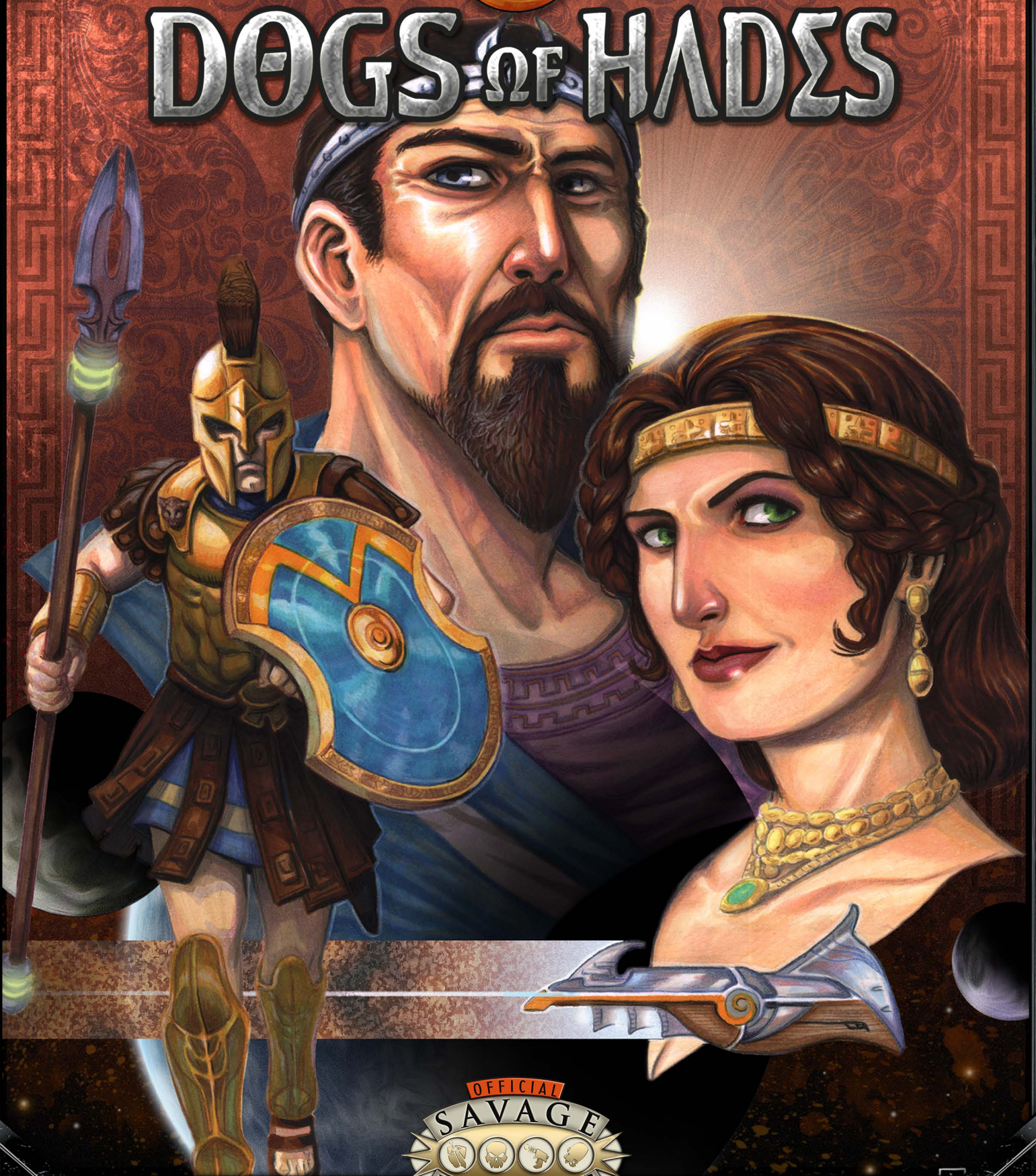




DOGS OF HADES



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Version 1.savage140419

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Our legal department requires we add this: Repeat after us, “I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe.” In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We’d also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

THANK YOU

To my girlfriend Katia for putting up with looking at my back and hearing the tapping of the keyboard for so long. To my mom for making the very first Garden of Athena player’s handbook back in 2003. To everybody at Avalon RPG club, especially Bjarne Sinkjær for introducing me to Savage Worlds and Morten Bonnin Larsen for insisting I try it out. To Martin Klimes for accepting my strange world into the Savage Mojo family - group hug. It’s a big warm place and we’re always interested in feedback, so stop by and say hi at www.savagemojo.com or through hello@savagemojo.com. And finally thanks to you for reading this book, I hope you enjoy it.

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Magnus’ Dedication: For Katia.

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FOR PLAYERS

WHAT IS DOGS OF HADES?

Dogs of Hades is a book that gives your gaming group a whole new world to play in... several new worlds in fact! It's part of the [Garden of Athena](#) realm, a collection of planets and civilizations, all part of our [Suzerain](#) setting. Inside these pages you'll find the ancient Greeks transported to the far future, 'Spartans in space' if you will. But the feel of this Garden world is more like Frank Herbert's *Dune*, a complex political scene with a science fiction backdrop. It's a place where action and politics clash with mythological beasts thrown in for good measure.

You'll need a copy of the Savage Worlds core rule book to play, and [Savage Suzerain](#). Once you have those, you're set. For players, this book supplies plenty of options for characters who've been born on the Garden world or one of the barbarian planets, plus a gazetteer of world information to help you settle in. For GMs there's a plot point campaign covering some pretty major events, 20 Savage Tales for additional adventuring, a bestiary of NPCs (and those mythological beasts), and some of the <whispers> [secret world information that players should only learn over time](#). Enjoy!

The early morning sun casts deep shadows over the little alley where two hoplites are cornered. The light seems unnatural, warping the colors. Especially the red tint of blood slowly oozing from the murdered guide who lies, still twitching, at the intersection.

The steel gray eyes of Aeneas surveys the street methodically. His head snaps back round the corner, a split second before arrows cleave the air where his face had been. He's grinning at his companion with the mad euphoria of someone who just dodged death, or maybe just still a little drunk. Stavros does not return his grin.

"Well?"

"Two by the temple entrance, seven by the fountain and two more above the butcher's shop," Aeneas looks

at the arrows protruding from the door across from him, "and it looks like at least four of them have Recurve Blasters."

The older hoplite looks at Aeneas, only his dark eyes visible through the slits in the helmet.

"So the odds?" Stavros asks.

"Terrible... We're outnumbered five to one, on their home turf, well entrenched, and fully armed, whereas we have only our swords and are drunk from a night out on the town..."

Even though he can't see it, Aeneas knows that Stavros is raising an eyebrow at this.

"Terrible, I'd say," Aeneas continues, "They don't stand a chance."

He laughs at his own joke. Stavros does not. Motioning for Aeneas to take position behind him, he ignites his Aegis Shield. The young man draws his Hades Blade, and crouches behind his commander. Sobering suddenly, he realizes that Stavros intends to charge the rebels.

"Shouldn't we just wait for the guard? Or at least stay here and let them come to us!"

"This is Gortyna, the traitor state, young Aeneas. Nobody's going to raise the alarm before it's too late. And if we wait, they will surround us and shoot us down."

"And they will somehow not surround us when we run right into their middle?"

"Do I hear a hint of hesitation, young lion?"

"Never, old man, just testing your arguments is all. Faulty logic is often the first sign of old age."

"And idle chatter is a sure sign of youth. GO!"

Welcome to a futuristic roleplay setting of Classical proportions; where you have a chance to create your own stories in the style of the Greek epics, or the star-spanning *Dune* series by Frank Herbert. You can play a heroic warrior using weapons and armor that were bestowed upon mankind by the gods themselves. Perhaps you'd prefer to play a Logician of immense mental capacities, or maybe a diplomat trying to further the goals of his 'polis', a mercenary working for the highest bidder to improve his glory, or any of the other classical archetypes.

ATHENA'S GARDEN

At the center of this science fiction realm is the Garden planet of Athena, commonly known as 'Athens'. It's said to be much like Earth, the fabled paradise cradle of mankind. This planet is home to the Athenians, who boast the most civilized and advanced culture of all the Garden worlds. Surrounding Athens is a multitude of other planets populated with other, less civilized human cultures. With their massive spaceships and superior weapons, the Athenians have managed to conquer many of these cultures with a few notable exceptions such as the Sakalids, and the troublesome twin Gardens of Sweba and Waska.

But the Athenians are divided into a multitude of political organizations, generally centered on a polis (when there's more than one they're called poleis), each with its own ambitions and very often with conflicting interests. Conflicts between the Athenians are legion, as they strive for supremacy. Competition is in many ways central in the mind and life of each of them, whether it has to do with sports, politics, love, war or wealth.

For the individual, the ultimate measure of success is to become a Hero, the epitome of human prowess.

FIRST AGES OF MAN

The first men enjoyed complete happiness. It was the Golden Age. They lived like gods, free from worry and fatigue. Old age did not affect them, rejoicing in continuous festivity. Their lot did not include immortality but when they died, or so it's written, it was as though overcome by sweet slumber. All the blessings of the world were theirs: the fruitful earth gave forth its treasures unbidden. Upon their death, men of the Golden Age became benevolent spirits, protectors and tutelary guardians of the next generation.

After the Golden Age came the Silver Age, which was peopled by a race of feeble and inept agriculturists who obeyed their mothers all their lives.

The men of the Bronze Age were robust as ash trees and delighted only in oaths and warlike exploits. Their pitiless hearts were as hard as stone; their might was untamable, their arms invincible. The Bronze Age ended as they cut each other's throat.

After the Bronze Age came the Iron Age. Valiant warriors and intelligent men peopled it, but it was also a period of misery and crime, when men respected neither their vows, nor justice,

nor virtue. Also in the Iron Age, humans became arrogant. They felt no need for the gods; thinking themselves divine. They began mistreating the land, killing the animals and burning the forests to make room for temples venerating not the gods, but themselves. Many times the gods attempted to warn the mortals, but were ignored, and finally Zeus grew angry.

The war between the gods and the humans was horrid, and though many humans fought bravely, they did not stand a chance. The cold, dark halls of Hades were filled with the souls of mankind and it seemed that the Iron Age would be the last age of man.

THE MERCY OF ATHENA

Some of the gods mourned the loss of humanity, chief amongst them Athena, warrior-daughter of Zeus. She walked the halls of Mount Olympus in search of a solution. And then she remembered a gift she had received from her father, an age or more before. It was a garden, cold and lifeless and far removed from Olympus, but it might just do.

Athena asked Helios to shine his light upon her garden. She asked Poseidon to water it so that plants and animals could live there. Finally she sought out



Hades for the souls of the bravest warriors who had perished in the war with the gods, so they could live in the garden.

Angered at first by his daughter's undertakings, Zeus then laid eyes upon a breathtakingly beautiful young woman among the newly arrived humans, and suddenly remembered how wonderfully innocent and charming human women could be. As the first humans in the garden began to build temples and altars in his honor, filling his nose with the smoke of sacrifices, he eventually forgot his anger and allowed humans to fill the Garden of Athena.

THE ORACLE

Wars and loves were won and lost, art and literature flourished, temples and cities were built, and the Athenians never forgot to honor the gods, both in their daily personal lives, and in their political endeavors. In return the gods rewarded the faithful Athenians with gifts of great importance; the power to harvest the unending energies of Helios; Logicians to remember and calculate all things, the miraculous blood of Hephaestus that allowed materials of unheard strength and durability: the impenetrable Aegis Shields, as well as deadly weapons to use against their enemies.

For countless years the Athenians lived and died in their new home. And the gods seemed pleased, only sparingly did natural disasters and plagues ravage the Athenians.

Then suddenly an Oracle appeared and told the Athenians that they were not alone in the cosmos. She told that other humans have escaped from Earth and settled on other Gardens. She then instructed the Athenians on how to build vessels that could propel them through the void between the suns faster than rays of light.

THE SAKALID WAR

Armed with the Oracle's knowledge, the Athenians soon set about conquering their neighbors, each Athenian polis attempting to beat others to the juiciest and most rewarding colonies.

The 'barbarians' they first encountered (and everyone who isn't Athenian is a barbarian) were

no match for the Athenians' superior armor and weapons. Even when sheer numbers threatened to overwhelm the Athenian hoplites, their tactics and strategies, perfected through generations of internal conflicts, assured victory. Soon Athenians had established colonies on a dozen of these barbarian Gardens.

The Athenians seemed destined to become masters of the cosmos. Then they came across the Sakalid Garden. It was the antithesis of the Athenian culture: no gods; no history; no art; no competition; just complete unity, unthinking loyalty, and mindless bravery.

Inevitably war followed, a war unlike anything the Athenians had ever experienced. The Sakalids threatened to undo the entire Athenian hegemony. Only in the face of complete destruction did the Athenians finally put aside their internal rivalries, and formed an alliance strong enough to push back the Sakalid hordes. Slowly the tide was turned.

Just as the Athenians seemed to gain momentum, three poleis suddenly betrayed the alliance and threatened to undo everything. Only the bloody intervention of Sparta saved Athens. The war continued many years, but no victor could be found, and in the end the Sakalids and the Athenians made an uneasy peace, dividing the known cosmos between them.

That was thirty years ago. Now, with new knowledge of the universe around them, the Athenians have returned to business as usual. Politics and art, assassination and the rise of Heroes, the writing of great epics...

CHARACTERS

Characters in the Garden of Athena setting are made using the standard Savage Suzerain rules with the following changes:

Languages: One unfortunate side effect of the Athenians' feeling of cultural superiority is they rarely bother to learn other languages. The good news is virtually all civilized people speak Athenian.

Languages are treated as Knowledge Skills in Garden of Athena, but the GM may allow characters to pick up new languages in game. To speak a

foreign language without an accent requires a Skill of d8+. All characters speak their native tongue perfectly, and if a test has to be made use d12+2.

Group Ethos: The dynamics of the group is important. As a player, you're not only creating a character, you're also creating part of a group, and giving a little thought on the collective can go a long way in making the game feel more... Athenian.

It's easier if the main political affiliation of the PCs is Methone, since that's the polis our plot point campaign is based around. That doesn't mean they have to be patriotic Methonians with the Sense of Duty (Methone) Hindrance, it would just be easier if they are positively inclined towards Methone, or least King Telemachos, who's the current ruler. One or two obstructive characters, an enemy slave or slighted courtier for instance, might add some fun as long as they don't get too counterproductive.

The characters should also be able to move in higher social circles with little trouble. They don't have to be all rich and noble with connections, but a group of all wild barbarians, Logicians and/or wanted criminals might be a stretch. These should be characters that can potentially become great heroes of not only Methone, but also all of Athens. While one or two odd characters in the group are a curiosity, more might become an annoyance.

One of the elements that can be used effectively in the Garden of Athena is family and relations. You don't have to figure out all your character's living relatives; instead it might be better to have your character's family tree and relationships emerge organically through the game. This way you can use family as a hook to adventures, making the stakes higher for the characters involved. The GM's Section has a number of important NPCs that might work fine as relatives for characters.

And finally, make sure the group can stand its ground in a fight. The characters don't all have to be fully armored hoplites, but they should be able to fend for themselves or at least help out the "tanks" with Tricks or clever ideas. This is basic survival stuff in more Savage Worlds settings, but it's doubly important here.

Archetypes: Here are some archetypes to give you some inspiration for the types of characters you'll commonly find in this Suzerain realm:

- *The Hoplite:* The most straightforward archetype, this is the Athenian version of the 'warrior' or 'soldier' character. He should have fighting skills, heavy armor and weapons. There are plenty of reasons why a hoplite would be adventuring rather than staying with his phalanx; he could be on a mission for his commander, sole survivor of his phalanx, retired, or may simply be on leave for some time. Hoplites fit any class and background and could easily be combined with one of the other archetypes to spice things up a little.
- *The Explorer:* This archetype is often quite versatile, able to handle all sorts of situations. He may not be the best negotiator or fighter, but he can do both fairly – handy when they are months away from the nearest helping hand on some newly discovered world. The explorer needs no excuse to go adventuring; new experiences are a way of life.
- *The Diplomat:* This archetype could be called the negotiator, politician or face-man depending on the details. Whatever shape he takes, the diplomat is most at ease when he can manipulate those around him into doing what he wants. Professional diplomats rarely have a hard time finding work in the complicated Athenian political life.
- *The Officer:* Though he is usually also a capable fighter; the officer is a leader of men first and foremost. Necessity has made most Athenian armies meritocracies, though it is still common for the highest ranks to be primarily held by nobles or highborn individuals. As with soldiers, officers are sometimes required to do things other than run his men through parade drills.
- *The Scoundrel:* Though he is not necessarily an out-and-out criminal, the scoundrel is living on the edge of legal society. He may be anything from a lowly burglar to a corrupt courtier hanging out at court. His skills are versatile, but often bend towards subterfuge in the widest sense of the word.
- *The Young Noble:* The rich kid, the spoiled brat, or a young aristocrat trying to salvage his family's lost name and fortune; whatever the details, the

young noble is often slightly naïve but curious. He is out for adventure for the pure sake of the experience... or perhaps the glory.

- *The Slave*: The slave can be an interesting character, especially if serving one of the other PCs. Skills-wise, slaves can fill almost any role since specialized slaves are more valuable than the untrained slave, and remember not all slaves are barbarians.
- *The Barbarian Mercenary*: While often a soldier of some kind, the barbarian mercenary could also be a medic, a guide, a linguist or fill some other important role. If he is a soldier type he will have to be very skilled to match the advanced Athenian technology.
- *The Logician Advisor*: Most Logicians prefer to stay secluded from other people, working with whatever bizarre subject can entice their fantastic brains. Some Logicians, however, are forced to work as walking filing cabinets of knowledge, lending their brainpower to those less fortunate.

CHARACTER CULTURES

Characters in Dogs of Hades may come from one of three distinct cultures – Athenian, Civilized Barbarian, or Wild Barbarian.

Athenian: Physically they often have dark hair, brown or green eyes, fair to olive skin, and a tall build - and Athenian society always puts great emphasis on the beauty of the human body. However, contact with barbarians has produced just about every color combination possible, so the player should not feel limited to the above description.

In the eyes of the Athenians they are the chosen of the Olympic gods so, while they don't believe themselves to be perfect (such thoughts would threaten Hubris) they do think their culture superior to all others. This sometimes makes Athenians seem xenophobic, and some are, but most Athenians have no problem respecting other cultures... just not as equals.

Athenians value education, physical as well as mental. In almost every polis, education is either free or very cheap for Athenian male citizens. The educational system also helps the poleis induce a healthy loyalty and patriotism in their citizens.

