



WITTE AND BLOOD



WINE AND BLOOD

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Credits

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A ΠΕΝ ΘΠΠΤΣΠΔΣ

*The Nymphs told me when I was young
that I was born a superstar,
so daintily I danced and so prettily I sung
I was cool cause I was bizarre.
There's nothing wrong with drinking up many jars,
in wine you'll find your truth, babe.
So hold your head up, Hero, and you'll go far.
Listen to me when I say,
I am beautiful in my way,
cause Zeus makes no mistakes.
I am the god of orgies,
I was reborn this way.*

- The Muse Euterpe, Zagreus Song

Hail, noble hero!

My name is Hesiod, Poet of Epic Deeds. If I'm not mistaken, we've already met before. Many things 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.

ΔΣΑΘΗ ΑΠΔ ΡΣΒΙΡΘΗ ΘΦ Α ΘΘΔ

The Heavenly Contest really calmed things down on Mount Olympus. Since it began, many deities stopped plotting against Zeus and focused on acquiring as many followers as possible. Zeus's plan had worked, and the god of thunders could finally relax and devote himself again to his favorite sport: flirting.

His attentions were driven towards Persephone, his brother Hades' bride, but the queen of the Underworld was not so easy to conquer. Zeus asked his son Dionysus to help him, and the God of Revels brewed for his father a very powerful mix of wine and ambrosia. With it, Persephone became incredibly aroused and Zeus could finally lay with her.

Goddess Hera immediately noticed her husband's infidelity and plotted revenge. She went to the serpent-goddess Echidna and asked her to send the most powerful among her sons against Dionysus, the illegitimate son of Zeus who took active part in her husband's infidelity. Hideous Echidna spawned three giants with a lion head and serpents' feet; they immediately rushed on Dionysus' trail. The three giants attacked Dionysus when the god was alone, so he fled, changing into various animal forms in his attempt to escape. Finally he took the form of a bull, and in that form the giants caught him, tore him to pieces, and devoured him.

Zeus, discovering the crime, hurled a thunderbolt at the giants, turning them to ashes, and managed to recover Dionysus' heart, which was still beating. He went immediately to Persephone, asking her to bring his beloved son back to life. The Queen of the Underworld, feeling guilty for what happened, mixed the ashes of the

giants with some water from the underworld's rivers Cocytus and Lethe and shaped a new body that looked exactly like the former Dionysus. Zeus implanted the still-beating heart into the new body and it immediately came alive.

The new Dionysus was identical to the former one; as soon as he came to his senses he asked for a cup of wine. Persephone decided to treat him like a son and named him Zagreus, the "twice born." The three gods decided together to pretend that nothing ever happened, but Hera witnessed it all. Although a little satisfied for her revenge, she still hated the new Zagreus, perhaps even more than the former Dionysus.

ZAGREUS ENTERS THE FRAY

Pretty soon, Zagreus (or rather Dionysus) realized Zeus was the only ruler he would ever like. He would not stand to be ruled by the bragging Apollo or the vain Aphrodite, not to mention the wary Ares, the I-know-it-all Athena, the greedy Poseidon, and the gloomy Hades. And what if Hera decided to take part in the Heavenly Contest and won? Shivering at this idea, he went to his father Zeus and discussed the matter with him.

Zagreus tried his best to dissuade Zeus to resign in a thousand years, persuading him with wine and dance, to end the Heavenly Contest immediately, for Cosmos' sake. But Zeus was adamant; the Heavenly Contest would go on and whoever among its contenders would have

the largest number of followers within a thousand years would be appointed Cosmos' new supreme ruler. Zagreus was left with a difficult choice: enduring a bad ruler in the future or taking part in the Heavenly Contest, being forced to spend time scheming instead of partying. Eventually, he chose the latter option; after all, he could use a little diversion from time to time from extreme partying and wine orgies.

From that time on, he created his own Mystery Cults and elected Mount Cithaeron as his most important secret sanctuary. Look out Cosmos, another contender joined the Heavenly Contest!



NEW HEROES ARE BORN

You were holding, Hellas, the feast of grape-crowned Dionysus, celebrated by custom each third winter. Those who serve him also attended and whoever is not hostile to play, namely young satyrs, maenads, and nymphs who haunt streams and lonely wilds.

- Hesiod, Hymn to Dionysus

HEROIC CONCEPTS

Since Dionysus (as Zagreus) joined the Heavenly Contest, new kinds of heroes walk on Hellas. Let them inspire you to create the concept of your own unique hero.

THE ALLURING DANCER

Some people dance for fun, others to make a living, but only a few heroes dance to perform miracles. When the chorèutes dance, their performances have incredible effects on bystanders. Depending on the dance, bystanders gather around, feel compelled to dance along, and carry out the hero's orders, never missing a beat. These heroes are always up for a party; loud and noisy, they always stand out of the party crowd. While they privately win everyone's heart, the vast majority openly disapproves their libertine behaviors and considers them way too inappropriate and transgressive.

THE ECSTATIC DRUNKARD

Known as maenads (female) or methysoi (male), the ecstatic drunkards spread the thrill and unbridled passion of grapes and wine in the whole Cosmos. Thanks to the power of wine, they manipulate people's passions, instill hindrances, or unleash the mightiest rage around them. Quite appropriately, they are real lovers of wine and take advantage of every opportunity to drink it beyond measure.

THE FACELESS MIME

Also known as mimoi, these skilled performers of the ancient art of mimicry can instantaneously learn their opponents' Special Abilities or even Mystery Cult Powers. Once learned, those Powers and Abilities can be used at will, thanks to Zagreus' blessing. These heroes often wear tragedy masks, are very compliant, and able to adapt to everything, but "normal" people see them as untrustworthy, very conformist, and spineless.

PLAYABLE RACES

In the core setting guide, heroes can be humans or demigods. The latter can have different origins; they can be born from the union of an Olympian god and a mortal human or they can be specially gifted humans who were adopted and given special abilities. Humans are less powerful than demigods but are more adaptable and can decide their fate more freely. On the contrary, demigods are far more powerful than humans but with great hindrances; they cannot change sides and a good part of their destiny is already written in the Book of Fate.

Since Zagreus joined the Heavenly Contest, a new race can be played: the satyrs. As for humans, satyrs can be demigods too. In that case, add the demigods' template to the satyrs' racial stats and remove the Free Will stat.

SATYRS

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

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

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



HINDRANCES

These new entries can be used to add more flavor to your existing characters or to create new ones.

CONFORMIST (MINOR OR MAJOR)

Better stay and fight or flee? Should the hero rescue the little child or the old man first? He is afraid of decisions, especially important ones. Instead of deciding for himself, the hero would rather rely on someone he trusts to choose his destiny. Instead of choosing a side, he always prefers neutrality. As a Minor Hindrance, this is usually harmless; the hero generally keeps it to himself and is the only one in the party to suffer consequences for this disadvantage. As a Major Hindrance, he expresses his views on the situation frequently, leading to general embarrassment and occasionally danger for himself and the party.

HANGOVER (MINOR OR MAJOR)

Drinking any kind of alcoholic beverage is the greatest pleasure in life for you. You never say no to a good drink, requiring a successful Smarts roll to deny a glass of wine as a Minor Hindrance and a Smarts at (-2) as a Major Hindrance. The first glass calls for the second one, the second one calls for the third one, and so on... Treat this Hindrance like a bad habit.

RAVER (MINOR OR MAJOR)

Life is too short to waste it working. Parties always come first and the hero never misses a chance to attend one, no matter how busy his schedule is or how important his tasks are deemed. In game terms, the hero attends all events, parties, and recreational situations he can, postponing all duties as much as possible. As a Minor Hindrance, this is generally harmless; the character keeps it to himself and is the only one in the party to suffer consequences for this disadvantage. As a Major Hindrance, he expresses his desires frequently, leading to general embarrassment and occasionally danger for himself and the party.

EDGES

Since Zagreus entered the Heavenly Contest, new Edges are available.

EURHYTHMICS

Requirements: Seasoned, Spirit d8+, Perform (Dance) d8+

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

LIQUID COURAGE (MODIFIED)

Requirements: Novice, Vigor d8+

In Wine you'll find your strength, that's what Dionysus says. The round after consuming a stiff drink (at least 8 ounces of hard liquor or equivalent), the character's Vigor increases by one die type (increasing Toughness as well). The hard drinker can also ignore one level of wound modifiers (which stacks with other abilities that do the same).

