the Quarrelsome Hindrance. In a hostile situation, if they see anything red hued or spill their enemy's blood, they must make a Smarts (-1) roll or go Berserk (see Berserk Edge for further details).



MINOTAUR SOLDIER (WC)

Μινώταυρος στρατιώτης

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: Fighting d10, Intimidation d12, Notice d10, Throwing d6

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

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

Special Abilities

- **Divine Entourage (Poseidon):** +1 bonus to Strength; Strength Favored Rolls.
- **Fleet-Footed:** Minotaur soldiers roll a d10 when running instead of a d6.

- **Gore:** Minotaur soldiers use this maneuver to gore their opponents with their horns. If they can charge at least 6" before attacking, they gain a +4 bonus to their damage roll.
- **Horns/Bite:** Str+d4
- **Human Eater:** Minotaur soldiers have a particular taste for human flesh. If they bite a human target and inflict a Wound, they can immediately make a healing roll and gain a +1 bonus to all Trait rolls during the next combat round.
- **Seeing Red:** Red is a color that particularly excites and enrages minotaur soldiers because it reminds them of human blood. If a minotaur sees a blood-soaked creature, or anything red hued, it immediately charges it at full speed.
- **Size +2:** Minotaur soldiers stand over 7' tall.

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 minotaurs or the strongest among them.

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

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

Skills: Fighting d8, Knowledge (Labyrinth) d6, Notice d6, Stealth d6, Survival d8, Tracking d6, Throwing d6

Armor: Linen Armor (+1)

Weapons: Short sword (Str+d6)

Special Abilities

- **Natural Weapons (Horns):** Minospawns have a pair of deadly horns, proof of their minotaur legacy. Even if unarmed, they deal Str+d6 damage.
- **Red Berserkers:** Minospawns are extremely excited by the sight of the red hue. In a non-hostile situation, if they see anything red-colored they immediately gain the Quarrelsome Hindrance. In a hostile situation, if they see anything red hued or spill their enemy's blood, they must make a Smarts (-1) roll or go Berserk (see Berserk Edge for further details).