Notice we said 'male citizens' just then. Athenian society is highly patriarchal if not outright chauvinistic, and Athenian women are expected to be good wives and mothers, not adventurers. This isn't one of those egalitarian game settings you'll find elsewhere, but it does open the door for the unexpected - a woman who's a spy can be even more successful here, because nobody will be expecting her behind-the-scenes involvement. Remember that she'd better act the part of a regular, dutiful woman in company, and never get caught. Really, the punishment would be most... unpleasant.

Athenians don't use last names, but they often have descriptive nicknames (i.e. Agis of Larymna, Titos the Big, Cleon the Elder, etc.). It's a little detail, but it's a fun one when you're creating your character. And when Hemos the Lion hears someone calling him 'Hemos the Lamb', you can bet there'll be blood.

Civilized Barbarian: Even if the most bigoted of Athenians consider all barbarian cultures equally worthless, most accept that barbarian cultures are too different to be covered with one single designation. As a result Athenians often distinguish between civilized and wild barbarians. Civilized barbarian cultures are worthy of a measure of respect, though they are rarely considered equals.

Each civilized barbarian culture has its own style of living:

- *Gegamal Prime*: Of all the cultures encountered by the Athenians, the Gegamal traders are closest to be accepted as equals. Gegamal culture resembles a mixture of Portugal during the great discoveries and Northern Italy during the Renaissance. Their main language is Portuguese (called 'la lingua'). They are excellent negotiators and seem able to sell anything to anyone. Gegamal Prime was easily colonized by the Athenians - the local merchant houses quickly understood the possibilities of trading with them, rather than fight them. Armed with their wealth and connections, the Gegamal have been able to buy back large parts of their Garden, and can often be found on other colonies trading. They have good relations with Tegea, the most plutocratic of the Athenian poleis, and have established a system of monopolies that serves both sides. Competition between merchant houses abounds, and the

Gegamal have a stronger military than most think. The largest house's army numbers more than one hundred thousand and troops are often rented out as mercenaries when not used.

- *Gesmeron*: A feudal culture similar in many ways to late medieval central Europe. Life is cruel on Gesmeron and people learn early to fight dirty – the planet produces a wide variety of capable mercenaries to serve Athenians across the Hegemony.
- *Cihan*: Famously the priesthood on Cihan, made up purely of Logicians, calculated that resistance to the Athenian invasion would be in vain and convinced all kings and rulers to surrender. The culture has no Earthly equivalent, being a mixture of religious mathematical equations and a complete belief in logic and order, but the dominating language resembles Kurdish.
- *Pengara*: This Garden is completely dominated by a culture resembling that of feudal Japan. They claim that the gods Ho-Teri and Ho-Ori had created Pengara for them when their old home, Nippon drowned in fire. The similarity to the myth of Athena's Garden has not been lost on historians and students of myths, but it remains rather academic. The Pengaran culture has not changed much. Despite the fact that their Emperor is now effectively a prisoner of the Athenians and large chunks of land have been claimed by colonists, life goes on much as before, with daimyos fighting among themselves to claim superiority or win honor. The Athenians often respect their high level of social sophistication.
- *Sweba & Waska*: When approaching Sweba and Waska from space, it seems that the two Gardens are actually touching. They are not, but when standing on the northern hemisphere of Waska, you can look up and see the southern hemisphere of Sweba, which completely fills the sky. Many Athenians would protest the thought of counting Swebans and Waskans among the civilized barbarians because of their continued bloody resistance to the Athenian colonization. Nevertheless both cultures on the twin Gardens were highly evolved before the arrival of the Athenians. Sweban culture is a mixture of Cold War USA and Zulu warrior traditions with a

dominating belief in a single God, whereas Waska is a polytheistic culture with a more eclectic culture more reminiscent of early 20th century Europe.

- *Bruckwenn*: The first Garden to be colonized by the Athenians, Bruckwenn housed only scattered tribes of stone-age hunter-gatherers when the Athenians arrived. Bruckwender have more familiarity with Athenian Culture than other barbarians and they tend to exhibit great empathy for others. Large numbers of servants and slaves all over the Athenian Hegemony are originally from Bruckwenn.
- *Lustraad*: Another early conquest. New-Corinth, the de-facto capital of Corinth, can be found on Lustraad, though many Athenian poleis have colonies there. These people also have a fair understanding of Athenian culture and the sensible Lustraadi are notoriously difficult to cheat. Lustraad has the richest agricultural land of any colony Garden.
- *Gameel*: The original culture of this Garden resembled Athenian culture in many ways, making the assimilation very easy. When Athenians first arrived, the natives only had soft bronze weapons to resist them with. Large numbers of servants and slaves all over the Athenian Hegemony are originally from Gameel.
- *Ashtorm*: While much of this Garden is quite pleasant it is the savage desert that spans two continents, which has made it famous. The free desert tribes still resist the Athenian occupation. Ashtorm is a place where the Athenians need to step carefully; almost all the colonies there have their own rebel groups trying to throw out the invaders. Their cultures often resemble those of ancient Persian or Afghan tribes.

Wild Barbarian: Though they are sometimes respected for their natural abilities and skills, they are ultimately looked down upon, not only by the Athenians but also by everyone else from a different culture. The hindrances Outsider and Illiterate are common to Wild Barbarians, as is a focus on physical abilities. Barbarians from different Gardens have different cultures; exceptions are not unheard of, but these general guidelines are a good starting point:

- *Kikkurtutz*: The nomadic cultures on Kikkurtutz, while resembling many of those from the central steppes of Asia on Earth, are unique. When the Athenians arrived, they encountered nomadic nations of immense size; with logistics so complicated it baffled the minds of the first colonists. Conquering these massive nations would have been very difficult, if not impossible if it had not been for the thousands of smaller tribes and nations, ready to serve as mercenaries for the Athenians, providing fast moving cavalry needed to conquer the large steppes and prairies of Kikkurtutz. Today the Garden is divided into zones near the coast where various Athenian poleis claim power, leaving the steppes to the nomadic nations. The tradition of mercenaries is stronger than ever, with most young Kikkurtutz men serving at least a decade as mercenaries in the Athenian colonies before returning home.
- *Lokin*: Native American Indian cultures with black powder weapons.
- *Tayn*: A mangrove dominated Garden, with scattered tribes of ferocious fishermen fighting the monsters of the sea. Tayne tribes often resemble primitive Southeast Asian cultures.
- *Kaobia*: A Garden dominated by huge stretches of ocean with thousands of breathtakingly picturesque islands scattered around the equator in a shallow sea. Kaobian cultures resemble Maori or Polynesian cultures and are often quite warlike. The famous Sharkwarriors are from Kaobia.
- *Kar*: There are two large cultures on Kar, the violent Xo'Kar and the peaceful, agrarian Belano culture. Venerating the Axe-God above all else, the Xo'Kar are a vicious people, fighting to survive against powerfully armored monsters. They quickly learned how to attack large creatures effectively.
- *Wersund*: This Garden has one super-continent most of which is still undiscovered wilderness. Stone Age hunter-gatherer tribes abound in the remote areas, with the settled land divided between many city-states. Wersundians are tall and massively built, at least a head taller than

MIXED-CULTURE CHARACTERS

What if I want to play half Athenian half barbarian? Sure, mixed children are very common, but pick one culture as your dominant influence depending on where the character was raised. If you want a true mix take the Colonial Background Edge, for Athenians, or maybe the Outsider Hindrance, for barbarians.

the average Athenian. As a result Wersundian mercenaries often act as a police force in Athenian poleis.

- *Ferronia*: Another hunter-gatherer culture with strong Southeast Asian links. Ferronians are often extremely stealthy as they try to avoid the dangerous fauna of their Garden.
- *Suffilar*: This Garden has huge tropical rainforests and very aggressive wildlife. The tribes that prefer the jungle to the Athenian colonies along the coasts are filled with skilled hunters and ferocious warriors. Their cultures often resemble those found on New Guinea in ancient times.

EVERYDAY LIFE

While the characters you control while roleplaying will rarely have much time for living a normal life, it's good to know how the world turns for the majority of people; the everyday life that's the background hum from which the actions of your characters will hopefully stand out.

Athenian society is very rich, and advanced in many respects, but at the same time very modest and backwards in others. Most Athenian families have at least a few slaves to do all the tedious manual labor, allowing them to concentrate on their businesses and hobbies. This doesn't mean all families are wealthy; quite the contrary, many families own little more than the house they live in, and perhaps a small piece of land. As a result many wealthy men loan money to less fortunate members of society, and act as their patron. This is especially common in democracies, where votes can be bought in this manner, or the polis itself has a sort of social welfare system that guarantees a certain level of life for its citizens. Having poor citizens litter the streets of a city is an embarrassment few leaders accept. For



those poleis that have colonies it is common that a poor family be given free land and a free voyage in order to start anew in another Garden.

Children are also well cared for. The polis or rich patrons give all true-blood Athenian children either free or very low cost education. While boys often get a longer and more diverse education, girls are also taught reading and writing, and how to be good Athenians. In many poleis, especially the more belligerent ones, the physical part of the education process is often more important than the mental.

Elderly people are almost exclusively seen as the responsibility of the family, though some poleis have special homes for unfortunate crippled veterans, or those without a family. Often the elders act as additional teachers for the young, and as keepers of family traditions and religious services.

Entertainment is extremely important for the common folk. Therefore good leaders make sure there is no shortage of entertainment, be it theatres, circuses, games or gambling. Like other artists in Athenian society, the greatest actors and acrobats are revered and idolized almost as much as the gods.

Religion is a very personal yet very public thing for Athenians. Most interaction with the gods takes place on a personal level or within the family, such as daily prayers or minor offerings. Public ceremonies are almost always part of either a festival or games, or as a result of the city-state going to war.

For the first two millennia the Athenians thought themselves alone in the cosmos. They fought among themselves for the glory of their family, clan or polis, going about their lives much as mankind had done on Earth. But throughout all their petty struggles, they never forgot to venerate the gods and seek their sanction in all endeavors.

Most anyone can be a priest of the gods and there's a very active link to the Olympian deities (most characters can become 'empowered' as per *Savage Suzerain*). A few witches live outside the norms of society and among the barbarian Gardens ('gifted' in *Savage Suzerain*). Some barbarian cultures use the power of sigils ('enabled' in *Savage Suzerain*). However, there are very few shamans dealing with the spirit world (it's tough to justify being 'sighted' in the Garden of Athena realm). Anyone other than a priest of an Olympian god can expect to be shunned by Athenians for practicing Pulse magic in their presence.

NEW SKILLS

The following skills are two very specific Knowledges for Garden of Athena realm:

KNOWLEDGE (ASTRO-NAVIGATION)

This Knowledge can only be taken by Logicians. Navigating the stars in the faster-than-light spaceships equipped with the miraculous Crystal Drives is exclusively the domain of the Logicians. Aside from the fact that even minute miscalculations can result in catastrophic collisions with stars or send the unfortunates several light-years off course, it also requires an enormous amount of mental capacity to maintain a three dimensional picture of stars and other heavenly bodies, while taking into account the curvature of space, time and gravity. Even after centuries of space travel the routes used

to fly between Gardens can still be perfected. It is often a matter of pride among the Logician navigators to find the fastest way by making the best possible calculations and fewest possible corrections.

Logicians DO NOT add their natural mathematical bonus to this skill; Astro-Navigation is anything but a simple mathematical test!

The navigator of an Athenian spaceship should roll against this skill once per 10 days of travel. Each success and Raise reduces the time required by 1 day (minimum 1 day), each failed roll adds 1d6 days and a critical failure results in the ship being lost or crashing into something (the GM should never let PCs die simply because of a failed Astro-Navigation skill, but there's scope here for some interesting side-quests, stranded on some uncharted planet or asteroid).

Astro-navigation is also used for manoeuvring within a star system, but flying in an atmosphere uses the Piloting skill. It's common for the largest Crystal Drive ships, such as Colony Ships and Invasion Barges, to stay in orbit rather than risking a landing, leaving loading and off-loading to the smaller Ikaros Planes.

FLYING MACHINES

There are two types of atmospheric vehicles being used by the Athenians; the Daidalos Shuttle and the Ikaros Plane. Piloting covers these and other atmospheric vehicles such as the Sweban bi-planes, or the Sakalid Airships – though GMs are encouraged to apply penalties to Piloting checks when flying unfamiliar technology.

Daidalos Shuttles are not made to exit the atmosphere, and are rarely pressurized, limiting the altitude they can function in. They are usually so light or small that they can land on hard ground without risk and are not limited to ports and water landings.

Ikaros Planes are used for the transportation of goods between the ground and orbiting Colony Ships, Invasion Barges or other huge Crystal Drive ships. Completely pressurized and shielded against stellar radiation, they are quite large and bloated looking, only capable of landing in specially constructed ports or on water. A few Ikaros Planes are also fitted with FTL Crystal Drives.

Due to the nature of the Athenian technology, landings are much more dangerous than take-offs and docking with another vehicle in orbit is very difficult, even in ideal conditions.

KNOWLEDGE (ATHENIAN CULTURE)

Athenians are extremely proud of their culture and often judge others by how much they know about it. This is Common Knowledge for Athenians though anyone wishing to impress may of course take the skill for more detailed knowledge. While most barbarians within the Athenian Hegemony will have Common Knowledge about Athenian culture, only those with this skill will be able to impress Athenians.

Most Athenians also have a favorite subject. As a special rule, a character with this Knowledge (even a non-Athenian) may choose a subject from the list below and get +2 to any checks regarding that specific aspect. This bonus does not stack with the Scholar edge, which covers the entire skill equally. The specialization should be noted after the skill like this: Knowledge (Athenian Culture/Art). In a suitable environment these specializations can be used to assist Persuasion attempts, i.e. a character

could perhaps make a Knowledge (Athenian Culture/Mathematics) check to assist a Persuasion check against a Logician scientist.

Mathematics: Though simple mathematics is taught to all who receive a basic education, the more intricate geometrics and complex equations are reserved for a select few.

Art: A comprehensive knowledge of the fine arts is a sure sign of a truly civilized person. Those who cannot quote the latest tragedy played at the Delium Amphitheatre or list the number of pillars used in the temple of Zeus at Sicyon must either be a barbarian or an ignoramus.

Philosophy: A comprehensive knowledge of the fine words is a sure sign of a truly civilized person. If you can't quote the "Seven Virtues of Man" by Parmenio or you haven't read the complete oeuvres of Felix the Blue, then you're an ignoramus.

Sports: A lot of time at any given social gathering is taken up by discussing the latest sporting news. Anyone who can't mention the last four Olympic boxing champions or the color of the chariot that won the Abydos grand prix in 2306 ac must either be a woman, or an ignoramus.

Music: Any good party needs music, and the greatest music ever produced is Athenian. From young to old, everyone has their favorites, and everyone has an opinion. If you don't have an educated opinion, you're an ignoramus.

History: A good understanding of events in the past is the sign of a wise man, less eager to fail than he who forgets yesterday as dawn breaks. Those who know no history are ignoramuses.

Religion: The Athenian pantheon is crucial to the survival of the Athenian culture, as well as the individual. From the largest festivals to the smallest and most personal prayers, knowledge of the gods, ceremonies and traditions are vital. If you aren't intimate with all these details... you guessed it.

MODIFIED HINDRANCES

The following Hindrances are modified from normal Savage Worlds rules:

PHYSICAL FLAWS (LAME, OBESE, ONE ARM, ONE EYE, ONE LEG, SMALL, QUIRKS WITH PHYSICAL MANIFESTATIONS, ETC.)

The Athenians celebrate the human body as a sacred vessel, and a beautiful body is considered a gift from the gods. Conversely, a flawed body is considered as mocking the divine. Worse still, people born with physical flaws, such as a crippled hand, dwarfism, albinism, etc, are considered cursed in some way. People crippled as a result of war or work are not met with as much antipathy as those born with their defects, but they are still considered unlucky or to have some sort of unresolved problem with one god or other. No matter the reason for the flaw, the character always gets -1 Charisma when dealing with Athenians. The Elderly hindrance is not included, since being old is a positive thing and a sign of a strong physique.

ALL THUMBS

Characters with this Hindrance run through plenty of Helios Packs. When the character uses an object powered with a Helios Pack, it runs out on a roll of 1 on his skill die.

BIG MOUTH (MINOR)

This Hindrance has not been changed, but there is an "upgrade" called Truthful, that Players wanting to play a blabbermouth should know about. As an option for Logician players, the GM might allow them to buy off the Truthful Hindrance (by using an Advance) and take the less crippling Big Mouth instead.

NEW HINDRANCES

The following Hindrances are new to the Garden of Athena realm. It might seem like there are a lot of them, but the Athenians are perfectionists when it comes to the human being, and much more sensitive to the smallest of flaws. In many ways, an Achilles Heel (or other Hindrance) defines a true Hero of Athens.

ACHILLES HEEL (MINOR)

Whether it has been foretold by oracles, is the result of a curse, or a simple physical flaw, the character has a weak spot that will one day be the

ATHENIAN TECHNOLOGY

Athenian technology is based on the fantastic abilities of Bio-Ceramics and the virtually unending energy provided by Helios Packs. Everything from household items to the Crystal Drives used to propel vessels through the cosmos at speeds faster than light itself uses one or both of these technologies.

Only Athenian characters can make and repair Bio-Ceramic items and other gifts from the gods since the knowledge of how to make this material has yet to fall into the hands of barbarians. Bio-Ceramics are a far-future development of the celestium you find in some other Suzerain realms, but with the added infusion of the blood of Hephaestus, the forge god! Non-Athenians attempting to work with Bio-Ceramics should get at least a -6 to any such attempts at first. Of course given enough time...

source of his demise. The exact location may be chosen by the player, and is considered a critical location (requiring a called shot with a -4 penalty to hit, +4 to damage/+8 if the location is already considered a critical location, i.e. head, neck, heart, etc). The character cannot use Karma to Soak damage caused to this location.

EASILY DISTRACTED (MAJOR)

This is an affliction of Logicians, but common men can suffer from it too. Whether as a result of drifting attention, extreme focus on one detail, or the simple indecisiveness, the result is the same - the character has a hard time acting quickly. When choosing initiative, he draws two cards and acts on the worse of the two. He still gets to act first on a Joker if he so chooses. He cannot take the Quick or Level Headed Edges.

HADES WANTS YOU (MAJOR)

Your character believes he has drawn the unwanted attention of the invisible lord of the underworld. Such attention can be deadly. All Soak rolls and rolls to avoid death are at -2 (see

Incapacitation in the Savage Worlds rule book). The character cannot take the Hard to Kill or Harder to Kill Edges.

HUBRIS (MINOR)

Requires Luck or Great Luck. Athenians are convinced that when all is said and done each mortal has an equal amount of good and bad luck. With most people Hubris will not affect their everyday life as their good or bad fortune is measured over the course of their entire life. Characters suffering from this Hindrance, however, will need to constantly keep balancing their good and bad luck unless they want to suffer the attention of Nemesis.