The effect lasts for one hour after it begins. If the drunkard seeks inebriation, he suffers a (-2) penalty to all Smarts- and Agility-based rolls for as long as he continues to drink and then the next 1d6 hours thereafter.

This Edge only applies when Zagreus's Divine Attitude is Indifferent or better. Should His Divine Attitude drop below Indifferent, the hero gains no benefits until he properly atones.

IMPROVED LIQUID COURAGE

Requirements: Veteran, Vigor d10+, Liquid Courage

As for Liquid Courage, but the character's Vigor increases by one die type (increasing Toughness as well) if Dionysus is Indifferent, two die types if Favored, and three die types if Beloved. The hard drinker can also ignore one level of wound modifiers (which stacks with other abilities that do the same) if Dionysus is Indifferent or Favored and two levels of wound modifiers if Beloved.

The effect lasts for one minute after it begins. If he continues drinking (until wine runs out) he suffers no penalties.

This Edge only applies when Zagreus's Divine Attitude is Indifferent or better. Should His Divine Attitude drop below Indifferent, the hero gains no benefits until he properly atones.

PATRON DΣITY

Since Dionysus entered the Heavenly Contest as Zagreus, some gods' attitudes and influences over Cosmos have changed.

ZAGREUS

Διονυσος/ Ζαγρεός

The god of ecstasy, theater and dance

"Let us be merry and drink wine and sing of Zagreus, the inventor of the choral dance, the lover of all songs, leading the same life as the satyrs, the darling of Dionysus. Thanks to him drunkenness was brought forth, the dance was born, pain takes rest, and troubles go to sleep."

- Anacreon, Hymn to Zagreus

Dionysus was born of Zeus and Semele, a mortal woman. Hera, who hated all of Zeus's illegitimate sons, forced Dionysus to wander as far as India and undergo many quests before he could be taken among the gods. After Dionysus helped Zeus in an extramarital affair with Persephone, Hera decided to have him killed, charging three beastly giants to do it. After a long chase, the giants devoured Dionysus, but were instantly incinerated by Zeus's thunderbolts. With the help of Persephone, Zeus managed to bring Dionysus back to life, now known as Zagreus, the "twice born." Zagreus looks like a hairless young man holding an amphora of wine, a lyre, or a thyrsus. He is the patron of drunkenness, wine, orgiastic feast, and theater performances.

Influence on Cosmos: Zagreus likes wandering Cosmos and celebrating with wine, music, and theater. The freedom to think and act is the basis of his lifestyle, which attracts crowds of orgiastic maenads around him. Ecstasy is an important point of arrival, and must be achieved by any means, starting from the theater to finish with orgies of wine.

Followers' Profile: The followers of the God of Wine and Reveling come from rural areas and parts of cities where regular celebration is a part of life. He enjoys the worship of those who refuse to take life too seriously and chafe at the idea of being limited by too many laws. Zagreus stands for the unpredictable, erratic, wild side of life; his followers are not likely to be fond of discipline or structure.

Ethos Concepts: Renewal, wine, and celebration.

Virtues: Excess (especially sexual), endurance, faith, humor, over-indulgence, and liberating the bound. Zagreus and his cult represent dangerous departures from the usual Hellenic ideals of civilized conduct, but in as much as he is an Olympian and an immortal subject to the rule of Zeus, he is tolerated.

Sins: Humorlessness, pomposity, excessive sternness, excessive sobriety, harming a satyr, centaur or nymph except in self-defense, disrupting another's celebrations, and betraying secrets.

Open Cult: Zagreus is celebrated across Hellas and most enthusiastically in rural villages where his festivals occur. The women who follow him are called maenads, a troupe of wild devotees who wear ragged clothing and tear living creatures apart with their bare hands. He is held in high esteem by the semi-human creatures of the forest, such as satyrs and centaurs. The philosophy of a Zagreus follower is to remember that life is eternally beginning and ending, that everything devours everything else, and that only in the rapture of strong drink and uninhibited excess do we perceive the world as it truly is: a festival of savage delight.

Zagreus's followers are rarely afraid of anything. Like the god himself, they are hard to kill and pride themselves on their ability to come through trials still smiling. Zagreus is taken to be the diametric opposite and complement of Apollo. While Apollo is orderly, harmonious, precise, and controlled, Zagreus is unrestrained, wild, savage, and drunken.

Followers of Zagreus hate bonds and fetters of any kind and do not submit to them without violent resistance, seeking to break or escape from them at the earliest opportunity.

Mysteria: Corybantes, Maenads, and Mimesis. The most important sanctuary where these mysteria are secretly celebrated is on Mount Cithaeron, between Attica and Boeotia. Initiates of the Mysteries of Zagreus try by all means to achieve ecstasy and spread it throughout Cosmos; they dance in a fascinating way, confuse minds with the power of wine, and are able to imitate any power or skill. Those who accept their lifestyle and take part in the festivities and theater performances are imbued with the ecstasy of a god, while those who refuse to accept the way of life of Zagreus, or worse oppose him, incur the wrath of the initiates and are taken by Lyssa, the terrible madness.

Favored Rolls: Vigor, Perform, and Spirit rolls due to Fear.

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

Favor Benefits: Vigor.

Disfavor Penalties: Vigor.

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

Rival Deity: Hera. Additionally, Hera changed her attitude on Cosmos, with Zagreus becoming her Rival Deity.

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

MYSTERY CULTS

Since Zagreus joined the Heavenly Contest, new mystery cults on Mount Cithaeron are available for heroes to join.

CORYBANTES

"Dionysus, bringer of parties, was approaching Thebes with his Corybantes, who with the clamor of bells and captivating dances were his following. The inhabitants of Thebes, as soon as they saw the Corybantes, covered themselves with the skins of deer and, singing hymns and waving thyrses, joined the frenzied dancing, drank with joy, and were eager to celebrate the rites of the god. And so it was that the Corybantes increased the ever-partying procession of the young god, gathering in the streets crowds of happy and joyful dancers who never stopped their ecstatic movements."

- Hesiod, deeds of Gods and Heroes

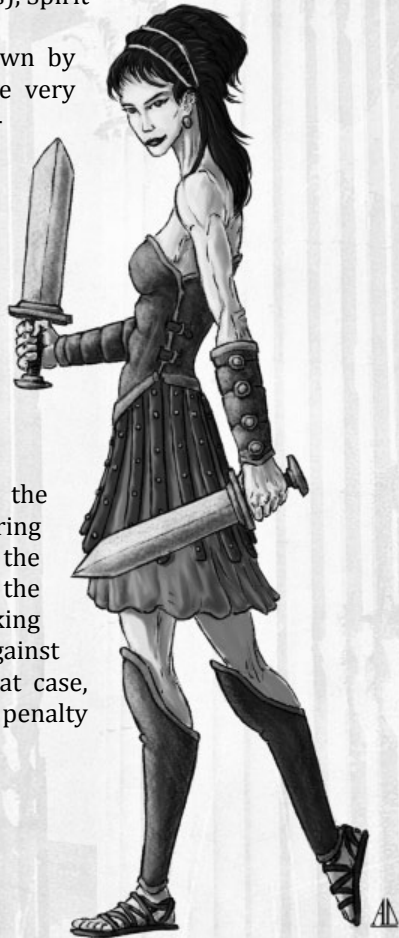
Patron Deity: Zagreus

Requirements: Novice, Acolyte (Corybantes), Spirit d6+, Perform (Dance) d6+

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

Cult Hindrance: Raver

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



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

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

CAPTIVATING DANCE (ACOLYTE)

Energy Points: 1

Skill: Perform (Dance)

Range: Spirit x 2

Duration: As long as the performance goes on

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

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

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

INHIBITORY BALLET (BAPTIST)

Requirements: Novice, Baptist (Corybantes), Perform (Dance) d8+

Energy Points: 1

Skill: Perform (Dance) -1

Range: Spirit

Duration: As long as the performance goes on

Trappings: People around the heroine feel tired and dizzy.

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

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

DANCING AMNESIA (GNOSTIC)

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

Energy Points: 1

Skill: Perform (Dance) -1

Range: Spirit

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

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

The dancing heroine completely erases the bystanders' memories. Targets immediately stop what they were doing and start wondering about everything (Why am I here? What should I do? Where should I go?) during the performance and for two hours thereafter. Everybody will be lost in his thoughts, so nobody will start a fight,

but everyone will defend himself if attacked. When the Power expires, everyone remembers everything once again. To resist the performance, each target must make an opposed roll using their Smarts, modified by Charisma, versus the heroine's Perform.

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

EXHAUSTING CHOREOGRAPHY (DAEMONSTRATOR)

Requirements: Veteran, Daemonstrator (Chorybantes), Perform (Dance) d10+

Energy Points: 2

Skill: Perform (Dance) -2

Range: Spirit

Duration: As long as the performance goes on

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

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

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

DANCING PUPPETS (ESOTERIC)

Requirements: Legendary, Esoteric (Chorybantes), Perform (Dance) d12+

Energy Points: 3

Skill: Perform (Dance) -2

Range: Spirit x 4

Duration: As long as the performance goes on

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

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

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

MAENADS

"As soon as the busty maenads became aware of being spied in their rites in honor of Dionysus, they rose up and, filled with a wild and uncontrollable fury, rushed to Pentheus. To no avail were the efforts of the king: the maenads, drunken with insane folly

and with limbs fortified by furious Lyssa, quartered the body of Pentheus and devoured him instantly, deaf to his complaints and to his desperate screams."

- Daedalus, Chronologos

Patron Deity: Zagreus

Requirements: Novice, Acolyte (Maenads), Spirit d6+, Taunt d6+

Description: Members of Maenads are known by the epithet methysoi (male) or maenads (female) (*Ecstatic Drunkards*). They perform secret rituals to acquire the thrill of euphoria and orgiastic revelry from wine. They spread the thrill and unbridled passion of grapes and wine across Cosmos, driving those who dare opposing the power of Zagreus completely insane. Additionally, they are real lovers of wine and take advantage of every opportunity to drink it beyond measure.

Cult Hindrance: Hangover

Special Rules: Some of these Powers require the hero to have some wine (or other alcoholic beverage) with him in order to work.

FREE DRINKS (ACOLYTE)

Energy Points: 1

Skill: Taunt

Range: Spirit x 2

Duration: Special

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

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

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

UNBRIDLED PASSION (BAPTIST)

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

Energy Points: 1

Skill: Taunt -1

Range: Spirit

Duration: Rank x 5 minutes

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

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

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

PERSPECTIVE SHIFT (GNOSTIC)**Requirements:** Seasoned, Gnostic (Maenads), Spirit d8+**Energy Points:** 1**Skill:** Taunt -1**Range:** Spirit**Duration:** Rank x 1 minute.**Trappings:** Targets shift their point of view on reality to its opposite.

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

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

MANIA (DAEMONSTRATOR)**Requirements:** Veteran, Daemonstrator (Maenads), Taunt d10+**Energy Points:** 2 for Minor, 3 for Major**Skill:** Taunt -2 for Minor, Taunt -4 for Major**Range:** Spirit**Duration:** Rank x 1 week**Trappings:** The target acquires a Phobia.

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

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

LYSSA (ESOTERIC)**Requirements:** Legendary, Esoteric (Maenads), Taunt d12+**Energy Points:** 3**Skill:** Taunt -2**Range:** Spirit x 4**Duration:** Special

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

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

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

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

MIMESIS

"Together with the satyr Silenus, there came Eymètheus, the favorite son of Erato. He was gifted with exceptional talent: as soon as he saw something, immediately he learned how to do it. During his life, he had learned all sorts of dances and songs, and had been an apprentice of the most experienced craftsmen and pupil of the best philosophers. If asked, he answered that all his knowledge came from god Dionysus: after all, he was only a humble pupil of the Art of Mimesis."

- Hesiod, deeds of Gods and Heroes

Patron Deity: Zagreus

Requirements: Novice, Acolyte (Mimesis), Vigor d6+, Perform (Act) d6+

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

Cult Hindrance: Conformist

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

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

ALPHAMIMESIS (ACOLYTE)

Energy Points: 1

Skill: Perform (Act)

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

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

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

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

BETAMIMESIS (BAPTIST)**Requirements:** Novice, Baptist (Mimesis), Perform (Act) d8+**Energy Points:** 1**Skill:** Perform (Act) -1**Range:** As per the Power or Special Ability the hero wishes to use**Duration:** As per the Power or Special Ability the hero wishes to use**Trappings:** As per the Power or Special Ability the hero wishes to use

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

GAMMAMIMESIS (GNOSTIC)**Requirements:** Seasoned, Gnostic (Mimesis), Vigor d8+**Energy Points:** 1**Skill:** Perform (Act) -1**Range:** As per the Power or Special Ability the hero wishes to use**Duration:** As per the Power or Special Ability the hero wishes to use**Trappings:** As per the Power or Special Ability the hero wishes to use

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

DELTAMIMESIS (DAEMONSTRATOR)**Requirements:** Veteran, Daemonstrator (Mimesis), Perform (Act) d10+**Energy Points:** 2**Skill:** Perform (Act) -2**Range:** As per the Power or Special Ability the hero wishes to use**Duration:** As per the Power or Special Ability the hero wishes to use**Trappings:** As per the Power or Special Ability the hero wishes to use

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

SUPREME MIMESIS (ESOTERIC)**Requirements:** Legendary, Esoteric (Mimesis), Perform (Act) d12+**Energy Points:** 3**Trait Roll:** Perform (Act) -2**Range:** As per the Power or Special Ability the hero wishes to use**Duration:** As per the Power or Special Ability the hero wishes to use**Trappings:** As per the Power or Special Ability the hero wishes to use

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

18 · MYTHOS

REFERENCES

BOEOTIA

Boeotia is a very important region in Central Hellas. It lies north of the eastern part of the Gulf of Corinth and has a short coastline on the

Gulf of Euboea. It borders on Megaris in the south, Attica in the southeast, Chalcis in the northeast, Opuntian Locris in the north, and Phocis in the west.





The main mountain ranges of Boeotia are Mount Helicon in the southwest and Mount Cithaeron in the south. Its longest river, the Cephissus, flows in the central region where most of the low-lying areas of Boeotia are found. In the center of Boeotia lie two lakes: the bigger one is Lake Copais, the smaller one is Lake Hylia.

Two great cities fight for supremacy in Boeotia: Thebes, ruled by the Royal House of Cadmus, and Orchomenus, ruled by the Royal House of Minyas.

ORCHOMENUS

Ὀρχομενός

The Great Treasury, the Rampant Mongoose

Location: Central Hellas, Boeotia region

Population: circa 14,000, called *Minyans*. They are renowned winemakers and curious travelers.

Symbol: The head of Minyas's Mongoose or a cluster of grapes.

King: Ascalaphus and Ialmenus, former Argonauts from Minyas lineage, now reign in Orchomenus' citadel, the *Treasury*.

History: Orchomenus is a very old settlement founded near Lake Copais. It became very famous since Minyas, son of Poseidon, seized power. He was a very cunning and skilled ruler who learned the secrets of winemaking from Dionysus. Selling his excellent wine, Minyas became incredibly wealthy and hoarded all his huge wealth in the royal palace that was called "the Treasury". Under Minyas's rule, many Minyans went to foreign lands in search of wealth and fortune. Some of them reached Iolcus in Magnesia and settled there. The mighty Jason comes from Minyas lineage, that's why all Argonauts are often referred to as "Minyans". During the following years, Orchomenus's wealth caused many battles against the neighboring kingdoms. King Erginus, grandson of Minyas, won the war against the Thebans and imposed a heavy tribute on them. He hated Thebans so much that he ordered the Mongoose to be the

city's emblem only to humiliate the "poisonous vipers" of the House of Cadmus. Alas, with Heracles' help, the Thebans, not many years later, defeated the Minyans and imposed on them twice the former tribute. Orchomenus was so rich they didn't quite notice the tribute and continued its winemaking and trading. Since the two brothers Ascalaphus and Ialmenus got triumphantly back from the great Argonauts challenge, they feel up to any enterprise and plot revenge against the Thebans to again prove their worth.

Religion: Minyans have a special devotion towards Dionysus.