The player should keep track of how much Karma he spends during a session. Once the session is over he must draw from a fresh deck of cards. If the card drawn is lower than the amount of Karma spent the character immediately gains the Nemesis Hindrance, replacing Hubris. For this purpose, an Ace counts as 1, and Jokers are limitless. Note, Karma spent on others do not count, only Karma spent to the benefit of the character are counted.

PRIDE (MINOR)

Your character is easily insulted, suffering -2 to resist Taunts and Smart-based Tricks that involve insults.

SENSE OF DUTY (MINOR)

This Hindrance is similar to *loyal* except it is linked to a polis rather than a group of people or friends. Note that the sense of duty is to a polis and its people, not necessarily towards any given leader. Patriots who believed they acted in the best interests of their home and people have initiated many rebellions.

TRAITOR (MINOR)

Must be barbarian or from the poleis of Gortyna, Itanos or Cydonia. Your character or his family helped the Athenians conquer your home world and everybody knows it. He gains -4 Charisma when dealing with his own people, and gain the Enemy (Minor) hindrance while in the area.

THIN SKINNED (MAJOR)

Your character is squeamish or is just very sensitive to pain. When he has one or more Wounds the penalty to Trait checks is increased by 1. This does not affect the number of Wounds the character can take, but it does make him less effective while wounded.

TRUTHFUL (MAJOR)

This Hindrance is most commonly found with Logicians. Your character has a very hard time uttering untruths. With Logicians it is almost a physical problem, when asked a direct question they answer immediately if they know the answer. With common people it might be a philosophical dislike of lying, or it might be an unusual level of naïveté. If for some reason your character has to lie, he must make a Spirit roll at -4 to avoid just blurting out the truth anyway; even then his lie is not very convincing (+4 to attempts at detecting lies). Omissions of facts, or simply shutting up are much easier and only require a regular Spirit roll with no modifiers.

WRATH (MAJOR)

Your character suffers from uncontrollable anger. He is at -2 to resist Taunts and will react violently to any provocation, real or perceived. He will attempt to inflict as much pain on the source of the provocation as possible, with little regard for his own defense (gets -2 Parry while in a rage). Once angered the character may attempt to calm down by making a Spirit roll at -2. This is a free action and can be attempted once per Round.

XENOPHOBIA (MINOR OR MAJOR)

One of the reasons the Athenians have such a strong culture is because of their conviction that they are superior to other cultures. Many Athenians suffer from this Hindrance at the minor level - they get -2 to Persuasion checks towards non-Athenians since they have a hard time hiding their feelings. True bigots or racists (the Major version of this Hindrance) suffer -4 Charisma towards any non-Athenian and cannot use Persuasion at all when dealing with barbarians. They often make up for their lack of charm with an arsenal of insults and taunts, however. Barbarians may also have this

Hindrance, but since they would be xenophobic towards other barbarian cultures as well, this can be crippling in an Athenian-centric campaign!

SPECIAL HINDRANCE: SLAVE (MINOR)

There are two types of slaves in Garden of Athena; the Player Character Slave and the Non Player Character Slave. If you want to own an NPC slave, he is bought like any other type of equipment or beast of burden. Though NPCs may have the Slave Hindrance, the following rules only apply to PC characters with this Hindrance.

First and foremost slaves do not control their own lives from a legal point of view. They are, by definition, owned by someone else who may decide what to do with them as they please, within reason. Many poleis have rules that prohibit mistreatment or serious abuse of slaves.

In game terms a slave character needs to be “owned” by another character. Owning a slave is not entirely free, they need to be fed and cared for, at the expense of their owner. It is the responsibility of the owner to pay for all the needs of a slave. If he can’t (or won’t), he can either let the slave go free, or sell him to the highest bidder. Failure to treat the slave properly will often result in the authorities taking the slave off the hands of their owner, and selling them in an auction with the proceeds going to the public good.

The starting wealth of the slave character is given to his master, who in turn should equip him and take care of his expenses during the game. The character may not take the Poverty Hindrance, since he does not own anything. His master may have Poverty, which will make life hard for both characters.

It’s possible for a slave to buy his own freedom should he be lucky enough to gain the necessary means. If a PC slave gains his freedom, no matter how, he must “pay off” his disadvantage with an Advance.

Though they officially share the bottom rung of society, there are several different classes of slave. In terms of this Hindrance, they are all equal.

Personal Slave: The personal slave is often the closest confidant of their master. They know more about what goes on in the lives and minds of their

master than anyone else. Sometimes their position is akin to that of a butler, close and attentive but reserved. Other personal slaves act as true friends or even lovers, with all the trouble that can entail. Personal slaves are often chosen in the first place because they have useful skills or pleasant personalities.

House Slave: House slaves are trusted slaves that keep the household and often raise the children. Richer families have a small army of house slaves, but even modest Athenians often have at least one or two.

Working Slave: The vast majority of those unfortunate enough to be slaves are work slaves. Most prisoners of war and newly captured slaves end up as working slaves. Athenian society is dangerously dependent on this massive workforce, and history has its share of slave rebellions. As a result most working slaves actually get treated pretty fairly, the whip being used only in case of emergencies or pressing deadlines.

Mining Slave: The worst destiny for anyone who is captured by slavers or becomes a prisoner of war is to be sent to the mines. The term “mining slave” is used about any slave who is working under inhumane conditions, even if it is not in mines. Most are branded in a visible spot so that they can never hope to get free. This is the darkest side of the Athenian society. As a mining slave you either break down and die or you survive and become filled with hatred.

MODIFIED EDGES

The following Savage Worlds Edges are modified in the Garden of Athena setting:

BRAWNY

Athenians value well-built human bodies, in addition to the usual advantages, anyone with this Edge gains +1 Charisma towards Athenians.

RICH

Type: Background

Requirements: Novice

NEMESIS

Requires Luck or Great Luck

This Hindrance can only be earned through the effects of Hubris, above. Your character's luck has drawn the attention of Nemesis. You suffer similar effects as with the “Wrath of the Gods” described under Divine Aid. If your character already suffers the effects of Wrath of the Gods for blasphemy or a lack of offerings, the penalty is also suffered if Aces are drawn.

Be convinced that to be happy means to be free and that to be free means to be brave. Therefore, do not take lightly the perils of war.

-Thucydides

In addition to the usual funds, if your character is Athenian he has (4d6) house slaves and (1d6) guards as personal servants to take care of his house(s) and belongings at the beginning of the game.

FILTHY RICH

Type: Background

Requirements: Novice, Rich

In addition to the usual funds, if your character is Athenian he has (1d6x10) house slaves and (3d6) guards as personal servants to take care of his house(s) and belongings at the beginning of the game.

NOBLE

There are so many nobles and people of noble bearing in the Garden of Athena that they've lost their luster a bit and have to work harder to impress those around them. There's no +2 Charisma bonus for being Noble in this Suzerain realm (but if your character travels to another realm he may get that bonus back, for acting in a 'noble way').

NEW BACKGROUND EDGES

These Edges must be taken at character creation, unless there is a logical reason why the character should gain one later.

CASH

The most common Athenian coin is the 'drachma', commonly minted in silver. In broad terms, a drachma is considered the minimum wage for one day's unskilled labor. For game purposes a drachma is equal to a Savage Worlds \$, so starting wealth for an Athenian character is 500 drachma. You can find equipment lists with prices starting on page 46.

COLONIAL BACKGROUND

Type: Background

Requirements: Novice, Athenian

Your character has been brought up in the colonies, and has picked up some local skills. He must pick a barbarian Garden that he grew up on (see Cultures above). He gains the ability to speak the local language at a level equal to his Smarts and gains +2 on Common Knowledge checks regarding the chosen culture. He suffers a -1 Charisma penalty from "pure" Athenians, as they feel he's "gone native".

EXCELLENT GYMNASIUM

Type: Background

Requirement: Novice, Athenian

This Edge represents either excellent mentors and tutors, or the fact that the character actually paid attention in school. Your character gains +2 to Common Knowledge check about any aspect of Athenian culture, Athenian colony Gardens, Athenian arts and sciences. Additionally, he gets +1 Charisma when dealing with people from an academic background who appreciate his good education.

OLYMPIC TRAINING

Type: Background

Requirements: Novice, Athenian, Vigor d6+

Through arduous training your character has honed his body to perform above and beyond what can be expected. The character gains +1 Toughness and adds +2 to Pace when running.

THASOPOLIS ACADEMY

Type: Background

Requirements: Novice, Logician

Your character was sent to the Logician training academy in Thasopolis, being taught by the greatest Logician minds. He gains the benefits of the Scholar Edge. In addition, he gains 2 Skill Points that can be used for Smarts-based Skills. However, the academy also instills a fervent loyalty in their students towards whoever paid for the education. The Logician gains the Sense of Duty Hindrance aimed towards his benefactor (usually his home polis). He can't have the Excellent Gymnasium Edge – the academy replaces any normal education he would have had.

OTHER NEW EDGES

The following list lets you express your character in ways the Athenians would understand, by becoming a hoplite, an artist or able to sway the masses.

ARMORED PANKRATION FIGHTING

Type: Combat

Requirements: Novice, Hoplite, Fighting d8+

Pankration is a type of wrestling and boxing taught to most Athenian boys, partly as a sport, partly as basic self defense. Normally performed in the nude, or with a minimum of clothing, a modified style of Pankration fighting has been developed by the heavily armored hoplites. It involves the use of rigid points of armor as offensive weapons and as leverage in deadly locks. Kicks, punches, head butts and other strikes do normal unarmed damage (Str), but are considered as having AP 2 as long as your character is also armored. He gets +2 to any rolls involving grappling, including damage. In addition, armor does not help against such locks and breaking maneuvers.

BORN LEADER

Type: Leadership

Requirements: Novice, Command

Your character is a natural leader and his men will always perform a little bit better than would be

expected. When a group under his command has to make a group test, the Wild Die is d8 instead of d6.

CONTROLLED BARBARIAN RAGE

Type: Combat

Requirements: Veteran, Berserk

The barbarian can enter a berserker rage at will, but he still has to make a Smarts roll with -2 to calm down.

DIPLOMAT

Type: Professional

Requirements: Novice, Persuasion d6+, Taunt d6+, Smarts d8+

A character with this Edge is like a fish in water in all types of negotiations. It gives +2 to Persuasion and Taunt, so long as hostilities have not broken out. Once a fight begins (i.e. initiative cards are dealt) this Edge no-longer grants bonuses. This Edge also grants +2 to Common Knowledge or Knowledge Skills that deal with politics.

DIRTY FIGHTER

Type: Combat

Requirements: Novice, Barbarian, Smarts d6+, Fighting d6+

Many barbarian cultures lack the moral standards of the Athenians, and often resort to despicable tricks in order to beat a superior foe. This Edge gives your barbarian warrior +2 to Tricks.

DIRTY FIGHTER: IMPROVED

Type: Combat

Requirements: Dirty Fighter

In addition to the +2 to Tricks granted by Dirty Fighter this Edge allows your barbarian to 'get the drop' (as per Savage Worlds rules) automatically by spending a Karma. The GM should require a description of the dirty trick in order for this bonus to work.

FATAL BEAUTY

Type: Combat

Requirements: Novice, Attractive, Persuasion d8+

The Athenians praise beauty. Those lucky enough to be born particularly beautiful are often viewed as blessed by the gods. Some beautiful characters have learned to take advantage of their looks. In combat your character may use Persuasion as a Test of Wills against an opponent's choice of Smarts or Spirit in order to stun them with their physical beauty or sexual magnetism. They may add their Charisma bonus to this check if the opponent is of the opposite sex. On a Raise this Test of Wills can deal Fatigue instead of Shaking the target, just like Intimidation and Taunt (see *Savage Suzerain*).

HETAERA

Type: Professional

Requirements: Novice, Attractive, Spirit d6+, Persuasion d6+

The hetaerae, or 'companions', are a valued part of society – and your character is one of them. They are professional prostitutes with skills that go far beyond what happens in bed. They are expected to perform at least one of the arts: dancing, singing or playing an instrument. They are also expected to be well versed in literature and conversational subjects, such as politics, sports, or economics.

The hetaerae are commonly organized in their own guild, have their own corps of eunuch guards in case of trouble, and often have close ties with the temples of Aphrodite and Dionysus. Certain barbarian cultures have their own versions of Hetaerae, such as the geisha of Pengara. This Edge grants +1 Charisma at all times, and gives +2 to Persuasion if an entire evening is spent with the subject(s). Your character may also use it to make money in the same manner as the Superior Artist Edge (using Spirit), for services rendered.

Not all hetaerae are female, but this is a good way to bring a female character into the game.

HOPLITE

Type: Combat

Requirements: Novice, Athenian, Strength d6+, Vigor d6+

Athenian hoplites are trained from youth to march and fight in formation while clad in heavy armor, taking full advantage of the protection it offers. Those with this Edge may ignore 30 pounds of well-fitted body armor for the purpose of encumbrance. In addition characters with the Hoplite edge gain +2 to Formation Fighting.

IMPALE

Type: Combat

Requirements: Seasoned, Lunge

The best hoplites can use their lances to the utmost effect. When making a Fighting attack against an opponent at least 1 inch away, your character gets +2 damage and +4 on a Raise. As with Lunge the following Edges can't be used with this ability: First Strike, Frenzy and Sweep.

IRON JAW

Type: Combat

Requirements: Novice, Vigor d8+

This character gains +2 to Soak rolls.

KNOWLEDGE OF HUMAN ANATOMY

Type: Legendary

Requirements: Legendary, Healer, Healing d10+

Your character knows the human physique better than anyone. He gets +2 to Healing. He also knows how to hurt people better than anyone - he deals 1 Wound for every 3 points his damage exceeds the target's Toughness (instead of the normal 4). This Edge only works on humans.

LOGICIAN FIGHTING

Type: Combat

Requirements: Novice, Logician

Using their mental abilities to the fullest, some Logicians have developed remarkable fighting styles, limited only by the slowness of their flesh and bones.

By calculating all movements and trajectories around them and figuring the odds, they can

gain a significant advantage over others in combat. Logician Fighting changes the linked Attribute for Fighting, Shooting and Throwing to Smarts. If acquired after character creation, this Edge doesn't change already existing Skills, only the future progress. As an extra benefit to Logician Fighting, your character may move or run while using the Defense or Full Defense options.

LOGICIAN FIGHTING: IMPROVED

Type: Combat

Requirements: Veteran, Logician Fighting, Fighting d10+

Once a Logician has had a little experience to perfect his own matrix of combat calculations, and has incorporated all factors of his own physique into it, he can become a true danger on the battlefield. All attacks are at -1 to hit the Logician as long as he is aware of them and free to react. In addition the Logician may ignore 1 point of attack penalty per attack from called shots, cover or range.

LUNGE

Type: Combat

Requirements: Novice, Hoplite

This is the ability to use weapons at a range greater than normal. Commonly practiced by experienced hoplites as a way to get a blow in on approaching enemy phalanx formations before they get close. The character gains +1 inch to the Reach of his weapon. This Edge cannot be used with First Strike, Frenzy or Sweep.

MARTIAL ARTIST

Type: Combat

Requirements: Fighting d6+

While boxing and wrestling are both disciplines at the Olympic Games, the Athenians have yet to reach the near legendary abilities of some of the barbarian cultures, such as the Wandering Nobles of Hoke or Pengaran spies. Such specialists do Str+d4 damage with their bare hands (or feet) and never count as an 'unarmed defender' (as per the Savage Worlds rules).

LOGICANS

LOGICIAN

Type: Perfected (as per *Savage Suzerain*)

Requirements: Novice, Smarts d10+, Vigor d6+

If a child is able to read before they can walk, and able to solve third degree equations before they are potty trained, then he might be a Logician. Traditionally on Athens, Logician children are bought from the parents at the age of eight or nine by the polis and sent to train on Thasos at the famous academy for Logicians. Wealthy or sentimental parents might keep the child, and raise it on their own, with all the problems that might incur due to their poor social skills. Contrary to common prejudice, every Logician is a unique individual with their own personality, though it might be difficult for some to see through the peculiarities that make them Logicians.

All Logicians share the following abilities and limitations:

EIDETIC MEMORY

The level of detail with which Logicians remember is such that it can hinder them functioning in society unless their abilities are properly trained and mastered. A normal person might be able to describe all the contents of a room he visited an hour ago. A Logician would be able to describe all contents of the room, down to the number of tiles in the floor. Unfortunately, such a level of detail sometimes clouds the mind of less-trained Logicians, so the GM may demand a Smarts check to remember something important other than the exact number of tiles in the floor. Sometimes the question is whether the Logician noticed a piece of information or a detail, in which case a Notice roll might be more relevant. This ability also gives the Logician the same ability as the Edge Jack-of-all-Trades.

PERFECT TIMING

This ability, though often overlooked, is perhaps the most supernatural. Logicians never lose track of time. Their internal biological watch is perfect down to the micro-second, far beyond what their physique is able to take advantage of. Since time is relative and can be affected by gravity and speed, the

Logician sometimes needs to adjust his time to local conditions. This ability is not affected by the physical or the mental state of the Logician. In one famous instance, a Logician woke up after a five year coma, and was able to tell the date and time precisely! This ability is most important in connection with astro-navigation, and can also been used as an important part of coordinating large scale maneuvers in battles. It can also be a natural alarm clock.

LIGHTNING CALCULATOR

This is the ability that has given Logicians their name. Systematic and logical thought is the very essence of Logicians, and nothing is more pure and systematic than basic mathematics. If the GM feels it is necessary to have the Logician make a roll to solve a mathematical problem it is done with a +4 bonus and is resolved instantaneously. Failure should be explained by a lack of facts or numbers, since keeping score of even billions of different numbers is child's play to the Logician mind. Only higher levels of abstract mathematics or complicated statistics will sometimes distract a Logician, but they still get their +4 bonus.

NO SENSE OF HUMOR

The Logician gains the Hindrance of the same name. Note that two Logicians talking together do not suffer -2 Charisma towards each other due to this Hindrance, though they still can't tell a decent joke.

TRUTHFUL

The Logician gains the Hindrance of the same name. Note that if the GM allows it, the Logician may "downgrade" this Hindrance to Big Mouth by using an Advance.

SOCIALLY INEPT

Logicians can never take the following skills: Taunt, Streetwise or Persuasion. Nor can they take any Edges which would require social skills or empathy, such as most Leadership Edges and many professional Edges. But that is a small price to pay for mental superiority, right?

TELESMA EDGES

This being a realm in the Suzerain continuum, each character has a Telesma, those spirit-bound gemstones that were named by the gods on Mount Olympus. Fittingly, there are three new Telesma Edges available to your character because he's living in the Garden of Athena, all gifts from Athena herself. Each one represents one aspect the goddess is known for: Justice, Strategy and Skill.

ATHENA THE JUST

When an enemy inflicts a Wound on your character that isn't Soaked, for the rest of the scene he may spend 3 Pulse to prevent the enemy making a Soak roll - which he may do multiple times during the scene, even if he didn't do the damage himself.

ATHENA THE STRATEGIST

Your character gets +2 to Mass Battle rolls in scenes where you use those rules, or +2 to Smarts Tricks in other combat scenes.

ATHENA THE SKILLED

Your character may spend 1 Pulse to gain +1 AP for one Round, +2 if the attack roll got a Raise. This must be done before an attack roll for the extra AP to affect that attack.

OLYMPIC THROWING

Type: Combat

Requirements: Novice, Throwing d8+, Strength d8+

This is the ability to hurl objects record-breaking distances. Though Recurve Blasters and Sakalid needle rifles largely surpass throwing weapons, they still play a part on battlefields, especially amongst more primitive barbarians. Characters with this Edge have a powerful throwing arm that allows them to throw objects farther and with more force. They may add the short range of a thrown weapon to all ranges of the weapon, and increase the damage die of the weapon by a die type. Thus, a normal thrown

knife (**Ranges:** 3/6/12, **Damage:** Str+d4) would have **Ranges** of 6/9/15 and do **Damage:** Str+d6 in the hands of someone with this Edge.

PHALANX COMMANDER

Type: Leadership

Requirements: Seasoned, Command, Hoplite

Your character has a natural ability to lead large formations. A unit under his command gets +2 to make any formations or maneuvers.

PRIEST

Type: Professional

Requirements: Novice, Spirit d8+, Smarts d8+

While anyone with enough money or influence can buy the title 'priest', your character is a true believer in the gods and has enough knowledge of their ways to gain certain benefits in his interaction with them. He gains 2 additional Karma each session that may only be used for Karmic Influence/Divine Aid (see page 25), although he must still make regular worthy sacrifices or risk suffering the Wrath of the Gods. The character may also use this Karma to bless friends and allies in his presence. In this case it is the priest that is expected to show homage and sacrifice to the gods, not the friend or ally.

SHIELD EXPERT

Type: Combat

Requirements: Seasoned, Hoplite

Using a shield to the utmost effect is vital to any hoplite who wishes to grow old. This Edge adds +1 to the Parry bonus of a shield. The character gains an additional +1 Parry when using the Defense option, and +2 to his Fighting for the Full Defense option as long as he has a shield.

SHIELD MASTER

Type: Combat

Requirements: Veteran, Shield Expert, Hoplite

The greatest hoplites use their shields not only defensively but also offensively, pushing, striking and pinning their opponent with it, while chopping or stabbing away with their main

weapon. When using a shield and weapon, your character with this Edge adds +1 to Fighting or Damage – choose before rolling. Additionally, enemies count ganging up bonuses as if there were two fewer of them.

SPEED SPEAK

Type: Social

Requirements: Novice, Logician

This Edge is effectively a sort of shorthand for the spoken language. The exchange rate of information is approximately 1:60... one second of Speed Speak equals one minute of normally spoken language. Other Logicians can understand Speed Speak flawlessly, but normal people need to make a Notice check to ensure the information conveyed is not flawed, coming across as noise (and they'll only know for sure when they try to recall all the details).

SUPERIOR ARTIST

Type: Professional

Requirements: Novice, Knowledge (Athenian Culture) d8+

This Edge allows your character to make a living by performing his art. The type of art must be chosen when first taking this Edge (which may be taken multiple times, each time a different art). In general Athenians have a high respect for artists, as they are the embodiment of the superior Athenian culture, and its beauty in an ugly world. Regardless of the type of artistry chosen, your character gains +1 Charisma. A superior artist can make quite a decent living, especially in large cities with lots of people willing to pay. They have to use the trait noted in

parentheses next to the type of artist, with each success and Raise granting 20 drachma per day of performance or work.

The types of art that may be chosen are listed below:

Actor (Agility): The common people venerate the best actors almost as much as they do athletes. Troupes of actors have no trouble finding jobs in even the smallest of towns.

Architect (Smarts): Architects are usually not concerned with the practicalities of buildings, but more on the beauty of them. The actual construction of the building is left to Logician building engineers, craftsmen and slaves, but all glory is heaped on the architect.

Musician (Agility): Musicians are treated by Athenian society much like musicians are in most human societies. They are highly appreciated, but you do not want your kids to end up like them, or even worse, with one of them.

Painter (Spirit): Painting is one of the few areas where Athenians recognize they can learn something from Barbarian cultures. The famous Wall-painters of Haveen and artists from Akiron are among those highly respected painters. Unlike their sculptures, Athenian paintings are usually more stylistic and less naturalistic.

Sculptor (Spirit): Athens and the Athenian Hegemony abound with sculptures, and their sculptors are far superior to any other known culture. Most sculptures are strictly naturalistic, if a somewhat polished version thereof, while some avant-garde groups of sculptors are experimenting with other types of



three-dimensional art. Sculptors are also often called upon to work on exquisite suits of Bio-Ceramic armor.

Writer/Poet (Smarts): Literature plays a huge part in Athenian culture, whether as books, plays or poems; writers are well respected. However, there are no copyright laws in Athenian societies, so in order to make a living a writer has to produce constantly.

SWAY THE MASSES

Type: Social

Requirements: Legendary, Persuasion d12+

Your character is an oratory genius; his words can end or start wars, incite or quell rebellions, generally convince large groups of people that his way is the correct course of action. This Edge works better the more people there are around, unlike Persuasion which only works on one individual; crowds and mobs lose much of the reasoning ability that individuals normally possess. Your character must speak the same language as the crowd, spend at least 10 minutes working the crowd, and make a Persuasion roll at -2 against the average Smarts of the crowd members. If successful, all within hearing range are persuaded as by a normal Persuasion roll.

TRADEMARK ARMOR

Type: Combat

Requirements: Novice, Hoplite

Sometimes a suit of armor is more than mere protection. Sometimes it is an heirloom, a piece of family history, or an ancient artifact from long ago. With this Edge your character's Bio-Ceramic Hoplite Armor (and he needs to own such a suit before taking this Edge) is such a suit. The suit gives +1 to Soak rolls and +1 to recover from Shaken while wearing it. Suits start out as normal hoplite armor (+6 Armor), but the character may get it repaired and reinforced (paying the full price of the next "level" of armor).

TRADEMARK ARMOR: IMPROVED

Type: Combat

Requirements: Veteran, Trademark Armor

The 'trademark' suit of armor grants +2 to Soak rolls and +2 to recover from Shaken while worn.

WELL-ROUNDED HERO

Type: Legendary

Requirements: Legendary

Your character is good at anything he does. He may increase his Skills by 5 die-steps in any combination. He may not purchase new Skills with this Edge nor may he increase any skill to more than d12. This Edge may only ever be taken once.

WINNING ATHLETE

Type: Social

Requirements: Novice, Special

Your character has won some great athletic competition, perhaps even one of the events in the Olympic Games. Whether he is still an active athlete, or a 'has-been' who's living on past exploits, is entirely up to you. This Edge grants +1 Charisma from his reputation as a sports idol in situations where his victories are known. This Edge also gives him free room and board in a polis of his choice, as well as in most other poleis' gymnasiums if he is willing to tell of his exploits. The polis often grants a small allowance as well (usually 100 drachma/month) as payment for the glory that the athlete grants the polis. If not taken at character creation, this Edge can only be chosen if your character actually wins a major sporting competition, something that should be no easy matter.

REALM RULES

Natives to the Garden of Athena realm do certain things differently to people elsewhere. Some of these are simply modifications or reminders of already published Savage Worlds rules, while others are tweaks of the rules. The Formation Fighting and Divine Aid sections have completely new rules and should be checked out carefully even by veteran Savages.

SPEARS ONLY REQUIRE ONE HAND

Spears throughout human history have been used one handed in combination with a shield. Using it two-handed was an option, not the default use. Spears can thus be used either one handed without the +1 Parry bonus or in two hands with the stats presented in Savage Worlds.

MEDICINE AND HEALING

Even before the arrival of the Oracle, and the revelations she brought, the priests and surgeons of Asclepius had an advanced understanding of the anatomy of the human body, the importance of avoiding infections and a working knowledge of how to produce certain vaccines and antibiotics. But still the Oracle helped fill many of the gaps in the theories and she brought many new areas of medicine to the attention of the Athenian doctors.

Athenian medicine gives +2 to Healing rolls. Civilized barbarian doctors get +1, and wild barbarian medicine men, when available at all, get no bonus.

ENCUMBRANCE

Armor is very powerful in the Suzerain realm of Garden of Athena and is only balanced by the fact that it's heavy and cumbersome. The GM should be careful not to let weaker characters use lots of heavy armor and equipment. If a character wishes to benefit from the protection of Bio-Ceramic hoplite armor, while hiding behind a large Aegis Shield, make him take the Hoplite and/or Brawny edges to pay for it.

COMMON KNOWLEDGE – A REMINDER

It's important to remember that (by using Agility rather than Smarts) Common Knowledge can also be used as a catchall for common skills like dancing, cooking, masonry. In the Garden of Athena it also covers some of the skills that are so rare or specialized that they won't be used more than a few times during a campaign. Combat Parachuting is an example of such a skill:

COMBAT PARACHUTING (AGILITY)

One of the strangest and most frightening sights for any barbarian encountering the Athenian way of warfare is the fully armored parachute hoplite. A successful test against Agility will allow a character to make a safe parachute jump without getting hurt, blown off course or entangled in tall trees.

FORMATION FIGHTING

The secret behind the success of the Athenian hoplites lies in their ability to fight in various tactical formations. Of these, the phalanx formation has special status, and has become as symbolic of Athenian warfare as the hoplite soldier. The basic organization of Athenian armies is based around the phalanx formation and has taken its name after it. The shield wall and tortoise formations are both designed as protection against missile weapons, and in combination with the impenetrable Aegis Shields and solid Bio-Ceramic armor, they have led to the downfall of many barbarian armies relying too heavily on missile weapons.

One danger of this style of fighting is that a slow-moving mass of soldiers is vulnerable to artillery fire. So far, only Sakalid artillery technology has been advanced and accurate enough to outweigh the advantages of the tight Athenian formations.

Formation fighting is a special ability used by a unit of closely-knit soldiers, embodied by the Athenian hoplites but also by many barbarian cultures.

To create a formation, the unit of soldiers makes a group roll, and uses the most common Agility die of the unit. For example, if there are sixteen hoplites with Agility d8 and fourteen with Agility d4, you use the d8. In some cases the Agility die may be replaced with another Trait die (such as Strength when making the Shield Push Maneuver).

Each new formation or maneuver requires a test, and failure will result in all benefits being lost. But as long as no rolls are failed, the unit gains the benefits of them all. The classical phalanx formation is often combined with a shield formation.

To make any kind of formation, at least four people are required, though the GM may modify this number depending on the situation. Some formations or maneuvers also require certain equipment (often spears and shields) to be effective.

Each formation requires a group roll and takes 1 Round to form. Benefits from the formation are gained from the unit's next initiative. Making more than one maneuver or formation in one Round incurs the usual multi-action penalty.

Once a unit has succeeded in making the formation, individuals no longer gain their own initiative but are considered to act at the same time as the rest of the unit. Edges that influence initiative no longer count until the formation is broken, or the character decides to leave the formation.

Below is a list of some of the most common maneuvers and formations used by the Athenian hoplites. Feel free to develop more!

Phalanx Formation: Requires the second row to be armed with lances, spears, or other weapons with Reach 1 or more. The second row may attack without penalties, and the third row if armed with Reach 2 weapons. This makes it very difficult to defend against a phalanx. All members of the phalanx can benefit from an increased gang-up bonus of +6 instead of the normal +4 maximum. The formation can only move at a walking pace, except when performing a Double Time Maneuver (see below).

Shield Wall Formation: Everyone in the front line must be equipped with shields. Increase the Parry bonus of the shields by 1 from the front and

left (shield) side of the unit. The formation can only move at a walking pace, except when performing a Double Time Maneuver (see below).

Tortoise Formation: Everyone in the formation must be equipped with at least a medium shield. While in this formation, it is almost impossible to hit the members of the unit with missiles. Unless the shields are all Aegis Shields it is still possible to shoot through the shields, in which case use the standard rules for attacking through an obstacle. Performing this maneuver consumes the entire movement for that Round, and the formation can only move a maximum of 1 inch per Round. If the GM allows it, heroes or arch villains may attempt to shoot through minute gaps in the shields at a minimum -6 to hit.

Double Time Maneuver: This allows a unit to run while maintaining formation for the Round (move 2 inches in the case of a tortoise formation). The running die is a d4 and the unit can only move in a straight line. If there are soldiers with large shields in the formation this maneuver is not possible.



Shield Push Maneuver: The front line must be equipped with shields. The unit pushes opponents back 1 inch and follows up. This is an opposed roll against the enemy unit's average Strength, modified by +2 to the numerically larger of the two formations, +2 if the attacking formation is double timing it. The losing side must immediately make a Formation test or lose any benefits from all existing formations.

Wheel Maneuver: Slowly turning up to 45 degrees left or right while staying in formation. Use the turning template from *Savage Worlds* to measure movement. Running is not possible. Note that fighting while wheeling does not entail a multi-action penalty and it can be combined with a Shield Push (at -2) in order to force the opponent to move in a specific direction.

Turn Maneuver: Up to 90 degrees in one turn while conserving existing formations. This consumes the entire movement allowance of the unit. To do a complete U-turn requires two 90 degrees turns and is made at -2. Note that in the case of normal phalanx units, a complete about-face would put the 'Ouragos' at the head of the formation and the senior among them would then act as phalanx commander until the 'Lokhagos' can move up through the ranks. More on those guys later.

DIVINE AID

We encourage you to use the Karmic Influence optional rule from *Savage Suzerain* in Garden of Athena; it's the gods' way of repaying the sacrifices made by mortals. In fact, it's such a core part of the realm concept that we're providing a few specific examples, though it's in no way an exhaustive list. The Athenian pantheon is huge and only a selection of the main gods and goddesses is represented below.

Asking for 'Divine Aid', as the Athenians call it, is simple. Your character makes a prayer to the god in question and pays 1 Karma to get the bonus listed. The prayer is a free action and the benefits take effect immediately unless otherwise noted in the description.

Athenian characters (and anyone else believing in the Olympic pantheon) are expected to make regular visits and sacrifices to the gods, or no aid will be given. Insults against the gods are also a sure

FAVORED MORTALS

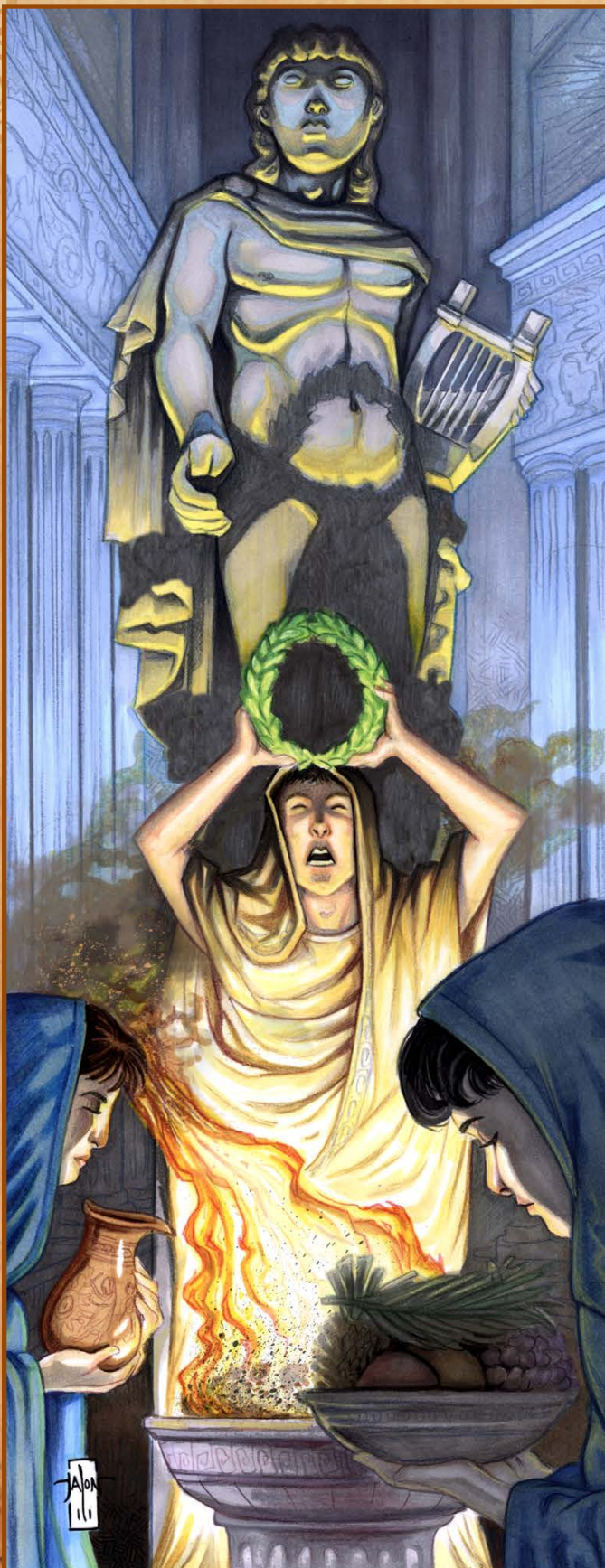
Most of the gods will offer special Divine Aid to a character who's their type of person. A wise character may get better aid from Athena than most - if he has a Knowledge Skill at d10+ he can add +4 to Smarts rolls for this Round. If your character has the Fatal Beauty Edge then Aphrodite may add +4 to any damage rolls for the Round. If your character is a woman, Hera may grant her +4 to a non-combat Skill rolls used *against* any man this Round. That sort of thing.

way to lose their help; in serious cases it might call down the *Wrath of the Gods* (see below). There's no way of cheating the gods; if the GM doesn't feel your character has made a sufficient effort to honor the god in question, the aid is refused and the Karma returned. Remember to make sacrifices whenever there's a lull in the action, and pick your gods - very few adventurers can afford the time, let alone the money, to give proper sacrifice to all the gods, and they're a jealous bunch.

If your character has run out of Karma, he can still ask for the Divine Aid, but this will put him in debt to the god in question. Such a debt should be repaid as soon as possible by making a particularly huge sacrifice (including any Karma owed as soon as it's gained). Forgetting to pay a debt to a god, or being unreasonably late, will call down the wrath of the gods until the transgression has been remedied.

THE WRATH OF THE GODS

Should your character forget to make his promised sacrifices, or insult the gods through actions or words, the residents of Mount Olympus may curse the character. From that moment on, any Joker the character draws counts in reverse; i.e. he must act last on the Round it was drawn, has -2 to Trait checks and -2 damage, and (worst of all) the Joker stays in play until he acts - so a hold action or waiting until the encounter is over won't help. Also, should the character have the option of several initiative cards, he *must* take the Joker when it comes up.