Mentality: Unlike many Hellenes, Minyans love money. They love collecting drachmas (especially gold ones) and showing their treasures off as a status symbol. Moreover, they tend to be very stingy: every drachma spent is a wound to their treasure hoard.

ROYAL HOUSE OF MINYAS

AKA: Minyans, Vintners

Royal Seal: A great cluster of grapes, symbolizing the huge vineyards owned by the Minyans.

Headquarters: Orchomenus in Boeotia.

Description: More interested in trade rather than in war, the Minyans are devoted to winemaking, cherish trade, and love to hoard treasures. They race against the Cadmides for the supremacy over Boeotia.

History: Minyas, eponym of the Minyans, descends from the line of Aeolus and Sisyphus. During his reign, Orchomenus was nothing more than a little town whose name was not even recorded. One day Dionysus showed up with his full court and the whole village went into a frenzy. Minyas' daughters reproached other women for joining the Maenads. So Dionysus, coming to them as a young girl, exhorted them to honor the cult and mysteries of the god. But Minyas' daughters, paying no attention to the young girl's words, angered the god who then turned into a bull, a lion, and a leopard. Terrified by these and other miraculous events, the daughters cast lots and decided Leucippe's son Hippasus should be torn into pieces to appease the god. After that they joined the Maenads in the mountains, but were turned into birds by Hermes.

Minyas, seeing this, decided to accept the raving god and ordered that every year, at the same date, there would be a flight and pursuit of young girls by the Priest of Dionysus with sword in hand. Any one of them that he catches he may kill. The god was very pleased with this display of honor and rewarded Minyas with secret wine-making knowledge. Since then, the Minyans have been great winemakers and in Orchomenus a great temple to Dionysus was erected. Winemaking was very profitable; the revenues that Minyas received were so great that he surpassed his predecessors in wealth and became the first man known to build a treasury to receive his riches. This great treasury became the Royal Palace of Orchomenus in the later years.

Minyas had a son, Orchomenus, who became king after him and gave the growing city his name. Orchomenus was childless. So after him the kingdom went to Clymenus, from Athamas line. Clymenus was killed by Thebans at a feast and for a trivial reason. So Erginus (the eldest son of Clymenus), having succeeded his father as king of the Minyans, attacked Thebes and, being victorious, imposed a tribute on the Thebans. He was so angered against the Theban "poisonous vipers" that he elected his cherished little mongoose to be the new city emblem in spite of the Cadmides. Later, Erginus and the Minyans were defeated by Heracles and the Thebans, who forced the Minyans to pay two times the former tribute to the Cadmides.

Although heavy, the Minyans paid the toll without problems for many years to come. Nowadays, Ascalaphus and Ialmenus, grandsons of Erginus, rule in Orchomenus after returning from the Argonauts expedition. Their attitude is more warlike than their ancestors and they plot revenge against the Cadmides.

Goals: Ascalaphus and Ialmenus wish to end the tribute Thebes imposed on them and seize the supremacy over Boeotia.

Allies: Minyans have no active allegiance yet, but anyone who opposes the Royal House of Cadmus and/or Heracles can be regarded as an ally.

Enemies: The Cadmides are the Minyans' sworn enemies: Ascalaphus and Ialmenus plot revenge against them to finally seize the supremacy over Boeotia. Moreover, the Minyans did not forget what Heracles did to them, so they will oppose the Heraclids as well.

LANDMARKS

MOUNT CITHAERON

Location: Central Hellas, Boeotia region

Description: Standing between Boeotia in the north and Attica in the south, Mount Cithaeron rises to 4,623ft. This mountain derives its name from ancient Boeotian king Cithaeron, who helped Zeus in dire straits. When Hera, suspecting another extramarital affair, was chasing after Zeus, Cithaeron advised the latter to take into his chariot a wooden statue made from Mt Cithaeron's wood and dress it up so as to make it resemble Plataea, the daughter of Asopus. Zeus followed his counsel, and as he was riding along with his pretended bride, Hera, overcome by her jealousy, ran up to him, tore the covering from the suspected bride, and on discovering that it was a statue, became reconciled to Zeus.

Since then, Zeus has blessed this mountain's trees and every master artisan wishes to craft his wooden masterpiece from mount Cithaeron's wood (in game terms, wood collected from the sacred areas of Mount Cithaeron provide a +2 to Crafting rolls). The problem is, since Dionysus (as Zagreus) entered the Heavenly Contest, Mount Cithaeron has been chosen to be his most important sanctuary where orgies, parties, and Mystery Cult rites are held. It's strictly forbidden for uninvited guests to enter its woods and witness the secret rites, as King Pentheus learned for himself being dismembered by the furious Maenads. Moreover, since ancient times, satyrs inhabit this mountain's forests, leading a joyous and carefree life and do not welcome uninvited strangers.

LAKE COPAIS

Location: Central Hellas, Boeotia region

Description: Lake Copais is a great lake in Boeotia that spans about 70 square miles. The towns of Haliartus, Orchomenus, and Chaeronea are on its shores. The main river feeding the lake is the Cephissus.

Nowadays, Lake Copais is nothing more than a great place to relax and enjoy eating its famous eels, but centuries ago the situation was different. During the Silver Age, a city of Pelandres stood where Lake Copais now is; its name was Ogygia and the people inhabiting it were named Hectenes. It was a peaceful town until the Atlanteans came and transformed it into one of their fiercest strongholds against the Olympians. In order to quench the rebellious Atlanteans, the god Ares diverted the river Cephissus from its banks and flooded the area where Ogygia stood, cursing all its inhabitants,

who transformed into slimy eels. The city sank hundreds of feet underwater and since then Lake Copais was created.

If legends are true, the city and its Atlantean wonders remained unchanged during the centuries due to Ares' curse and the delicious eels are the offspring of the cursed Pelandres. The city's king, Ogygus, is said to have turned into a giant eel and constantly spawns new eels on his orichalcum throne since the curse started. Untold treasures await the daring adventurers who dive deep into Lake Copais's waters, but so far nobody has returned to prove these legends true.

FOREIGN LOCATIONS

INDIA

Location: Easternmost part of the Cosmos, on the banks of Oceanus.

Description: Far, far away, on the easternmost banks of the Great River Oceanus, south of Colchis lays a foreign, barbaric land called India. It's a very distant land, about 2,000 miles away from Hellas, where strange creatures and men dwell. The god Dionysus was forced to go there and wage war against the Indians in order to be accepted among the Olympians, but before him nobody of Hellenic lineage ever entered that land. Indians live a primitive, tribal life and usually gather in small villages in the jungle. Every tribe leads its life separately; they only join forces to oppose greater enemies such as Dionysus' army. Indians are not the only inhabitants of India, many other "curious" tribes of humanoids live there: the mouth-less astomi, the short-lived calingi, the dog-like chromandae, the long-lived macrobi, the wrinkled mandi, the black-and-white pandae, the snake-like sciritae, and the sparrow-footed struthopods. India is also the homeland of many exotic animals such as elephants and fabulous monsters like the unicorn. After defeating the former Indian king Deriades, Dionysus left his trusted friend Modaeus in charge of all India. Since Zagreus joined the Heavenly Contest, many humanoids, animals, and monsters from India are even more often seen in Hellas and neighboring countries, probably brought there to satisfy the God of Wine's whims.



ΣΧΟΤΙΚ ΚΡΕΑΤΗΡΕΣ & ΤΡΙΒΕΣ

Since Zagreus took part in the Heavenly Contest, many exotic animals, humanoids, and beasts started appearing in Hellas and elsewhere on Cosmos. Although native to faraway India, these exotic beings now roam the entire Cosmos; heroes should better beware!

ΣΧΟΤΙΚ ΚΡΕΑΤΗΡΕΣ

ELEPHANT

Ελέφας

There is an animal, which is called "elephant," which possesses no desire for sexual intercourse. But among the Indians, where it comes from, it is called "barrus" from its trumpeting. So also its trumpeting is called "barritus" and its teeth "ebur." Its snout is called "promuscis," because it puts food into its mouth with it; and it is like a snake and is guarded by a rampart of ivory. No bigger animal is to be seen on four legs.