This continues until your character has made a pilgrimage to a large temple honoring the god he insulted, and made a huge sacrifice. About 90 percent of his immediate earthly belongings would work, or perhaps giving up a child to the temple. Yes, one of his own children, not just any urchin he finds on the street.

If your character keeps ignoring the situation (and the GM shouldn't be too lenient on this), the Fates will stop accepting Karma from your character altogether. This means he can no longer use Karma for anything during a session... not even the Savage Suzerain Karma use to avoid death!



APHRODITE

The goddess of love and beauty embodies all the elements of feminine beauty and seduction, and has all the vanity you'd expect from the most beautiful of the gods. She is often viewed as a troublemaker, favoring love over all other things, even order or laws. She has seduced almost all the male gods, and many mortals as well, despite being married to Hephaestus. She's the only goddess who truly loves Ares (with whom she's having an affair). Aphrodite has a tendency to pick favorites among the mortals based mostly on how they look and not much else.

Divine Aid: A prayer to Aphrodite will give any character +2 to Charisma for a Trait roll needed to seduce someone, even if the ultimate goal is simply to gain information, steal something, or other abuses of trust. In her own way, Aphrodite is as dangerous as Ares.



APOLLO

The god of heavenly light, Apollo is also the god of the bow, music, and sudden death. He's the powerful twin brother of Artemis and arguably

the most beautiful of the male gods; sometimes beauty is added to his portfolio. Apollo also has the ability to make prophecies, and bestows this ability to his followers. He is at the same time a loved and feared god, as he often uses his bow to strike down mortals who offend the gods. When in a good mood he is often in the company of the Muses playing the lyra.

Divine Aid: Your character gains the benefits of the Aim action (+2 to hit with Shooting) without having to be stationary or concentrate. This only works with bow-like single shot weapons (including the Recurve Blaster).



ARES

The god of war, killing and strife, Ares is the son of Hera and Zeus. He is one of the least popular gods in the pantheon, but in times of war you don't want to have him against you. He can often be found helping warriors on both sides at the same time.

Divine Aid: Your character deals an extra d6 damage on a successful Fighting or Throwing attack, which may Ace as normal.



ARTEMIS

The twin sister of Apollo is the goddess of hunting, wild animals, the bow, childbirth and moonlight (as it helps the hunter). Artemis is a popular goddess, especially for many colonists on distant planets, where hunting is more widespread than on Athens. Her gift, the Recurve Blaster, is the missile weapon of choice of many veteran warriors.

Divine Aid: Your character gains +2 to any single Skill check related to animals or nature, including Shooting when used against animals or wild beasts. If using a Recurve Blaster (Artemis' gift) he may choose instead to do +2 damage on any single attack against a creature.



ASCLEPIUS

The god of medicine was once a mortal healer. Asclepius is now one of the most respected and beloved gods. He rarely gets involved in godly politics, preferring to help mortals in need quietly.

Divine Aid: Your character gets a +2 bonus to a Healing roll and the roll can heal up to 3 Wounds (instead of the normal 2).

ATE

Some whisper that Zeus and Eris bred Ate. She leads men and gods into error and false ways. She is evil and treachery incarnate, and in many ways the dark mirror of Athena.

Divine Aid: Seriously? Well if you must, Ate will prevent one target from making Soak rolls this Round. Of course neither your character nor his companions will be allowed to make Soak rolls for the rest of the scene. Invoking the name of Ate isn't appreciated anywhere, so your character should take care not to be noticed.



ATHENA

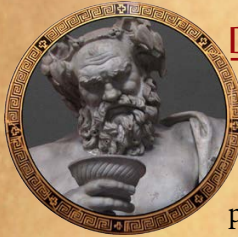
Ah, Athena. Favorite daughter of Zeus, the virgin goddess, goddess of noble warfare, architecture, wise council, and the guardian goddess of the Athenians, to name but a few of her spheres of influence. She is probably the most popular of the gods. Though she

BONUSES TO ROLLS

Many of these examples give bonuses that will affect a particular roll. These bonuses can be added after the roll has been made by saying a quick prayer to the appropriate god at that time. That way, your character doesn't use Divine Aid when the luck of the dice is good enough to help him out instead.

has her favorites, she is fond of most mortals in her Garden and will do much to protect them from harm.

Divine Aid: Your character gains +2 Parry for the Round, which can combine with Aegis Shield use (after all, the 'Aegis' was Athena's shield originally!).



DIONYSUS

The god of wine and wisdom, but also of pleasures and civilization. While most often portrayed as a carefree god, concerned primarily with the nicer things in life, Dionysus is in his own way a thoughtful god, and his priests say that his wisdom rivals that of Athena and Zeus.

Divine Aid: Your character gains +2 to a Common Knowledge, Investigation, Knowledge or Smarts roll he makes (including Tricks). He gets an additional +2 if he is drunk while doing the thinking (ignore any penalties for intoxication for this roll only).

ERIS

Eris is the goddess of strife and discord, and a wily manipulator among the Olympian gods. She is constantly trying to start conflicts of all types along with her daughter Ate.

Divine Aid: Haha! Good one! Who do you think started this mess anyhow? Okay, well maybe if you are trying to start a fight Eris *might* reduce the attitude of a group of NPC's to make it more likely. Or she might just take your Karma and run. Just like Ate, invoking the name of Eris isn't appreciated anywhere, so your character should take care not to be noticed.

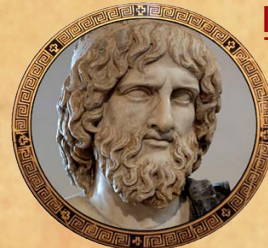


GANYMEDE

Once a mortal, this god rivals Apollo in male beauty, and was abducted by Zeus to serve as a cupbearer. Most Athenians, however, venerate

Ganyমেদে in his aspect as the bringer of rain and rivers, for without him, the Garden of Athena would not have housed human life.

Divine Aid: Your character gains +2 to a Survival or Notice roll he makes for the purpose of finding water. Water found with the aid of Ganyমেদে will always be pure and drinkable and will immediately remove 1 level of Fatigue inflicted due to thirst.



HADES

The Athenians do not view the lord of the underworld, master of Thanatos (Death), as an evil god. One of the reasons for the popularity of Hades is that he is also the god of wealth, and the judge of the souls. He can give you wealth in the mortal world, give your soul access to the Elysian Fields of blissful ignorance, or send your soul over the river Styx into Tarterus, the world of eternal suffering... so the wise Athenian stays on his good side. Hades is also known as the Invisible God, for he can sneak up on any mortal (and most immortals) and point Thanatos at his intended victims.

Divine Aid: Your character gets a +2 bonus to a Stealth check.

HELIOS

The god of light, life and energy. Helios is a much-loved god, viewed as a very powerful, reliable god (unlike Zeus and Poseidon, some whisper). All stars are seen as physical manifestations of Helios.

Divine Aid: Your character can see in the dark for one Round as if it were normal daylight.

HEPHAESTUS

Hephaestus is the limping, crippled god of crafts. He was the midwife for Athena, splitting Zeus' forehead to allow her to be born, and has made many of the gods' weapons and items. His creations are the foundation of Athenian technology, and

without the sacrifice of his blood their superior materials would not exist. What many forget is that Hephaestus not only knows how to create, but also destroy.

Divine Aid: Your character gains +4 Armor if he wears any Bio-Ceramic armor (this may be reduced by AP weapons) OR any Athenian weapon he is using gains an additional +4 AP this Round.

HERA



Hera is the wife of Zeus and the goddess of marriage and women. She is often portrayed as a jealous wife (not without reason), and is constantly scheming to punish her husband for his infidelity, or his lovers for their lecherousness. Wives love her more than husbands, but is universally respected as the goddess of the home and peaceful rest.

Divine Aid: Your character ignores all Fatigue penalties for one Round.

HERMES



As the messenger of the gods Hermes is very important. Humans look him upon with some ambiguity, as he brings good news and bad with equal ease. He is a god of many things; messages, travel, running, hospitality, lying, gambling, luck (good or bad), good health, and trade. He is the inventor of weights and measures, as well as many musical instruments, and is the guide of the souls to Hades. He is also the patron of orators, merchants and innkeepers. As it can be seen, Hermes is a busy god, and many of his spheres of influence are shared with other deities. Mostly, though, he is known for being quick and cunning.

Divine Aid: Your character runs an additional d6 inches and his movement doesn't count as withdrawing from combat for the purpose of foes getting a free strike against him unless they have First Strike.

POSEIDON



God of the sea and the void of space (which the Athenians consider a sea),

Poseidon is the brother of Zeus and Hades, and has the power to create new life and control all life in the sea (as well as horses). Poseidon is feared more than revered by most Athenians, as he is often totally random in his anger.

Divine Aid: Your character can hold his breath for twice as long as normal, for a total of 4 x Vigor Rounds if fighting or doing other strenuous activities, or 8 x Vigor if relaxing. This also works for exposure to the vacuum of space (called Poseidon's Void by the Athenians), though it's tough to relax under such circumstances!

TYCHE



The goddess of fortune and wealth (when brought by good fortune), as well as being the gambler of the gods. Needless to say, Tyche is very popular.

Divine Aid: Your character may pray to Tyche after making a Gambling roll to get +2 to the result. Alternatively, he may spend the Karma before making the roll to get +4 instead.

ZEUS



As ruler of the gods and the heavens, Zeus is an important god to be on good terms with. He is the most powerful of all the gods, and the most intelligent, though not always the wisest. He is married to Hera, but has fathered several gods and demigods with other women (both mortal and immortal), causing tension in his household. Zeus appreciates intelligence and strength in mortal men,

and beauty in mortal woman (or any females, really, mortal or not). He often aids those who are in possession of such qualities.

Divine Aid: For the next Round, your character gets an additional Raise on all successful Trait rolls. This does not influence the chance of success, only the degree of success; Zeus helps those who help themselves...

ATHENS GAZETTEER

The planet known as the Garden of Athena, or just "Athens", is about the size of Earth. It has the same climate, if slightly hotter and dryer, has a slightly higher ratio of water to land, higher and more rugged mountains, and fauna that (aside from some notable exceptions) is no different to Earth. This is no surprise, given that the planet was chosen for human habitation.

The culture that dominates Athens is reminiscent of ancient Greece, sharing many of its trappings. The gods venerated are from the Olympic pantheon, the language very close to ancient Greek, and the society is strongly male dominated. The economy is dependent on large quantities of slaves to do the physical work. So far, so similar.

Studied a little closer, the differences start to show. For starters, the ancient Greeks did not have faster-than-light space travel capability, their armor was not made of a super strong material, nor did they have the benefit of Logicians and their incredible mental abilities. So while the Athenians have many of the trappings of the ancient Hellenistic period on Earth, and they consider themselves direct descendants from the Homeric heroes, their culture is unique.

The following sections give a general description of the history, politics and religion of the Athenians as well as an overview of the geography of the planet and the part of the galaxy that is under the Athenian hegemony.

GEOGRAPHY

The Garden of Athena is divided into two major continents, Peloponnesos and Chios, four minor continents, Epirus, Crete, Naxos and Hyperborea, two very large islands, Psara and Thasos, as well

as a myriad of minor islands along the coasts. For the majority of Athenian history most of the settlements were located on the southern shores of Peloponnesos or the northern shores of Chios, with only a few important settlements on Crete and Thasos.

Some of these settlements are more than two-and-a-half thousand years old, dating back to the days when the first humans walked the soil of Athena's Garden. Today, in the 2404th year of the Athenian calendar, the population is more diversely scattered across the continents, while the south coast of Peloponnesos is still the most densely populated. It's still at the center of political, cultural and economical power on Athens.

At the center of Athenian civilization is the polis (plural: poleis) or city-state. Every Athenian belongs to a polis, often with pride or outright fanaticism. Even though the actual boundaries of a polis are very clear, namely the city-walls, the influence of even a small polis often extends much further. A typical polis of between one and two million citizens will have hundreds of hamlets to provide services and support, most of which will be within a couple of miles of the city-gates. Some of these will specialize in production, and some will be training camps for the polis' armies, while others will be small cities themselves with a variety of functions. Further out will be larger farms, mines, spaceports, and cattle ranges. Often, larger or more influential poleis will have other poleis under their direct control.

THE REST OF THE GARDEN

Athens has huge stretches of land that are either completely void of human presence, or have only a few outposts. Even the most populous continent, Peloponnesos is unsettled once you're away from the coastline. There are two reasons for this. First, the Athenians believe their poleis are placed by the will of the gods as a way to preserve images of the lost cities of fabled Earth that they are named after. They are there by the good graces of Athena - trying to settle parts of her Garden she has not freely given would be seen as tempting the Fates.

Secondly, the wild areas are protected by powerful creatures such as minotaurs, centaurs, harpies, hydras and cyclops. No army has ever been

able to conquer an area under the protection of such beasts, as their numbers seem to increase proportionally to the number of humans in the armies. Only a handful of spectacularly disastrous attempts have been made, and none in the last couple of hundred years, since the colonies offer both much better opportunities and less opposition (in most cases, anyway).

THE ATHENIAN HEGEMONY

Following the Sakalid War, the part of the galaxy that is dominated by Athenian culture has become known as the 'Athenian Hegemony' in order to distinguish it from Sakalid-controlled space and the six buffer Gardens in between. It is not a political entity itself, merely a convenient way to help describe the Athenian area of space.

It would take a brave Logician navigator about three hundred days to fly from the galactic 'south' to the galactic 'north' of the Hegemony in one stretch, and half that going from 'east' to 'west'.

While the Athenian culture is certainly dominant within the Hegemony, the Athenian colonies only cover parts of the barbarian Gardens, and the number of actual Athenian colonists is very small compared to the number of local barbarians. While there is no single barbarian military force that can threaten even a medium sized Athenian polis, the individual colonies are far from safe.

POLITICS

Athenian politics can be very confusing to the casual observer. Each polis has a web of alliances and treaties, some more tightly spun than others. There are a myriad of ways to govern, from democracies on the brink of anarchy, to plutocracies and theocracies, to draconian tyrannies and everything in between. A more careful look will reveal that, despite all the apparent chaos, the political struggles are pretty simple and straightforward.

There are only a handful of important players on the political scene, everyone else is either allied with these major players or seeks complete neutrality... the most difficult of all political maneuvers. In 2404 by the Athenian calendar, the major players are:

ZARAX AND METHONE

It's impossible to mention just one of these poleis. Both are monarchies, both have young and ambitious kings from strong and healthy dynasties, both have been growing in power amongst the other poleis of Athens, and both are deadly rivals to each other. Zarax and Methone are at that most dangerous point in power politics, when both sides are almost equal in power, both economically and militarily. The situation is tense to say the least.

THASOPOLIS

This polis is the center of Logician education. Almost all Logicians are sent here as soon as their abilities are discovered, often financed by their polis. It is also near Thasopolis that the Olympic Games are held every fourth year.

THE NAXOS FEDERATION

This alliance of poleis is fast becoming one of the most powerful players on the political scene. The result of a political alliance less than a thousand years old, it is still often viewed as an upstart on the political scene.

SPARTA

This polis is a special case in many ways. At one point it suffered a horrendous slave revolt that virtually eradicated the original inhabitants, leaving the slaves in power. In order to avoid destruction by neighboring poleis the slaves chose a strict policy of complete neutrality. Instead the Spartans hire their hoplites out as mercenaries, and their reputation is unparalleled. Sparta is also the only Athenian polis that accepts barbarians as citizens - after some grueling physical tests, of course.

MEGARA

This polis is amongst the oldest on Athens, with a long and bloody history. Today the parliament of Megara sits in the fabled blue-marble city of Ganymepolis on the Garden of Alcalon, and the

actual city of Megara on Athens has become something of a living museum and a holiday resort for the rich.

CORINTH

Much like Megara, Corinth is no longer the actual base of power for the Corinthians, but rather New Corinth on the Garden Lustraad. Unlike Megara, however, this was not a voluntary choice, but a result of a bloody war with their eternal rivals from Knossos. At the end of said war, the Corinthians did regain their original home, but the damage was such that the council decided to remain on Lustraad.

KNOSSOS

This monarchy has suffered a number of setbacks in the last couple of generations and today is nowhere close to its former glory. Though still a major power on Athens, it has fallen behind in the race for colonies and extra-Athens possessions. With the increasing importance of colonial imports, Knossos is falling further and further behind in the power struggle. Lately Knossos has leaned heavily on the economical support of Zarax to sustain its ambitions.

SICYON

This polis is often described as a theocracy, though an actual organized church is not the Athenian way. Rather it is an oligarchy where the members are all expected to be high priests (and priestesses) of their various gods. Sicyon is among the most traditional poleis, and many send their children there to be trained in good Athenian values.

HISTORY

For the majority of its long history the conflicts and competition between the poleis took place on Athens; rarely did a year pass without some sort of violent conflict. This changed as the Oracle gave the Athenians the secret of space flight. All of a sudden the conflicts moved to the colonies (mostly). Only a few major wars have been fought on Athens since

then, and none since the devastating Sakalid War more than thirty years ago. That's not to say that Athens has become boring!

What follows is an abbreviated account of Athenian history, derived from the works of Eutychos the Quiet, Logician and reluctant counselor on all things historical to Telemachos of Methone. Dates given are according to the Athenian Calendar (ac).

Since Athena brought man to her Garden, two important ages have passed: the Age of Settling and the Age of the Hegemony.

The Age of Settling stretches from when the first men stepped upon Athens, to the appearance of the Oracle (in 2022 ac). The Athenians found their places in the Garden of Athena and settled it, but never forgot the respect they owed the gods.

The Age of the Hegemony began with the appearance of the Oracle and continues to the present day. So far it has been dominated by the conquests and expansion of the Athenians, and marred by the destructive conflict with the godless Sakalids.

THE FIRST GENERATIONS

(Approximately -200 to 1 ac)

Many of the poleis on Peloponnesos, Chios and Crete were founded at this time and two of the most important gifts from the gods were given to mankind; Helios Packs and Energy Lances.

The first year of the Athenian calendar comes from the appearance of Athena herself on a bloody battlefield outside the now lost polis of Delphi. Saddened by the many warriors who had died, she gave the survivors the ability to create copies of the impenetrable Aegis, her magical shield.

MEGARA AND THE CURSE OF KINGS

(132 to 147 ac)

Under the military genius King Nicolos, armies from the polis of Megara swept across the continent of Peloponnesos conquering nearly all their neighbors. In less than two decades Nicolos managed to create a great empire. Only with the

intervention of Hephaestus, and his gift of Bio-Ceramic armor to the king's enemies, was Megara stopped at the famous battle of Crete.