- Alektor, Wonderful Bestiary

Elephants are large Indian animals with great tusks and thick hides. They have no knee joints, so if they fall down they cannot get up again. To avoid falling, the elephant leans against a tree while it sleeps. To capture an elephant, a hunter can cut part way through a tree; when the elephant leans against it, the tree breaks and the elephant falls. Unable to rise, the beast cries out: no matter how hard it tries, it won't be able to rise up until a small elephant comes and succeeds in raising the fallen one. They like eating serpents, especially the Indian dragons, which in turn prey on elephants.

Male elephants are reluctant to mate. When the female wants children, she and the male look for the mandrake root; the female elephant eats some mandrake and then gives some to the male; they mate and the female immediately conceives. The female remains pregnant for two years, and can only give birth once. When it is time to give birth, the female wades into a pool up to her belly and gives birth there. If she gave birth on land, the elephant's enemy (the Indian dragon) would devour the baby. To make sure the dragon cannot attack, the male elephant stands guard and tramples the dragon if it approaches the pool.

The cures obtained from the elephant are few in number; the principal one being a salve made of ivory, ground up, which is applied to spots and lines on the face and for whitening the teeth. The blood is also to be drunk by those who suffer from hemorrhage (has the same effect of a raise on a Healing roll). If the skin or bones of an elephant are burned, the smoke will drive out serpents.

The elephant's life span is three hundred years. They travel in herds, are afraid of mice, and courteously salute friendly men in whatever way they can.

ELEPHANT**Attributes:** Agility d4, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d10**Pace:** 6; **Parry:** 5; **Toughness:** 14 (2)**Skills:** Fighting d6, Intimidation d10, Notice d6**Special Abilities:**

- **Armor +2:** Thick, leathery hide.
- **Dragon Killer:** Elephants are dragons' natural enemies. They immediately attack dragons that are not larger than they are and gain a +2 bonus for attacks made against them.
- **Large:** Due to their size, opponents get a +2 bonus to all attack rolls when fighting an elephant.
- **Size +5:** Elephants are massive creatures.
- **Trample:** Elephants attack by charging forward and trampling their opponents. They charge in a straight line, or can make a single turn with the Turn template; anyone within their path must make an Agility check or be run down. Victims take Str damage and are knocked prone.
- **Trunk Slap/Tusks:** Str+d6
- **Weakness (Mice):** Elephants can't stand the sight of mice. They must make a Fear roll at (-4) whenever they're within 6" of one.

ELEPHANT, WAR

Ελέφας ολεμιστής

A war elephant is an elephant trained and guided by Indians for combat. Their main use is to charge the enemy, trampling them and breaking their ranks. They carry turrets in combat, and tusks adorned with blades and maces to bring more pain to their enemies. Few brave heroes use them to fight against dragons.

**ELEPHANT, WAR****Attributes:** Agility d4, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12**Pace:** 6; **Parry:** 6; **Toughness:** 16 (2)**Skills:** Fighting d8, Intimidation d12, Notice d6**Special Abilities**

- **Armor +2:** Thick, leathery hide.
- **Dragon Killer:** War elephants are dragons' natural enemies. They gain a +2 bonus for attacks made against them.
- **Large:** Due to their size, opponents get a +2 bonus to all attack rolls when fighting an elephant.
- **Size +6:** Elephants are massive creatures.
- **Trample:** War Elephants attack by charging forward and trampling their opponents. They charge in a straight line, or make a single turn with the Turn template; anyone within their path must make an Agility check at (-2) or be run down. Victims take Str damage and are knocked prone.
- **Trunk Slap/Tusks:** Str+d8
- **Weakness (Mice):** War elephants can't stand the sight of mice, but their battle training gives them better chances to resist. They must make a Fear roll at (-2) whenever they're within 6" of one.

INDIAN ANTS

Μυρμηκὲς Ἰνδικαί

Most of the gold is acquired from the lethal Indian Anthills by the cunning Indians; they dig some from mines in their country, too, but it is less abundant.

- Silenus, Chronicles of the Indian Wars



In the sandy Indian deserts there are ants; their swarms are not as big as dogs, but definitely bigger than foxes. These ants live underground, preying on every kind of living thing they can find (animals and plants alike) and digging out the sand in the same way as the ants in Hellas, to which they are very similar in shape, and the sand which they carry from the holes is full of gold. It is for this sand that the Indians set forth into the desert; the few that succeed come back incredibly rich while the bones of all the others are scorched by the blazing desert sun. The gold does not come from a metal vein, but rather the ants' excrements. Whoever manages in capturing the ants' queen alive could create a private anthill and become rich in no time. So far, nobody has succeeded, but many bold heroes died trying.

Indian ants hunt in great swarms that cover a Large Burst Template that attack everyone within it every round. They are incredibly fast and voracious, capable of devouring an ox in less than one minute. If an anthill is approached, it can house up to 1d4+1 swarms of Indian ants. The following stats refer to a single swarm.



INDIAN ANTS

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d10, Vigor d10

Pace: 12; **Parry:** 4; **Toughness:** 7

Skills: Notice d10

Special Abilities

- **Bite or Sting:** Indian ant swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone beneath the template. Damage is applied to the least armored location.
- **Burrow (10"):** Indian Ants can plunge or pop out of the ground at will.
- **Fleet Footed:** They move at Pace 12 and roll a d8 for running.
- **Gold Makers:** A standard anthill of Indian ants can make an average of 1 lb. of golden dust every day, piled on a mound near the anthill's entrance hole. An average Indian anthill (at the moment he heroes approach it) has about 1d100 lbs. of gold per swarm housed within, dispersed on different mounds around the entrance, unless the GM states otherwise.
- **Split:** Indian ants are very smart. If needed, they can split up into two smaller swarms (Medium Burst Templates) should their foes split up. The Toughness of these smaller swarms is reduced by 2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Jumping in water foils the Indian ants.

INDIAN DRAGON

Δράκων Ινδικός

In India, I am told, the elephant and the dragon are the bitterest enemies. Now elephants draw down the branches of trees and feed upon them. And the dragons, knowing this, crawl up the trees and envelop the lower half of their bodies in the foliage, but the upper portion extending to the head they allow to hang loose like a rope. And the elephant approaches to pluck the twigs, whereat the dragon springs at its eyes and gouges them out. Next the dragon winds round the elephant's neck, and as it clings to the tree with the lower part of its body, it tightens its hold with the upper part and strangles the elephant with an unusual and singular noose.

- Alektor, Wonderful Bestiary

Indian dragons are large serpents that live in India and prey on Elephants. Although smaller than their Hellenic relatives, they are nevertheless dangerous enemies spawned by the goddess Echidna.

INDIAN DRAGON

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12**Pace:** 6; **Parry:** 7; **Toughness:** 17 (4)**Skills:** Fighting d10, Intimidation d12, Notice d8**Special Abilities**

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8
- **Elephant Killer:** Indian dragons are elephants' natural enemies. They immediately attack elephants on sight and gain a +2 bonus for attacks made against them.
- **Large:** Attackers add +2 to their attack rolls when attacking an Indian dragon due to its large size.
- **Size +5:** Indian dragons are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- **Tail Lash:** An Indian dragon can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting attack, and damage is equal to Str-2.

INDIAN WORM

Έλμης Ινδικός

There is also a large creature in Ganges River which distantly resembles a white worm. By melting down, they make an oil, and from this oil, it appears, there is given off a flame such that nothing but glass can contain it.

- Alektor, Wonderful Bestiary

In the river Indus breeds an exotic race of giant worms resembling those usually found on fig-trees. Their average length is about 20' and they are so thick a child ten years old could hardly put his arms round it. They have two teeth, one in the upper and one in the lower jaw, devouring everything they seize with these teeth. By day they remain in the mud of the river, but at night they comes out, seize whatever

comes across, whether ox or camel, drag it into the river, and devour it all except the intestines.

Indians try to catch these worms with large hooks baited with a lamb or a child prisoner attached by iron chains. After the worm has been caught, it is hung up for thirty days with vessels placed underneath, into which as much oil from the body drips as would fill ten amphorae. At the end of the thirty days, the worm is thrown away; the vessels of oil are sealed and given as a present to the king of India, who alone is allowed to use them. This oil sets everything alight, wood or animals, over which it is poured, and the flame can only be extinguished by throwing a quantity of thick mud on it or encircling it with glass.