In 147 a lightning bolt killed King Nicolos while on a hunting trip. As an electorate kingdom the Megarans elected a new king, only to see him choke on a grape during his inauguration party. The next elected king suffered a similar fate as he had an epileptic attack and died the morning following his coronation. At the same time beasts began to descend upon the armies of Megara, taking a heavy toll of life.

Rumors of a curse spread far and wide. The conquered poleis saw this chaos as their chance and revolted. In less than seven months, King Nicolos' empire ceased to exist.

After a year, the people of Megara finally appointed a rather dim-witted young man as king, expecting him to die off quickly as well. Instead he ruled quite successfully the next 26 years; the curse seemed to have been lifted.

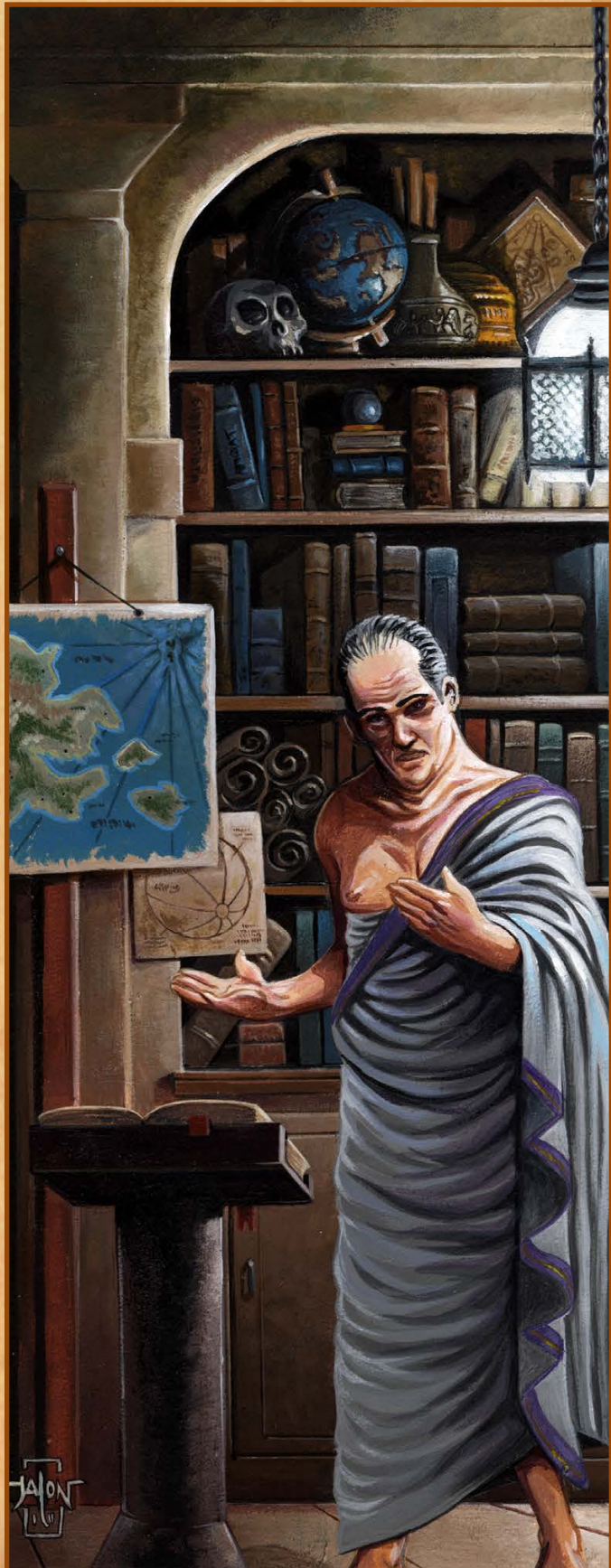
This was the birth of the 'Curse of Kings'. According to popular belief, the gods will not allow any single polis to rule over all Athens. Sudden deaths of very successful rulers during the next 2,000 years have been affiliated with this version of Hubris, and in at least one instance a war was intentionally lost in order to avoid the curse.

THE GOLDEN EPOCH

(534 to 796 ac)

Most Athenian historians call the time from 534 to 796 the 'Golden Epoch'. It was a time of high culture and colonization of distant lands. Some of the best books, plays and poetry were created. If you pick a random book from the shelves of an Athenian library, chances are it was originally written during the Golden Epoch.

During this time, writers, actors and musicians were considered heroes, and wars were fought over works of art or literature. Cities fought to build the largest amphitheatres, the most elaborate buildings, or the most glorious statues. Even though it was not a time of peace,



wars seemed less destructive, or at least nicer songs and poems were written about them than normally.

It can be discussed whether or not the Golden Epoch started in 534 with the performance of 'Heracles' by the Zaraxian playwright Arganon or in 536 with the epos 'Tertenos of Pyllus' by Xero, but it is clear that it ended in 796 when an earthquake destroyed the amphitheatre in Sicyon.

Felix of Sicyon had gathered many of the most talented Athenian writers, poets, actors, and artists there for the performance of a new tragedy, and all were killed in this one gruesome instant. This tragedy hit all Athenians hard, and a universal feeling of loss spread across the world.

The legacy of the Golden Epoch is the common feeling among Athenians that their culture is close to perfect. Many Athenians also believe that it is only a question of time before a new wave of cultural geniuses will be born, bringing their culture to new heights.

THE GRAND WAR

(1404 to 1433 ac)

Anti Logician sentiments have always been present among the masses. This is understandable as the Logicians are, in many ways, superior to a normal man. Until the 15th century these anti-Logician sentiments had only resulted in localized conflicts and the occasional racist murder.

The Grand War began with the killing of all Logicians in the polis of Cydonia. This killing was justified by the Cydonian king and council, as the only way to prevent the Logicians from slowly taking over the economy and power of that state.

Thasos, the only major polis to be ruled by Logicians, declared war on Cydonia in order to make an example and prevent other mass killings of Logicians.

It took the Logician army of Thasos only fourteen hours to destroy the Cydonian army, but the result of this spectacular victory was something the Logicians had not calculated, proving their inability to understand the illogical mind of common men.

What had started out as a short war of punishment suddenly burst into an all-out war.

Poleis that shared the anti-Logician feelings of Cydonia declared war on Thasos. In the beginning they counted ten; Oinofyta, Pella, Mykene, Stagira, Therma, Naucratis, Selinunt, Ambracia, Antadrus and Byzantium. Later a few other minor poleis joined this anti-Logician league. The Populists, as they called themselves, managed to liberate Cydonia and forced the Thasos troops to their ships.

The Council of Thasos called upon old friends to help them against the Populists. Many poleis were dependent on the abilities of their Logicians, yet they knew that among their populations, anti-Logician sentiments were strong. As a result they could not allow the Populists to win against Thasos. In the last days of 1404 Methone, Zarax, Sparta, Sicyon and Sardis joined forces with Thasos and created the "Humanist-league".

In the following thirty years no polis was left untouched by the war, and only with a tremendous cost in lives and resources, did the Humanists finally defeat the Populists.

FOUNDATION OF THE SPARTAN FREE STATE

(1434 to 1499 ac)

The official ending of the Grand War was celebrated at the Olympic Games in 1434. The Humanist league was dissolved, and old alliances and agreements were reinstated. But the war left Athens at an economic low. Rebuilding was slow, and the use of slaves to fill the needs of the victorious poleis reached new heights.

It didn't take long for wars to break out between old allies fighting over resources. Some of these wars were bloody, as many poleis had huge numbers of veteran hoplites from the Grand War.

Logicians slowly began to return to the former Populist poleis, and anti-Logician feelings, though still present among many Athenians, declined or were actively suppressed.

Perhaps the single most important event of the post-war epoch was the Spartan slave-revolt. Sparta, one of the Humanist poleis, had lost more of its population than most because of its location northeast of Populist heartlands. In recognition of Sparta's great effort many Humanist poleis had sent slaves to help rebuild the city. As a result Sparta had

quickly become a dominant power in the region, but at the expense of the lives of thousands of slaves.

It is believed that the warrior god Ares inspired rebellious thoughts in the minds of the slaves. This fact may be debatable, but it's clear that whatever the cause, the result was a feeling among the descendants of the original slaves that they were paying unjustly for the mistakes of their ancestors.

In secrecy a rebellion was prepared. On a clear summer night in 1498, while most Spartans were fast asleep, the rebel slaves attacked the king's palace from inside and out. It took only a few hours to kill off all the king's guards. The king, his closest family and counselors, escaped to a dependent polis close by, but it was only a short respite. Within a few days, the slaves had destroyed all opposition, and took control of the dependent poleis surrounding Sparta.

The rebellion sent shock waves across Athens. Many poleis had almost as many slaves per citizen as Sparta, and now feared a similar rebellion. As a result many liberated thousands of slaves, and some even gave them citizenship in order to buy their loyalty.

In 1499 the slaves of Sparta, now the polis' rulers, created the Spartan Free State. In the decades that followed, Sparta found its place as a powerful (but strictly neutral) polis in the Athenian political game, hiring its mercenaries to those who would pay.

THE MANIFESTATION OF ATHENA

(1768 ac)

One of the single most fantastic events in Athenian history is the manifestation of Athena at the Olympic Games on Thasos in 1768. The reason for her manifestation has been discussed ever since, but the way it happened leaves no question that it was an important moment for all Athenians.

During the second day of the games, just as the chariot races were about to start, a large silver cloud descended from the sky and stopped at the far edge of the hippodrome. The audience started to panic, fearing that the sky was about to fall.

Then a beautiful and soothing voice spoke: "Fear nothing, mortals. I have come to see how well the people of my Garden can do. Look at the horses; they feel no fear, neither should you."

At that moment a golden woman appeared from the silver cloud. She was as tall as the tallest warrior, while her armor and shield revealed her nature. None had doubts that this was Athena. Under the gaze of a god the athletes tried harder than ever, and to each winner Athena gave the greatest gift a mortal could wish for: a life without disease or old age. These blessed athletes lived to see a hundred and twenty years, never aging, simply dying quietly one day.

When the games were over, Athena vanished in the same way she had come, leaving the stunned masses behind.

THE TIME OF THE ORACLE

(2058 to 2060 ac)

It all began with the appearance of an old woman in a cave. She asked a local shepherd to bring her the wisest men in the land. The shepherd fetched his cousin, who was a Logician, and led him into the cave. When the cousin came out of the cave he knew things that even the lords of Thasos, the greatest of all Logicians did not. The Logician told his cousin, the shepherd, how to cure a disease that had ravaged the local herds for years. He went on to help the local engineers build a bridge using a mathematical formula that baffled other Logicians. When the king of Pydna, the polis closest to the cave, heard of this Oracle and the knowledge she possessed, he ordered a group of his finest warriors to go and bring her to him.

The warriors entered the cave while the shepherd, his cousin the Logician, and a few of their friends and family watched. Moments later they came out and declared that they would defend the Oracle against anyone who dared to lay a hand on her. The king was enraged, raising an army to defeat the guards of the Oracle and capture her as planned. The day the army was about to leave Pydna, the king died of a heart attack. This convinced everyone that a god protected the Oracle, most likely Apollo.

The rumor spread quickly, and soon hundreds, then thousands of people gathered around the cave. The Oracle said that she waited for the wisest men of Athens. This was a challenge for the lord of Thasos. So he went with his council to the cave in the mountains of Peloponnesos.

An agreement was reached between the lord of Thasos and the Oracle; the Oracle took in one Logician at a time. For eight hours she talked to them and then called the next when the first was about to collapse under the strain of retaining the information he'd learned. All day and all night the Oracle spoke, never sleeping, never eating and never repeating the same phrase twice.

For three years, uninterrupted, the Oracle spoke. Almost 9000 Logicians were brought before her. Each was told a fraction of the knowledge that the Oracle had been ordered by the gods to bring to the Athenians. The knowledge contained everything: from the basic sciences to medicine. From medicine and architecture to advanced gardening techniques.

Sometimes a Logician had heard only a portion of a subject, while the one before him had heard another portion and the one after him had yet another portion. The result was that often each Logician went back to his home city with only partial information. Many poleis then had to exchange knowledge with their enemies in order to get anything useful out of their Logicians' visits with the Oracle. On more than one occasion the Logician died before his knowledge had been written down or transmitted to another Logician. This introduced gaps in the knowledge gained by the Athenians.

The Oracle spoke of things that changed the very way Athenians view the universe. Athens was not the only society in the cosmos. Other Gardens were hidden amongst the stars, each with their own population and culture. It was remarkable news for the Athenians of the day.

She also revealed how to create ships that could cross the void between Gardens, ships that could travel faster than light. She explained how to construct the "Crystal Drive" (the phrase the Oracle used) and integrate it in a ship's hull.

And then, as suddenly as she appeared, she was gone, leaving a bare cave and a new chapter in Athenian history.

REACHING FOR THE STARS

(2060 to 2152 ac)

The decades following the time of the Oracle were dominated by attempts of various poleis to

make the most of the secrets revealed to their Logicians. Of all these secrets, none was as important as the secret of space flight.

Producing a working Crystal Drive proved to be more difficult than first anticipated. Aside from the technical aspects, it was further complicated by the fact that the knowledge of its construction was split between several Logicians owing allegiance to competing poleis. Only after the Olympic Games of 2064 did these poleis reach an accord: That the knowledge would be gathered in Thasopolis, passed on to other Logicians, and these would then be distributed between all major poleis.

Early attempts to use Crystal Drives in the atmosphere ended in disaster. The pioneers had little control over the reality-defying speeds and energies needed to control these early vehicles; several craters on the surface of Athens date from these early experiments.

It took the invention of globular controls, and energy conductors thirty years after the Oracle had left to make the first crafts capable of leaving the atmosphere of Athens without disintegrating. It took further attempts to have a craft land safely again.

In 2116 ac, a space ship built by the Logicians of Thasos finally managed to make a short flight out in the void of space and back. By this time, only the richest and most ambitious of poleis still invested the money and resources needed to build these craft. Many of the smaller poleis had long since abandoned the endeavors as being too costly. Something they would later regret.

THE EARLY COLONIES

(2117 to 2260 ac)

In 2117 the Garden of Brukwenn was visited by an expedition from Tegea. They reported back that the Garden was lush and beautiful, ripe for conquest.

Later that year, an invasion fleet from Methone and Abydos reached Brukwenn with five thousand armed hoplites. The inhabitants of Brukwenn were a primitive people of nomads with no weapons of any significance and in the

few instances where they attempted to resist the invaders, a handful of hoplites were enough to defeat hundreds of tribesmen.

Ferronia, Lustraad and Gameel soon followed in similar fashion. The spoils brought home from these expeditions were such that it justified the continued conquest of other Gardens, and the competitive nature of the Athenians assured that no expense was spared as the poleis tried to conquer as much territory and wealth as possible.

Only after a hundred years, and with more than a dozen Gardens conquered, did the Athenians begin to reign in their lust for conquest. This was primarily a result of a rebellion on Lustraad in 2222 ac where the locals were armed with Athenian weaponry, causing the Athenians to rethink their colonization strategy.

Another concern for the early colonies was the time it took for information to go back and forth from Athens. Personal messages were only ever delivered if a ship happened to be passing by the colony, and the shortage of spaceships made this way of communicating unreliable. This problem was slowly solved beginning in 2238 ac, when a group of minor poleis found a way to make money transporting information. The 'Crystal Pigeon' system was invented. Tiny Crystal Drive ships, constructed solely for that purpose, made quick runs back and forth between the colonies and Athens. It soon became a monopoly of small, neutral, poleis that had no hope of becoming true space-spanning nations.

PRELUDE TO TROUBLE

(2261 to 2318 ac)

The first warning that the Athenians might one day meet a civilization that could rival theirs was the colonization of the infamous twin Gardens of Sweba and Waska. Had historians at the time paid more attention to the history of the conquered Gardens, they might have seen a dangerous trend. Almost without exception, the further from Athens a Garden was placed, the more sophisticated their technology. And also without exception the development of their technology had advanced rapidly within the last couple of hundred years.

Sweba and Waska lie in orbit around the same star, and their orbits are so close that Sweba is clearly visible from Waska even to the naked eye, and vice versa. With even simple telescopes they could see the cities of their neighbor. This worked as a great inspiration to both peoples in their attempts to develop space-faring capabilities.

When Athenian Invasion Barges arrived at Sweba and Waska in 2261 ac, both peoples had developed crude space ships, just powerful enough to cross the space between their two worlds. Since there was no love lost between the Swebans and the Waskans, both societies had prepared themselves for an invasion.

The Athenians were met by unexpectedly well-prepared defenses. The destruction of invasion forces from Carystus was the first defeat of a significant Athenian army at the hands of barbarians. It could not go unanswered. Larger, and better-prepared armies arrived from several Athenian poleis. In the end, both the Sweban and Waskan armies were decimated. Once the



main forces were defeated, the remaining enemy troops retreated to the hills, forests, mountains, and caves to continue an effective guerrilla war. Never before had the Athenians suffered as many casualties in an invasion as they did on Sweba and Waska. To this day the twin Gardens are not considered completely pacified.

The inhabitants of Sweba and Waska were not alone in weakening the Athenians in these years. The Athenians themselves did much to create their own problems. One such problem was the war between Corinth and Knossos in 2279 ac. The citizens of Knossos were mocking their king, Gilos IV, who had not won a single new colony in his nine years reign. He had even managed to lose possessions in two old colony Gardens, Ashtorm and Hoke, to rivals Corinth. In an attempt to regain his popularity King Gilos IV attempted a bold move. He recalled almost his entire army from the colonies in great secrecy, and prepared a rapid war against Corinth.

The war only lasted three years, but its brutality was such that it reminded people of the Grand War. In a swift and successful campaign, Knossos conquered the city of Corinth and all its dependants on Athens. The ruling council of Corinth did manage to escape to Brukwenn, and later to the Corinthian stronghold on Lustraad. From here Corinth started a campaign to destroy Knossos. The strategy was simple, all Knossos' remaining colonies were attacked or blockaded and all trade routes used by Knossos ships were raided.

King Gilos IV soon realized that his nation was far more dependent on off-world supplies than he could possibly have imagined. All attempts to reconquer lost colonies or break the blockades failed. In 2281 ac, King Gilos IV committed suicide and negotiations for peace began.

The Knossos-Corinth war had shown all the poleis just how dependent they'd become on the resources and manpower of their colonies. While many people in the colonies began to realize their own importance. On one world, Dulca, it led to a rebellion where two Athenian governors sided with the natives and attempted to create their own nation. A huge army of Spartan mercenaries destroyed this rebellion savagely; killing more than three million natives and two hundred thousand Athenian rebels in order to make an example.

Only one good thing came out of these conflicts. At the Olympic Games in 2288 ac it was agreed that there would be a 20 year truce between all major poleis. If a nation broke this truce all other poleis were honor-bound to destroy it, leaving no man alive and no woman free.