INDIAN WORM

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

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

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

Special Abilities

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



LION

λέων

The lion was complaining to Prometheus that while the god had made him big and strong, he was still afraid of the cock. The lion felt foolish because of this lack of courage. He went to talk to the elephant and found him being tormented by a little mouse. When the lion asked him about his trouble, the elephant said that he was afraid of the mouse, because if it got into his ear he would surely die. The lion, hearing that, felt much better about his own courage, since a cock is much more frightening than a mouse.

- Hesiod, Of Beasts and Men

Lions are big predators living in Hellas' mountains as well as in faraway India's barren plains. When a lion notices it's being hunted, it erases its tracks with its tail. Its cubs are born dead and are brought to life when the father roars over them. They are frightened by the sight of the white cock and can cure themselves by eating an ape; eating on one day and drinking the next – if the meat does not digest properly the lion pulls it out of its stomach with its claws.

The roar of a lion is alone enough to make other animals weak with fear. They do not like to eat the previous day's prey, abandoning the remains of their last meal. Unlike most animals, they mate face-to-face. The lioness gives birth to five cubs the first time, then four the next, and three the next, until after the birth of a single cub in the fifth year, they become sterile.

LION

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

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

Skills: Fighting d8, Notice d8

Special Abilities

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

ONE-HORNED HORSE (UNICORN)

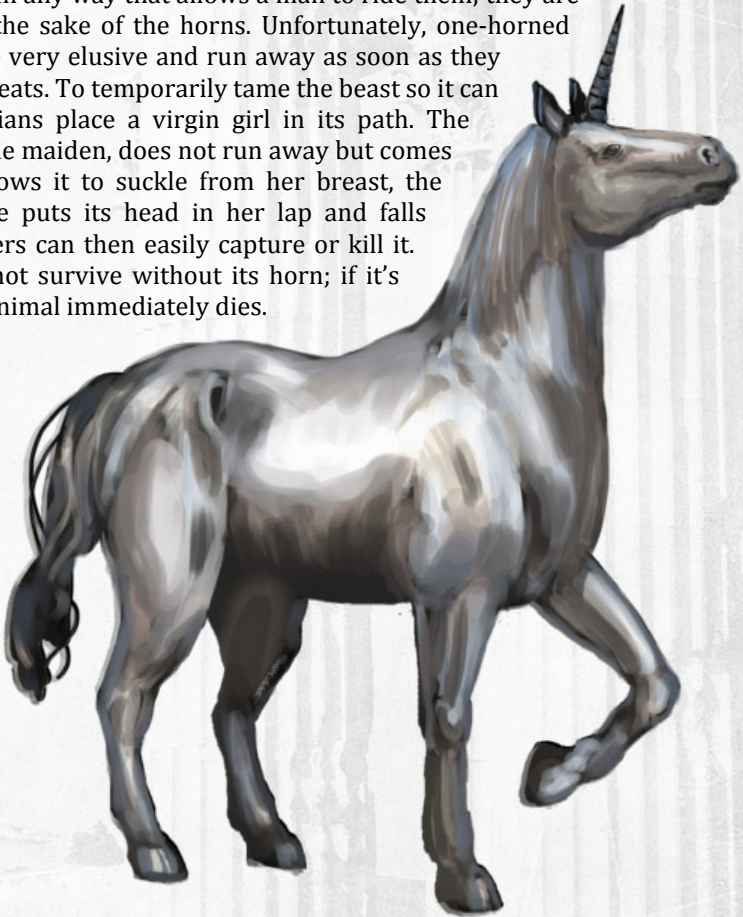
ἵππος Μονοκεράς

India produces one-horned horses. From their horns they make drinking-vessels, and if anyone puts a deadly poison in them and a man drinks, the plot will do him no harm. For it seems that the horn of the horse is an antidote to the poison.

- Alektor, Wonderful Bestiary

In India there are great horses known as unicorns. Their bodies are white, head dark red, eyes bluish, and they have a horn in their forehead about two feet in length. The lower part of the horn is quite white, the middle is black, the upper part, which terminates in a point, is a flaming red. Those who drink out of cups made from the horn are proof against convulsions, epilepsy, and even poison, provided that before or after having taken it they drink some wine out of these cups.

Unicorns are very strong and swift; neither a horse nor any other animal can overtake them. At first they run slowly, but the longer they run their pace increases wonderfully, becoming faster and faster. Their flesh is too bitter to eat, and they cannot be tamed in any way that allows a man to ride them; they are only hunted for the sake of the horns. Unfortunately, one-horned horses tend to be very elusive and run away as soon as they spot potential threats. To temporarily tame the beast so it can be captured, Indians place a virgin girl in its path. The unicorn, seeing the maiden, does not run away but comes to her. If she allows it to suckle from her breast, the one-horned horse puts its head in her lap and falls asleep. The hunters can then easily capture or kill it. The unicorn cannot survive without its horn; if it's taken away, the animal immediately dies.



**ONE-HORNED HORSE (UNICORN)****Attributes:** Agility d10, Smarts d8 (A), Spirit d8, Strength d12+1, Vigor d10**Pace:** 12; **Parry:** 7; **Toughness:** 9**Skills:** Fighting d10, Notice d8**Special Abilities**

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

TIGER

Τίγρις

The tiger has its name after the word the Indians use for "arrow", because tigers are so fast. The Tigris River is named after the tiger because it is the fastest of all rivers. Tigers have many stripes and are admired for their strength and speed. In India, female dogs are tied up in the forest at night, where wild tigers mate with them; dogs born in this way are incredibly fierce and Indians believe they could even overcome lions.

- Alektor, Wonderful Bestiary

Tigers are remarkable feline famous for their incredible speed: in the language of the Indians the word for arrow is *tigris*. Tigers, which have a striped coat, live mostly in India where Indians try their best to capture tiger cubs in order to raise them as formidable watchdogs. When a mounted hunter steals the cub of a tiger, the tiger swiftly chases him, and would surely catch him except for a trick. When the tiger comes near and the robber sees he cannot escape, he throws down a brazen mirror; the tiger, seeing its own reflection in the polished surface and thinking it is her stolen cub, stops to nurse the supposed cub. This trick often gives the robber enough time to escape.

TIGER**Attributes:** Agility d10, Smarts d6 (A), Spirit d10, Strength d10, Vigor d8**Pace:** 10; **Parry:** 6; **Toughness:** 8**Skills:** Fighting d8, Notice d8**Special Abilities**

- **Bite or Claw:** Str+d6
- **Fleet Footed:** They move at Pace 10 and roll a d8 for running.
- **Improved Frenzy:** Tigers may make two Fighting attacks, each action with no multi-action penalty.
- **Low Light Vision:** Tigers ignore penalties for Dim and Dark lighting.

- **Pounce:** Tigers often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by (-2) until its next action after performing the maneuver.
- **Size +2:** Male tigers can weigh over 500 pounds.
- **Weakness (Reflection):** Tigers love the sight of their own reflection. They must make a Spirit roll at (-4) whenever they see it; should they fail, they are compelled to go near the reflection and stand there mesmerized for 2d6 minutes.

HUMAN TRIBES

When Dionysus waged war against the Indians, he met many different cultures and exotic humanoids. Since he joined the Heavenly Contest, many of them now roam the whole Cosmos, following the gods' whims.

INDIANS

Ινδοί

Father Zeus sent Iris to the divine halls of Rhea, to wake the frayed Dionysus, that he must drive out of Asia with his avenging thyrsus the proud race of Indians untaught of justice.

- Hesiod, Heroes and Gods' deeds

Indians are a nomadic race of humans inhabiting the easternmost lands of Cosmos called India. They are far superior in numbers compared to other Indian tribes; with their own language and own customs, they are regarded as "barbarians" by Hellenes. They have a dark brown complexion and black, curly hair. They usually dress with animal pelts and are accustomed to living in dire environments. The following stats refer to a standard Indian tribesman.

INDIAN TRIBESMAN

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

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

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d6.

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

Suggested Customizations:

- Indian Rider (Riding d6, add horse to gear)
- Indian Hunter (Survival d8, Tracking d6, equipped with a bow)
- Indian Soldier (Fighting d8, replace armor/shield with leather cuirass and dyplon shield)

**INDIAN CAPTAIN**

Ινδός ηγέτης

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

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

Charisma: 0; **Pace:** 6; **Parry:** 8 (9 with shield); **Toughness:** 9 (3)

Skills: Climbing d6, Knowledge (Battle) d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d8, Stealth d6, Streetwise d6, Survival d8.