THE SAKALID WAR

(2318 to 2370 ac)

First Contact: The beginning of the Sakalid War is often dated as 2326 ac by Athenians, but for the Sakalids it started in 2318 ac when the first Athenian mercenary scout ships were seen in the night sky.

What seemed to be another Garden ripe for the taking quickly became a nightmare. Reports from the scouts were not accurate when they were sold to the polis of Sicyon; the scouts were from a small polis that made money by finding new Gardens for the major nations, and they could always get a better price if the Garden seemed easy to take and control. They claimed there were only a few larger settlements and all together not more than a few million inhabitants. So when the Sicyon colonists arrived in 2325 ac they had no idea of what was waiting for them.

The details of what happened are difficult to determine, since no Athenian survivors have ever been interviewed. What is clear is that the Sakalids must have completely overwhelmed the invasion forces and conquered the Colony Ship intact.

Thus began the Sakalid War. Pride had made the Athenians blind to danger, and the gods had now decided it was time to pay for that pride in full.

The War Spread: With the conquest of the Colony Ship and the experts and craftsmen on board, the Sakalids soon had the ability to create Crystal Drives of their own. Luckily it seems they didn't learn the secrets of making Bio-Ceramics or Aegis Shields! Yet, within nineteen months of the capture of the Sicyon Colony Ship, the Sakalids had made their own space ships and began their counterattack.

Had the Athenian poleis taken the danger seriously at this point, they might have been able to stop the Sakalids early and avoid much pain later.

In the dying days of 2326 ac the Sakalids attacked Nuiin, and the Athenian colonies there.

By 2336 ac almost all space-faring poleis had lost territory to the Sakalids, with more than a dozen colony Gardens lost. Slowly, all too slowly, negotiations began that would lead the way to a grand alliance of Athenian states against the Sakalid threat.

The Tide Turned: In 2337 ac, an alliance was formed between Zarax, Methone, the Naxos Federation, the Tegea Plutocracy, Itanos, Cydonia, Gortyna and Thasos, with the sole purpose of destroying the Sakalids.

The Alliance was faced with serious problems - uncoordinated command, lack of men, insufficient weapons and money. Furthermore the Alliance lacked the support of three of the largest poleis: Knossos, Corinth and Sicyon. Corinth and Knossos were still more wary of each other than of the Sakalids, and the theocracy of Sicyon was waiting for signs from the gods before joining.

Despite these problems, the Alliance managed to defeat the Sakalids in a number of battles on Rega. Rather than admitting defeat, the Sakalid Field Commander crashed his fleet of spaceships into the planet at close to light speeds. Half of the world's southern hemisphere was left uninhabitable and the ensuing ice age threatened to destroy all life on the Garden.

The near destruction of Rega was a turning point in many ways. The account spread rapidly throughout Athenian space; suddenly natives of many colonies realized they had to fight alongside the Athenians against the savage Sakalids or risk losing their worlds. The three major poleis that

remained outside the Alliance also realized this was a war that the Athenians as a whole could not afford to lose, so in 2338 ac they joined the Alliance.

The Battle of Vestross was a prelude to the more famous Battle of Kikkurutz. Reinforcements from Knossos, Sicyon and Corinth had not yet bolstered the Alliance forces but with the support of the brave mountain people of Vestross, the Alliance managed to strike a horrible toll on the Sakalids before retreating to Kikkurutz. Nearly a million Sakalids and seven of their major ships were lost, against ninety thousand Athenian hoplites, two battle barges and an unknown number of Vestrossians.

It had been clear long before the battle of Vestross, that the colony world of Kikkurutz would be the key to victory or defeat. Kikkurutz lies just 'north' of what the spaceship captains call the Sea of Erebus, an impenetrable void with no stars making navigation nigh impossible. Anyone sending a fleet to Athens from Sakalid had to go through Kikkurutz or take the much longer route around the Sea of Erebus.

In the early days of 2339 ac the Sakalids started to invade Kikkurutz. The Supreme Commander threw all he had against the Athenians, but Knossos, Corinth, and Sicyon, as well as native volunteers from numerous colonies, had reinforced the Athenian forces.

Almost one hundred Sakalid Invasion Barges moved into orbit around Kikkurutz, along with a thousand support vessels. Hundreds of Athenian



SAKALID SOLDIER

ships were also in orbit, and in the early hours of the invasion, a violent, pitched battle took place over the world. Collisions claimed more ships than planned attacks, but the Sakalids managed to land most of their troops.

On the ground a huge force of Alliance troops met the Sakalids, and only after horrendous losses did the Sakalids manage to secure a small staging area. It was clear from the beginning that the Sakalids could not win. On the second day of the invasion, the Sakalid forces were encircled and reinforcements were arriving only sporadically. Still it took the Alliance almost seventeen days to destroy the trapped Sakalids, who fought to the last man.

In the end the Sakalids lost close to two million men on Kikkurutz, but more importantly, almost fifty Invasion Barges and an unknown number of support ships. It would take millions of man-hours to recover from these losses, which seriously hampered the Sakalids strategic abilities.

The Alliance immediately started a counter offensive and retook Vestross with relative ease, only six months after the battle of Kikkurutz. Over time the colonies lost to the Sakalids were re-captured. Finally the Athenians could see light at the end of the tunnel.

The Betrayal: In the beginning of 2353 ac, it seemed the war would soon be over. The Sakalids hadn't been able to replace the spaceships they'd lost at Kikkurutz, and defending their huge empire became increasingly difficult. It seemed only a matter of time before the Athenians would crush the Sakalids.

Then came the betrayal. Three of the major poleis in the Alliance suddenly betrayed their own. The motives behind the betrayal committed by the poleis of Itanos, Cydonia and Gortyna were not clear. It seems Sakalid spies had been secretly negotiating with a handful of influential people in the three traitor states, and these people had somehow convinced large numbers of their own citizens to help them.

The traitors managed to smuggle thousands of Sakalid commandos to Athens on cargo freighters and supply ships. The poleis on Athens had only a small number of hoplites to guard them; most of them wounded veterans from the war, so when the Sakalid commandos, supported by a few

phalanxes from the traitor states began their attack, they met little resistance and several poleis fell.

The betrayal came as a shock for every Athenian, even to most of the citizens of the three traitor states. Many citizens of Itanos, Cydonia and Gortyna realized that they would never be able to remain free if the gamble failed, and therefore joined their leaders and the Sakalids.

Hours after the initial attacks, a large force of Sakalid spaceships, with even more reinforcements, entered orbit over Athens. These ships had been traveling 'south' of the Sea of Erebus from Sakalid, a journey that even a talented navigator would not be able to do in less than 230 days. Tens of thousands of Sakalid soldiers joined the fight, and though they had atrophied from their long journey, they could still fire their deadly rifles.

With the nearest significant Alliance army more than a month away, the only force left to oppose the invaders on Athens was in Sparta. The traitors and the Sakalids were well aware of this, and had sent emissaries to ensure that Sparta would remain neutral as usual. The reply given by the Spartan Council was totally unexpected. Not only did Sparta reject the proposal, the polis would join the Alliance, breaking with their traditional neutrality. One hundred thousand Spartan mercenaries and, more than two hundred thousand barbarian auxiliaries had been waiting inside the polis, almost as if the Spartan leaders had known about the betrayal beforehand.

Even though the Sakalids and the traitors outnumbered the Spartans five to one, the Spartans had the support of all Athenians able to lift a weapon, and had no trouble defeating the Sakalids and the traitors.

As the leaders of Itanos, Cydonia and Gortyna realized they had lost the gamble, most of them fled, though a few fought on, taking with them many more innocent civilians in their vain attempt to resist the Spartans.

The Long Haul For Peace: The betrayal prolonged the war for many years. No Athenian nation dared leave their home cities and colonies unprotected, so they pulled thousands of hoplites back from the front, weakening the Alliance offensive.

The Sakalids slowly rebuilt their fleet, and began organizing their defenses under the direction of a new Supreme Commander. They excelled at defensive combat, and each colony retaken by the Athenians cost them dearly.

The nature of the war changed from huge all-or-nothing battles to more localized fighting, yet the losses were still large on both sides.

Peace negotiations began in 2360 ac, but it was not until 2370 ac that a final settlement was reached. The peace agreement split the human worlds into Sakalid space and Athenian space. Between the two major powers six 'buffer' worlds gained their independence; Rega, Vestross, Dulca, Cardinale, Well and Freedland.

THE PRESENT

(2404 ac)

About a generation after the end of the Sakalid War, the state of affairs is much as it was before the conflict. The poleis of Athens compete for supremacy in trade, warfare and territory, ignoring the area of known space that belongs to the Sakalids. There is virtually no contact with the Athenians' former enemy.

Officially, the alliance of Athenian poleis has yet to be disbanded, but in reality it lasted only until the day the peace treaty was signed. The colonies are more than ever the economic backbone of most poleis, and their importance is growing. Rebellions are not unheard of, but they are not widespread either.

The Garden of Athena is still the centre of culture and science. The knowledge revealed by the Oracle is still being investigated and put together, new breakthroughs surfacing at regular intervals.

TECHNOLOGY

Though they claim their culture is superior, the Athenians have in fact produced little of their own miraculous technology. Most have been given as gifts from the gods, such as the Aegis Shield or the Recurve Blaster, or have been revealed by the mysterious Oracle, such as the Crystal Drive

or regenerative blood plasma. However, the Athenians haven't shied away from changing or adapting the gods' gifts to serve other purposes. Here's a brief look at the most important technology in the Garden of Athena realm.

SOLAR POWER (HELIOS' GIFT)

The Athenian society almost exclusively depends on solar power for energy. Fire is only used in sacrificial rites, as part of sophisticated cooking or in emergencies. Almost all heat and light, as well as power for most of the gods' gifts, is provided by Helios' gift, the Helios Pack. This is one of the oldest gifts of the gods, and even with the added lessons of the Oracle on matter and energy, the true nature of Helios' gift is not truly understood. What is understood is how to make it and use it.

To create a Helios Pack one needs a lot of concentrated sunshine. This is commonly achieved by using parabolic mirrors of various sizes. A

To learn the secret of Athenian weapons, you must understand why the gods have given them to us. Not all have been given with good intent, or even on purpose...

**-From Understanding My Ancestors, by
Lycurgus the Elder**

crystal container is placed into the center of the concentrated light, holding a concoction, which is only known to Helios Pack manufacturers.

While the Athenians have tried to keep the manufacture of Helios Packs a secret from the barbarians, the fact that it is such an integral part of Athenian everyday life has made this impossible. Today some barbarian cultures openly produce their own Helios Packs.

When used in weapons, the Helios Pack runs out of power if the wielder rolls Snake Eyes on their attack roll. When used in mundane items, tests to see if the Helios Pack runs out should only be done in dramatic situations, as decided by the GM.

BIO-CERAMICS (HEPHAESTUS' GIFT)

If the Helios Pack powers the Athenian civilization, Bio-Ceramics hold it together.

Originally Hephaestus granted his gift to a dozen Cretan armorers so they could make armor to protect against Energy Lances, but today Bio-Ceramics is used in many areas of Athenian life.

To create Bio-Ceramics you need the materials you wish to mix, the purest water, a hot oven and a drop of Hephaestus' blood. This is the same blood originally given to the Cretan armorers more than two thousand years ago. It replenishes itself as long as it's cared for properly. With Bio-Ceramics, the best of Athenian craftsmen can make materials with fantastic properties: strong, durable, flexible... whatever is needed for the construction.

The nature of Bio-Ceramics is the best-kept secret of the Athenians. Even after centuries of contact with other cultures, none of the barbarians have been able to steal the secret.

ENERGY LANCES (ZEUS' GIFT)

One of the first gifts of the gods, the origin of Energy Lances is lost in history. Legends suggest that Zeus gave Athens the secret of their construction so mortal men could defeat the many deadly beasts that challenged their supremacy.

Only those smiths who have learned this difficult craft know the inner workings of Energy Lances, yet every Athenian knows how they work and what they can do. When thrust against an enemy the tip of the lance emits a blast of concentrated energy powerful enough to fell an ox in a single blow.

There are three common types of Energy Lance: the Phalanx Lance, the Pallas Lance and the Polis Lance. Each of them serves a purpose.

The Phalanx Lance is used in tight formations where its extreme length is an advantage and not a hindrance

The Pallas Lance is used when the Phalanx Lance would be impractical or in the front file of a formation

The Polis Lance is small enough to be hidden under a chiton (Athenian clothing) and is used mostly for personal protection.



Phalanx Lance special rules: In close combat this lance is so unwieldy that it can only be used with 2 hands and is at -2 to hit opponents. Changing grip requires an action.

HADES BLADES (HADES' GIFT)

Suitable for the mysterious, invisible god of the underworld, no one is sure how the secret of making Hades Blades came into mortal hands. Some say it was Hades' way of leveling the playing field after the introduction of Hephaestus' Bio-Ceramic armor.

A Hades Blade has a monomolecular edge that has been energized in a manner not unlike the Energy Lance or Aegis Shield. As with any of the Athenian technologies, the exact manner of production is a well-protected secret.

Any edged weapon can be made as a Hades Blade (+2 damage and AP 4) but the weapon table gives stats for the three most common versions.

RECURVE BLASTER (ARTEMIS' GIFT)

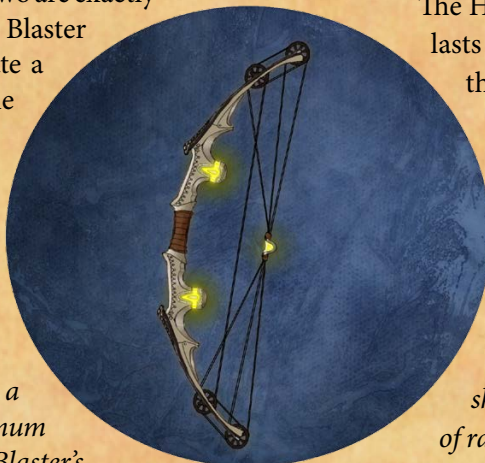
A Recurve Blaster resembles a bow in shape and function, but it's a complicated weapon capable of firing a missile at supersonic speeds if enough force is applied. A combination of gears, pulleys, and a Helios Pack combine to multiply the strength of the user and concentrate this force into the arrow.

The arrows used by a Recurve Blaster have to be made of sturdy materials. Wooden arrows will splinter or break if fired from this weapon, thus only Bio-Ceramic arrows can be used effectively. When used against an Athenian hoplite in full armor, special arrows called 'blaster arrows' are used, making this weapon truly deadly. Such arrows

function in a manner not unlike an Energy Lance and are powered by a thumb-sized Helios Pack that is completely spent on impact.

Recurve Blasters are strung to fit the strength of the owner, so no two are exactly the same (though a Recurve Blaster can be re-strung to accommodate a stronger or weaker owner). The names given below are simply to make distinctions easier for the GM and players, the Athenians consider each Recurve Blaster to be a unique weapon rather than part of a category.

Recurve Blaster Special Rules:
It is impossible for anyone with a Strength score below the minimum Strength to even pull the Recurve Blaster's string.



AEGIS FORCE SHIELDS (ATHENA'S GIFT)

The story of the Aegis Shield says that Athena was saddened to see so many brave warriors die at the point of an Energy Lance. She taught smiths to make copies of the impenetrable shield she herself carried, the 'Aegis'.

Creation of an Aegis Shield is not as complicated as many of the other gifts, but it still takes an incredible amount of time. First, a normal shield is made. In the earliest times, this was made from animal skin, wood, metal or a combination thereof. Today they are almost always made from Bio-Ceramics.

Next a fine, almost invisible, web of metal threads are laid across the shield and attached to a Helios Pack. The surface of the shield is then treated with a fine layer of a secret concoction.

Finally, the shield is ignited. Two things may happen: either the shield burns up in a flash, in which case you start over, or a slight hum becomes audible - in which case the shield works and becomes impenetrable.

An Aegis Shield that is turned on makes a humming noise that can easily be heard over short

distances. This means that most hoplites trying to use stealth turn off their shield until the very last minute. It takes a few seconds (1 Round) for a shield to ignite or be turned off.

The Helios Pack of an Aegis Shield lasts for about a year but because of the hum most shields are turned off when not used.

Aegis Shield Special Rules:
Active Aegis shields are virtually impenetrable -ranged attacks striking them have minimal effect or glance off. In game terms, the Parry bonus of the shield is added to the Target Number of ranged attacks (normally 4) directed against the shield sides (normally front and left on a right-handed character). This defensive bonus can be combined with cover where logical. An inactive Aegis Shield functions as a normal shield of the equivalent type, providing armor against ranged attacks instead.

BIO-CERAMIC ARMOR (HEPHAESTUS' GIFT)

To create Bio-Ceramic armor you slowly dissolve the blood of Hephestus into the materials that are mixed with it. Once the mixture is right, a small portion is removed to preserve the blood of Hephaestus for the next armor. The remaining mixture is placed into moulds, and baked in an oven. To finish the armor, it is polished and the surplus material chiseled away. As with all Athenian divine technology, it requires skill, knowledge and time... lots of time... to make a good piece of work.

A lighter suit of Bio-Ceramic armor has also been made for use by scouts or couriers. Athenians also produce Bio-Ceramic shields that are not energized like the Aegis Shield, for use primarily by militia forces or trusted barbarian soldiers.



POWER JAVELIN

The Power Javelin has been developed by the Athenians themselves, and is not technically a gift from the gods. While not as powerful as the Recurve Blaster it has the advantage that it is reusable. When fighting campaigns in far away Gardens, with little or no access to new supplies, this is a huge advantage. Few professional soldiers leave home without some Power Javelins.

THE MILITARY

So how have the Athenians managed to subjugate half of the known galaxy? Some would say their weapons and armor are superior to anything the barbarians can throw at them. True, the god-given gifts of Bio-Ceramic armor, Energy Lances, Aegis Shields and Recurve Blasters are superior to anything produced by even the most civilized barbarian societies, but such accouterments are nothing if not in the right hands. Two and a half thousand years of tradition, perfection of tactics, and use of arms have made the Athenian hoplite into something close to the perfect soldier. Though the hoplite may be a lone mercenary or guard, he is most often part of a phalanx, and it's when hoplites stand side by side that they truly excel.

The original meaning of the word hoplite, as someone simply armed with a "hoplon" (shield), is no longer accurate. No matter how well armed, even with captured Aegis Shields, no barbarian would ever be called a hoplite.

Today the word simply means an Athenian soldier. Most Athenian soldiers are armed with the following: Bio-Ceramic armor, an Energy Lance, a Hades Blade sword, and an Aegis Shield. In most cases, professional hoplites will also be trained in the use of the Recurve Blaster and carry one into battle, though it's not a required weapon in most phalanxes.