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

Hindrances: Outsider

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

Suggested customizations:

- Bloody Indian Captain (drop Smarts and Spirit to d6, raise Strength and Vigor to d10, Brawny, Improved Sweep, drop Level Headed, replace dyplon shield and long sword with great sword),
- Smart Indian Captain (Knowledge (Battle) d8, Command Presence, Tactician)

CALINGI (SHORT-LIVED MEN)

Καλιγγοί

Among the Calingi, a tribe of the western part of India, women conceive at the age of five and do not live more than eight years.

- Silenus, Chronicles of the Indian Wars

The Calingi are an extremely short-lived Indian tribe who reaches maturity at the age of five and dies of old age at eight. They are very curious and eager for knowledge; knowing they are doomed to die soon, they tend to be rash and brave. They have a deep hatred towards the Macrobi tribe, waging war against them often. They look like an average Indian to Hellenic eyes. Use the Indian stats for an average tribesman and the Indian Captain stats for a Wild Card leader, adding the following:

Hindrance: Curious

MACROBI (LONG-LIVED MEN)

Μακροβιοί

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

- Silenus, Chronicles of the Indian Wars

In the eastern parts of India are men who live a hundred and thirty years, and do not grow old but die middle-aged. They tend to live a relaxed, peaceful life, devoting their life to crafts and knowledge. The Calingi are their worst enemies. Despite their

long lives, they look like an average Indian to Hellenic eyes. Use the Indian stats for an average tribesman and the Indian Captain stats for a Wild Card leader, adding the following:

Skill: Craft (choose one) d8

MANDI (WRINKLED MEN)

Μανδοι

Among a certain race of India, the women bear children only once in their life time, and the children begin to turn grey, old, and wrinkled soon after birth.

- Silenus, Chronicles of the Indian Wars

In the northern parts of India are men who never experience youth, as they grow old soon after birth. They are called Mandi and are a curious tribe made of wrinkled, elderly members. They look like an average elderly Indian to Hellenic eyes. Use the Indian stats for an average tribesman and the Indian Captain stats for a Wild Card leader, adding the following:

Hindrance: Elderly

ΣΧΟΤΙC TRIBES

ASTOMI (MOUTHLESS MEN)

Αστομοι

Near the remote river Ganges live the astomi, who are speechless because they have no mouths. Hence, they can only live by inhaling air by their nostrils.

- Silenus, Chronicles of the Indian Wars

At the extreme boundary of India to the east, near the source of the Ganges River, lives the Astomi tribe – humanoid people with no mouths and body hair all over. They dress in cotton wool and live only on the air they breathe and the scent they inhale through their nostrils. They have no food or drink except the different odors of the roots, flowers, and wild apples, which they carry with them on their longer journeys so as not to lack a supply of scent. They have no spoken language and communicate via gestures. Although nourished by smell, very strong odors can kill them. Astomi can be the perfect pawns for plots and schemes; they can track a specific person from her scent and, since they don't speak, never reveal precious information to enemies.



ASTOMI**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)**Skills:** Climbing d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Survival d8, Tracking d12**Gear:** Short sword (Str+d6) or club (Str+d4), animal skin armor (+1).**Special Abilities**

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



CHROMANDAE (HOUND-MEN)

Χρομανδαι

Chromandae are a forest tribe from India with no speech but a horrible scream, hairy bodies, keen yellow eyes, and the head and teeth of a dog.

- Silenus, Chronicles of the Indian Wars

Chromandae are a truly exotic humanoid Indian tribe with the head of a dog and the body of a man. Their whole bodies are covered in reddish-brown fur, which becomes shorter as it surrounds their faces, and clawed hands that reveal grey colored skin. Their pelts vary from mono-colored to spotted and their eyes are either yellow or black. Indian legends say they are the cursed offspring of a female dog and a man, while Hellenic lore claims them to be the result of a lycanthrope coupling with an Indian woman. Whatever their origin might be, chromandae are a very savage tribe that razes and pillages every village they find. Nowadays, they are known as fierce, barbaric warriors employed by Indians and Hellenes alike (when they manage to effectively communicate with them) to fulfill assassinations and wreak havoc on enemies.

CHROMANDAE

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

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

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

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

Special Abilities

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

PANDAE (BIG-EARED MEN)

Πανδαι

The tribe called Pandae is very warlike, and 5,000 of them--bowmen and spearmen--accompanied the king of India on his military expeditions. Their ears are so long that their arms are covered with them as far as the elbow, and also their backs, and one ear touches the other.

- Silenus, Chronicles of the Indian Wars

In the mountains where the Indian reed grows there dwells a tribe about 30,000 in number called the Pandae, which are famous all over India for their great, elephant-like ears. Their hearing is so keen they can hear a conversation a mile away. Their women only have children once in their life, which are born with beautiful teeth in the upper and lower jaw. Both male and female children have white hair on the head and

eyebrows. Up to the age of twenty the men have white hair all over the body; it then begins to turn black, and at the age of forty it is all black. Both men and women have eight fingers and eight toes, making them incredibly talented towards all crafts. Pandae are very proud and warlike; despite their incredible natural attitude towards spying and stealth, they prefer face-to-face combat and rely on violence instead of diplomacy. Nevertheless, many Hellenic royal houses could use a barbaric Pandae tribesman for their plots, so they try their best to “domesticate” at least one.

PANDAE

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

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

Skills: Climbing d4, Fighting d6, Intimidation d6, Notice d10, Shooting d6, Stealth d6, Survival d6.

Gear: Short sword (Str+d6) or club

(Str+d4), crescent shield (+1 Parry) or bow (2d6, 12/24/48), animal skin armor (+1).

Special Abilities

- **Keen Ears:** Thanks to their incredible ears, Pandae never miss a sound. Their hearing distance is twice the standard; they roll a Wild Die and gain a +4 bonus to all Notice rolls involving hearing.
- **Nimble Fingers:** Thanks to their eight fingers, Pandae are naturally inclined to precise manipulation. They gain a bonus +2 to all rolls requiring precision using fingers and toes.
- **Weakness (Loud Noise):** Pandae can't stand very loud places. Should a very loud noise occur within 2" of a Pandae, he must make a Vigor roll. On failure he dies immediately from shock.



SCIRITAE (DRAGON-MEN)

Σκίριται

There is race among the nomads of India with a scaly hide, hissing tongue, holes in the place of nostrils, and bandy-legged lower limbs; they are called the Sciritae.

- Silenus, Chronicles of the Indian Wars

Sciritae are a barbarian Indian tribe of reptile-looking humanoids typically standing from six to seven feet tall. Their scales are normally dull, earthy colors such as green, brown, or gray. They have a tail for balance, which measures three to four feet long. Typical weight is between 200 and 300 pounds. According to Indian legends, Sciritae were born when a pregnant Indian woman ate an Indian dragon's egg. She later delivered two dragon-looking babies, a boy and a girl, who were the first Sciritae tribesmen. They normally inhabit India's deepest jungles and sun-scorched deserts, but nowadays are colonizing all hot corners of Hellas. Indians normally distrust the cold-blooded, unblinking Sciritae; they seldom employ dragon-men to wreak havoc on enemies and guard important places.

SCIRITAE

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

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

Skills: Climbing d6, Fighting d6, Notice d6, Throwing d6, Stealth d8

Gear: Spear (Str+d6, reach 1, Parry +1), 2 Javelins (Str+d6, Throwing range 3/6/12)

Special Abilities

- **Armor +2:** Sciritae have a very hard and scaly hide.
- **Dragon Awareness:** Sciritae inherited a shard of the legendary awareness of dragons, providing them a +2 bonus to Notice rolls. They are always considered active guards for Stealth checks.
- **Natural Weapons:** The tails, claws, and teeth of Sciritae allow them to tail slap, claw, or bite in combat for Str+d4.
- **Weakness (Cold):** Sciritae can't stand the cold. Cold-based attacks deal double damage to them. Moreover, if exposed to temperatures lower than 68°F, cold hazard rules apply.

STRUTHOPODES (SPARROW-FOOTED MEN)

Στρουθοποδες

In the mountains of India men have bird-like wings and feet, therefore they are called Struthopodes, the Sparrow-Footed Ones.

- Silenus, Chronicles of the Indian Wars

Struthopodes are sparrow-like humanoids with winged human-like arms, capable of flight, and talons in place of feet. They are covered in russet-brown feathers with brown or black beaks, but otherwise have a relatively humanoid build. Though more agile than humans, they tend to be physically weaker. They have yellow eyes or small black beady eyes, are light for their size due to their hollow bones, and are between five and seven feet in height and weigh roughly 75 pounds. Scholars argue about their origins, while epic poets state they are a Siren's illicit offspring. Struthopodes live a secluded, barbaric life and are regarded as "bird-brained" by Indians, due to their lack of civilization and animal intelligence. Nowadays, many Hellenic Kings send their best men to retrieve a precious Struthopodes's egg in order to turn a newborn into a valuable winged messenger.

STRUTHOPODES

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

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

Skills: Fighting d6, Notice d6, Shooting d8, Survival d6, Throwing d6, Tracking d6

Gear: Struthopodes typically fight without armor and arm themselves with bows (2d6, 12/24/48).

Special Abilities

- **Flight:** Struthopodes can fly at their basic Pace and even "run" while flying. It costs 2" of Pace to gain 1" of height.
- **Hollow-boned:** Struthopodes have -1 Toughness.
- **Natural Weapons:** Beaks and talons are good weapons for the unarmed Struthopodes, dealing Str+d4 damage.
- **Sense of Direction:** Struthopodes never get lost. No matter where in Hellas they might be, they always know the direction to go back home. They can roll a Wild Die and receive a +4 bonus on all Survival rolls for understanding directions.

ΕΠIC TAΛΕΣ

Provided here are three standalone Savage Tales. GMs are free to customize them to best meet their needs and make the encounters more memorable.

ΕΛΛΗΣΤΙΝΕ ΔΑΝCΕΡΣ

Suggested Location: Anywhere

Suggested Character Rank: Novice +

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

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

For creating the Alluring Dancers, use the Epic Poet template, adding Perform (Dance) d8 and the Acolyte (Corybantes), Baptist (Corybantes), and Gnostic (Corybantes) Edges.

The dancers are non-violent; they rather use diplomacy than violence. If the PCs catch up with them before they sell the loot, they can be easily persuaded as follows:

- Ω With a successful Persuasion or Intimidation roll, they give back the PCs what is theirs, keeping all the other valuables.
- Ω With a successful Persuasion or Intimidation (-4) roll, they give the PCs everything they stole to bring them back to their legitimate owners.

If the PCs are late, the dancers have already sold their goods. A successful Streetwise roll allows the heroes to track them down before they leave the city for another one, in this case:

- Ω A successful Persuasion or Intimidation (-2) roll convinces the dancers to give the PCs the money they received from selling their goods.
- Ω A raise on a Persuasion or Intimidation roll convinces the dancers to give back all the money they got from selling all the goods.

If the PCs are successful, the dancers provide the whereabouts of the shops where they sold the goods. Kindhearted GMs can allow the party retrieve their precious

goods easily, while cruel GMs may require more effort (higher prices, quests, their goods have been stolen from the shop, etc.) from the PCs.

The dancers avoid direct physical confrontation and use all their powers to avoid being captured, eventually forcing the PCs to track them down again and again across different cities.

HEROIC RESCUERS

Suggested Location: Northern Hellas, Magnesia Region, Iolcus city

Suggested Character Rank: Seasoned+

The heroes are summoned by Thessalus, the king of Iolcus, who seeks their assistance. Lately, a ferocious chimaera has been plaguing the countryside of the faraway city Orchomenus in Boeotia, damaging crops, attacking merchants, and devouring livestock. Many mighty warriors were sent from the neighboring areas to hunt it down, but no one has returned. Soothsayers say the goddess Hera is angry at the Minyan kings who failed to offer proper sacrifices to her. The Delphic oracle sentenced "The Minyan Kings' firstborn alone will satiate Hera's anger."

King Ascalaphus's firstborn, Crius, is now King Thessalus's guest in Iolcus, sent there by his family to become a full-fledged warrior. Alas, he must now go back to Orchomenus and face his destiny. King Thessalus asks the heroes to escort him to his homeland as soon as possible, where King Ascalaphus will reward them. The heroes are asked to train Crius the best they can to prepare him for the great challenge ahead.

However, Crius is the opposite of the heroic cliché; he's skinny, short, fragile, and short-sighted. On the way home, Crius proves to be a diligent pupil and wins the PCs' hearts, who eventually come to like him very much. During this trip, the GM can decide to challenge the PCs with random encounters.

When they arrive at Orchomenus, the party finds a ravaged countryside and a gloomy city. King Ascalaphus welcomes his son and invites the heroes to a great banquet that same evening. During the banquet, the king secretly summons the heroes and asks them to fulfill a new task. Knowing his son alone doesn't stand a chance against the chimaera, he asks the heroes to help Crius defeat the monster and bring him back alive. If they succeed, he will reward them 5,000 drachmas each and the king's forever gratefulness. If they refuse, the king dismisses them immediately and doesn't provide any reward for safely escorting his son from Iolcus.

If the PCs accept, they set out to look for the chimaera the next day. The fiery fiend is waiting for this moment; it's prepared for their coming and does its best to surprise them.

- Chimaera (WC) – see the *Mythos* core setting guide

The beast focuses its attacks on Crius, trying its best to kill him. Should the beast succeed in killing him, it continues fighting only if the odds are favorable, otherwise it flies away, never to come back.

If the heroes succeed in saving Crius's life and killing the beast, they receive the promised reward, but Hera will Despise every hero who actively partake in the killing. If Crius dies, he gets all the honors for saving his hometown, but the heroes no longer receive their reward (good-hearted GMs could allow them to have half reward). If the chimaera flies away after killing Crius, every hero who took part in the fighting must roll on the Divine Reaction Table to see whether Hera noticed the sin.



CRIUS

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

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

Skills: Fighting d4, Knowledge (Battle) d4, Notice d6, Persuasion d4, Stealth d6

Edges: Aristocrat, King's Relative (Minyans)

Hindrances: Bad Eyes, Code of Honor, Tragic Doom

Gear: Bronze panoply [Corinthian helmet, peturgis, bronze "doubled" cuirass, bronze greaves] (+4), round shield with Mark of Hephaestus (+1 Parry, +2 Armor vs. ranged shots, see description), bronze bracers, spear (Str+d6), long sword (Str+d8)



ΠΕΥΕΡ ΤΡΙΛΙΣΤ Α ΔΡΑΓΟΝ

Suggested Location: Orchomenus

Suggested Character Rank: Veteran +

The heroes are summoned by Ialmenus, king of Orchomenus, who asks them to fulfill a covert operation: capturing a trained Indian tribesman assassin in the Theban palace. The assassin is a lizard-looking Sciritae tribesman named Hixis who's been properly trained in Hellenic customs. If he succeeds in killing the Theban king Thersander, Minyans will support his tribe in becoming India's rulers.

Here is the plan: Theban armies are heading toward the village of Ocalea, on Lake Copais's shores, to quench a rebellion started by Minyans's sympathizers. General Nikias, a famous Theban dragon-man, is going to lead the soldiers. He is the operation's target; the Sciritae tribesman, who looks a lot like Nikias, is going to replace the Theban general. Wearing Nikias' armor, the Indian tribesman will pretend to be the Theban general, go back to Thebes after the battle, enter the Cadmea without problems, and eventually kill King Thersander.

King Ialmenus will send Simonides, Nikias's bitterest enemy, to lead the Minyan troops to support the rebels. According to Ialmenus's plan, Simonides will pretend to be scared by the dragon-man to lure Nikias away from his comrades during the battle and allow Hixis to take his place without anyone noticing.

The heroes are requested to protect and assist Hixis and perform the "person exchange" in any possible way, should Ialmenus's plan fail. Both armies are composed of: 1 Aristocratic Hoplite (WC) (Nikias or Simonides), 5 Men-at-Arms and 20 Soldiers. The mission is successful if Hixis assumes Nikias identity; no matter how, no matter when. In that case, the heroes are rewarded 10,000 drachmas each.