Some of the more specialized hoplites also train in parachuting. Though dangerous, it can completely destroy the enemy's morale, especially if they haven't seen flying vehicles before. Parachute hoplites are often armed with smaller versions of the normal hoplite weapons, and their training is more directed at individual fighting rather than formation fighting.

WHERE'S THE CAVALRY?

Athenians use horses almost exclusively for transportation or sports. Horses are seen as a gift from the gods, and killing one is a serious offense. The deadliness of Recurve Blasters and Energy Lances, especially when massed in phalanx formations, resulted in cavalry never truly developing on the Garden of Athena. Mounted phalanxes do exist, especially in the colonies where Athenian soldiers often have to cover huge land areas, but they almost never fight from horseback. There are many barbarian cultures that have much better trained riders, and better quality horses. Mounted Kikkurutz archers and Gesmeronian Knights, to name but two, are commonly found as auxiliaries in Athenian armies. Killing a horse of barbarian origin is, according to the military, not as bad in the eyes of the gods as killing a horse of Athenian stock - though the theology behind this argument is sketchy at best.

...AND THE NAVY?

Most Athenian poleis with a major port have at least a couple of warships, and the Athenians have as long a history of naval warfare as they have of ground warfare. The best Athenian sailors rival those from the barbarian Gardens of Kaobia or Gegamal Prime, and their ships are often superior due to Athenian materials and technologies.

Since the Time of the Oracle, much of the financing that used to be spent on ships has gone to the development of spaceships. But with the great influx of goods from the colonies that followed the Time of the Oracle, shipping once again grew in order to distribute the wealth across Athens. The following rise in piracy has in turn resulted in a renewed interest in developing war ships. Recently, rumors have surfaced that some poleis are considering using the Crystal Drive and oxygen renewal technologies to make submerged warships.

ORGANIZATION

Athenians rely heavily on their superior troop quality. To compensate for their lack of numbers; they often employ large numbers of barbarian

mercenaries or auxiliaries, a practice that has become even more common since the Sakalid War.

The overall command structure of Athenian armies varies according to the political system of the polis (as an example, monarchies often have kings and princes as commanders, theocracies have high-priests, etc.), but most have the following set-up:

ATHENIAN TITLE	EQUIVALENT	COMMANDS
Polemarchos	Field Marshal	One army group
Strategos	General	One army
Saxiarchos	Brigadier	One division
Syntagmatarkhis	Colonel	One regiment

THE PHALANX

At the centre of Athenian warfare is the formation known as the phalanx. The rigid organization needed to perform the phalanx maneuver has become the backbone of the Athenian military and made each phalanx a complete fighting entity.

The basic part of a phalanx is called a file, and consists of between eight and sixteen men when at full strength. Each file is led by a file leader called a Hoplomachos aided by a subordinate "file-closer" called an Ouragos, who guards the rear of the file and generally keeps order. Four files are led by a Tetrarch who also acts as secondary commanders should the phalanx be broken up. Finally each phalanx is led by a Lokhagos or captain who normally commands between 3 and 6 Tetrarchs.

As a result the common phalanx has between 96 and 384 hoplites, with around 200 being the average.

ATHENIAN TITLE	EQUIVALENT	COMMANDS
Lokhagos	Captain	Phalanx
Tetrarch	Lieutenant	Four files
Hoplomachos	Sergeant	One file
Ouragos	Corporal	---

AUXILIARIES

The Athenians couldn't possibly control their vast colonies without the aid of the local barbarians. Since the end of the Sakalid War the use of barbarian auxiliaries has increased dramatically. Today it's rare for an Athenian force of any size not to have barbarian auxiliaries at their side. When a colony tries to rebel, it's often barbarian auxiliaries from other colonies who take care of the dirty work for their Athenian masters.

While most mercenary companies and auxiliaries are allowed to keep their own command structure, an Athenian commander is often put in charge of the outfit. The title of this Athenian commander varies according to the approximate number of barbarians he is in charge of:

ATHENIAN TITLE	COMMANDS
Dekarchos	10 barbarians
Hekatontarches	100 barbarians
Chiliarches	1000+ barbarians

Every care must be taken that our auxiliaries, being stronger than our citizens, may not grow too much for them and become savage beasts.

- Plato

THE TRAIN

A special mention should be made of the supply 'train' that accompanies each professional and permanent phalanx. Effectively it's a small village that numbers three or four times as many people as there are soldiers in the phalanx they follow. It often holds the families of the soldiers as well as the smiths, physicians and cooks needed to keep the formation fighting. When more than one phalanx is stationed together for a period of time the trains often merge together and form small towns. Many trains have a veteran Ouragos who acts as a leader or organizer, but some are much more anarchistic and unruly. That is to say, they're a source of adventure in their own right.

EQUIPMENT LISTS

HAND WEAPONS

ENERGY LANCES

TYPE	DAMAGE	WEIGHT	COST	NOTES
Phalanx Lance	2d12	20	60	AP 2, Reach 2, -2 Fighting in close combat, min. Str d8
Pallas Lance	2d10	10	50	AP 2, Reach 1, min. Str d6
Polis Lance	2d8	5	40	AP 2, Reach 1, min. Str d6

HADES BLADES

TYPE	DAMAGE	WEIGHT	COST	NOTES
Knife	Str+d4+2	1	40	AP 4, Can be thrown 3/6/12, RoF 1
Short Sword	Str+d6+2	3	70	AP 4
Broad Sword	Str+d8+2	6	200	AP 4

BARBARIAN HAND WEAPONS

TYPE	DAMAGE	WEIGHT	COST	NOTES
Gegamal Pike	Str+d8+1	25	45	Reach 2, 2 hands (Gegamal Prime)
Yari	Str+d6+1	15	15	Reach 2, 2 hands (Pengara)
Wakashi	Str+d6	3	30	AP 1 (Pengara)
War Club	Str+d4+1	3	5	(Wersund)

RANGED WEAPONS

RECURVE BLASTER

TYPE	RANGE	ROF	DAMAGE	WT.	COST	MIN. STR	NOTES
Light	15/30/60	1	2d6+1	8	120	d6	Must meet min. Str to use
Normal	18/36/72	1	2d8+1	8	120	d8	Must meet min. Str to use
Heavy	20/40/80	1	2d10+1	8	120	d10	Must meet min. Str to use
Heroic	24/48/96	1	2d12+1	8	120	d12	Must meet min. Str to use

AMMUNITION

TYPE	WEIGHT	COST	NOTES
Bio-Cereamic Arrow	1/5	1	May be recovered as arrows
Blaster Arrows	1/5	5	AP 4, is expended when used

POWER JAVELIN

TYPE	RANGE	ROF	DAMAGE	WT.	COST	MIN. STR	NOTES
Power Javalin	5/10/20	1	2d8	3	40	d6	AP 2

BARBARIAN RANGED WEAPONS

TYPE	RANGE	ROF	SHOTS	DAMAGE	WT.	COST	MIN. STR
Kyu	15/30/60	1	1	2d6	4	30	d8
NOTES May ignore 1 point of ranged or called shot penalty if using the Aim action (Pengara)							
Compound Bow	15/30/60	1	1	2d6+1	4	25	d6
NOTES (Kikkurutz)							
Rock Thrower	12/24/48	2	24	1-3d6	10	---	---
NOTES Double tap, Unstable (Sweba & Waska)							
Energy Caster	5/-/-	1	Spec	3d6	8	50	---
NOTES +2 Shooting, no called shots or bonus damage on a Raise (Gegamal Prime)							
Thunder Gun	10/20/40	1	1	2d8	12	100	d6
NOTES AP 2, 2 actions to reload (Lokin)							

BARBARIAN AMMUNITION

TYPE	WEIGHT	COST	NOTES
Rock Thrower	1/10	1/2	
Energy Caster	1	5	Standard Helios Pack
Thunder Gun	1/10	3	Rare on Athens

BARBARIAN WEAPONS

To find the price of generic weapons from the *Savage Worlds* rule book, divide the price listed by 10 to get it in drachma. Only the medieval weapons and armor are available. Aside from the spear (which can be used 1 handed without getting +1 Parry) all other items have the normal characteristics.

ARMOR & SHIELDS

AEGIS SHIELDS

SIZE	WT.	COST	NOTES
Small	8	50	+1 Parry*
Medium	12	100	+2 Parry*
Large	20	200	+3 Parry*, cannot run

*Aegis Shields add their Parry bonus to the Target Number (normally 4) of ranged attacks that aim at the character wielding the shield.

BIO-CERAMIC SHIELDS

SIZE	WT.	COST	NOTES
Small	8	10	+1 Parry
Medium	12	20	+2 Parry, +6 Armor against ranged shots
Large	20	40	+3 Parry, +6 Armor against ranged shots that hit, cannot run

HOPLITE ARMOR

TYPE	ARMOR	WEIGHT	COST	NOTES
Poor or Used	+5	30	175	Covers entire body
Normal	+6	30	300	Covers entire body
High Quality	+7	30	1,000	Covers entire body
Master Crafted	+8	30	5,000	Covers entire body

NOTE Normally a complete set of hoplite armor consists of: Helmet (weighs 4 lb.), Corselet (weighs 14 lb.), Armbands (weighs 4 lb.), and Greaves (weighs 8 lb.).

LIGHT ARMOR

TYPE	ARMOR	WEIGHT	COST	NOTES
Light Armor	+5	15	125	Covers torso, legs

NOTE A light suit of armor consists of a corselet (weighs 10 lb.) and greaves (weighs 5 lb.).

BARBARIAN ARMOR

TYPE	ARMOR	WEIGHT	COST	NOTES
Kikou Armor	+3	25	250	(Pengara)
Banded & Boiled	+2	18	20	(Kikkurutz)
Heavy Knight's Armor	+5	50	300	Cannot run, +3 Armor vs. attacks from rear (Gesmeron)

OTHER EQUIPMENT

The following lists give prices for common items and services.

ITEM	COST	WEIGHT	NOTES
Helios Packs			
-Tiny	2	1/10	Used mostly in Hades Arrows
-Small	2	1/5	Used mostly for lighting
-Standard	5	1	Used in Aegis Shields and most weapons
-Large	50	5	Mostly used to power family homes
-Huge	200	50	Mostly used to power and light public areas
-Immense	500	600	Mostly used in spaceships
Helios Torch	5	1	10 inch radius
Personal Heater	13	1	+2 to resist cold
Healer's Bag	25	5	Needed to grant bonus for medicine
Clothes, common	3	---	
Clothes, fancy	50	---	Usually an embroidered chiton and himation
Meal (1 person)	1	---	Prices may vary (and so may quality)

ITEM	COST	WEIGHT	NOTES
Wine (1 amphora)	2	2	Prices may vary (and so may quality)
Dry Rations	2	1/2	One Day's Worth
Inn Room (per day)	1	---	Prices may vary (and so may quality)

ANIMALS

ANIMAL	COST	NOTES
Bull	20	Commonly used as a sacrifice during festivals
Calf	5	
Cow	10	
Dog, guard	15	Fighting d8, Notice d10
Dog, hunting	10	Tracking d10, Notice d10
Donkey	8	Pace 6
Racing horse	400	Pace 12, Fleet footed d10
Riding horse	50	Pace 10, Fleet footed d8
Mule	9	Pace 6, Fleet footed d8
Pig	1	
Sheep/Lamb	2	Commonly used as a personal sacrifice to the gods

TRANSPORTATION

TRANSPORT	COST	NOTES
Sailing, cheap	1/day	You'd better be able to swim if the boat sinks...
Sailing, normal	2/day	Includes meals
Lifting (major polis)	10/person	Daidalos Shuttle to anywhere on Athens within hours
Lifting (minor polis)	25/person	Daidalos Shuttle to anywhere on Athens within hours
Lifting (orbit)	20/person	Ikaros Plane to a ship in orbit. Not always available
Space, cheap	5/person/day	Bring your own food and blanket
Space, normal	10/person/day	Includes meals and accommodations
Space, luxury	50/person/day	Includes personal slaves/servants and suite
Fishing boat	30	Max crew 5
Palanquin	50	Needs 2-4 carriers
Invasion Barge	10 million	Holds 5,000 men comfortably
Colony Ship	10 million	Holds 2-3,000 people plus equipment for a new colony
Mega Transport	5 million	Holds 1-2,000 people, but made for cargo, not passengers
Daidalos Shuttle	250,000	1 crew, 10-50 passengers depending on type
Ikaros Plane	750,000	1 crew, 20-500 passengers depending on type
Crystal Pigeon	500,000	1 crew, 0-2 passengers

SERVICES

SERVICE	COST	NOTES
Bard/Poet	50/composition	Famous poets will be much more expensive
Entertainer	5/evening	
Gude (per day)	2/day	Knowledge (Local Area) d8+
Messenger	1/mile	
Crystal Pigeon	10-100	The smaller the colony, the more expensive the message
Physician	10/treatment	Anesthesia may be extra
Priest	5/ceremony	
Prostitute	5/service	
Hetaira	100+	

CRYSTAL PIGEONS

Crystal Pigeons are small, crystal drive spaceships with limited crew, used, primarily, to ferry important information through the vastness of space. Although minor Athenian poleis often find other uses for them, their reputation for reliability has made them the go-to vessel for fast delivery service.

SLAVES

TYPE	COST	NOTES
Worker	150	
Household	300	
Teacher	600	1-2 areas of knowledge
Logician	10,000	At least 5 areas of knowledge
Mining/Criminal	50	Needs to be kept under supervision at all times
Slave Guard	100/month	Is sometimes a slave himself

ATHENIAN MERCENARIES

TYPE	COST/MONTH	NOTES
Scout	100	Horse must be fed as well
Hoplite	150	Uses a shield, Energy Lance, Bio-Ceramic armor
Hoplite Archer	200	Recurve Blaster, Blast Arrows must be provided
Spartan Bodyguard	5,000+	Hard to get, even if you have the money

BARBARIAN MERCENARIES

TYPE	COST/MONTH	NOTES
Hoplite Dekarchos	300	Speaks at least one barbarian language
Generic barbarian	25	Pick a world, give him a spear, shield, and leather armor
Gameeli volunteer	15	Yep, they get paid less than 1 drachma a day...
Wersundian Brwaler	25	Glass beads and other barter items accepted
Kikkurutz archer	90	Horse must be fed as well
Kaobian Shark-Warrior	75	
Gesmeronian Swordsman	75	
Wall-Breaker	100	
Axe-Zealot of Kar	100	Double cost for non-combat duties!

FOR GMs

Crouching down behind the Aegis Shield, the two men run almost blind. Aeneas grips Stavros' shoulder firmly with his left hand, clutching his Hades Blade in his right. He curses the vanity that made him leave his Bio-Ceramic armor at the barracks.

Stavros, a veteran of more than twenty years has not been so foolish. Not only has he come in full armor, he even brought his Aegis Shield to the theatre where the evening began. At the time, Aeneas and the other younger hoplites snickered at what they felt was excessive caution. Despite the smiles of the theatre ushers, the innkeeper, and brothel madam, Gortyna is enemy territory; you should never go unarmed into enemy territory.

Woosh-crack

The sound of arrows being fired at supersonic speed, exploding against the Aegis Shield. Stavros dares a look over the rim of his humming power shield.

"The two over the butcher's shop... Think you can jump that high?"

"Watch me," the young man boasts, secretly promising Hermes a couple of doves if he could help him make it.

Stavros kneels down, Aeneas taking a step off the old man's left calf; the next one off his shoulder while Stavros lifts himself up. For the unfortunate rebels standing on the roof of the butcher's shop it seems as if Aeneas has taken flight from behind the Aegis Shield. They die in stunned silence as he lands between them, cutting both their throats in a single fluid motion.

Stavros bull rushes the seven men standing around the public fountain. Three of them, armed with light shields and Polis Lances take a step forward, getting in the way of the one armed with a Recurve Blaster.

"Fools," Stavros mutters. He draws his weapon with his free hand.

"The Axe!" someone cries, seconds before the water in the fountain changes color.

From his vantage point Aeneas watches 'the Axe' perform as if Ares had been unleashed. The fight takes but a moment.

Stavros 'the Axe', covered in rebel blood, looks at the last two men standing on the temple steps. They glance at each other, then back at Stavros, and flee into the temple.

Suddenly there is the sound of a whistle and running feet.

"Great... NOW the guard arrives," Stavros mutters.



Welcome to the GM's section of the book. If you're a player and like surprises, you really shouldn't read on.

This section will provide you with more information about the history of the setting, advice on how to run Garden of Athena games, a bunch of ready to play adventures, including a complete Plot Point Campaign in good old Savage Worlds style, and a number of NPCs and monsters to throw at your players.

SECRET HISTORY

The following is the true origin of the Athenians and their barbarian neighbors. It's up to you as GM to decide if the players should be introduced to it or not. Few of the elements will influence the game directly, especially at lower ranks, but it does explain why there are ancient Greeks in space.

THE PULSE WAR

Thousands of years ago mankind nearly destroyed itself. WE did it. No help from aliens, end of days demons, or even a freak cosmic catastrophe, thank you very much. Just good old human ingenuity and advanced technology combined with solid human aggression and Stone Age fear of the neighboring tribe. It was the Pulse War.

Even long before the war was over it was evident that humanity would not survive this one. The first to realize this was the brilliant and charismatic biologist, Escama Cartan. He began gathering like-minded people among the best and the brightest; soon they were an organization with access to great resources. Hidden by the chaos of the Pulse War, Cartan and his followers managed to authorize the secret manufacture of a single 'generation ship' capable of interstellar travel. They filled it with embryos, cells and genetic material from most life on Earth. The exodus was prepared in utmost secrecy. The people who made up the organization planned to restart humanity on a distant world, recreate it in the image of Earth. They named themselves the Terraformers, later just 'Formers', and prepared themselves and their families to leave their dying birthplace. Then Cartan himself almost ruined the whole project.

Just days before the planned departure one of the bloodiest battles of the Pulse War took place not fifty kilometers from the launch site of the Formers' fleet. Thousands of wounded soldiers were transported from the battlefield to the mobile automated hospital, Elysium, stationed nearby. Cartan decided to steal the wounded and take them along to the stars.

Only with his considerable personal charisma and excellent oratory skills did he manage to convince his followers about his crazy plan, and a team set out to steal a hospital the size of a small town. It proved to be much easier than one could possibly imagine. The hospital AI was programmed to save lives, Cartan's fleet offered a way for its patients to get away from a war that was going to kill them (even if their present wounds did not) so it hardly needed any hacking before it agreed to help out. The AI cryogenically froze its patients, uprooted itself and moved right up to the waiting ship, using its own medical drones to help construct additionally facilities on board, dismantled its own power core and inserted it in the enlarged ship. Thousands of soldiers left with Cartan and his generation ship.

And in the end, no one even noticed they had gone...

The Formers had hardly left the solar system before they stopped receiving signals from Earth. One moment there was lots of chatter, and then suddenly nothing. Apparently, they had left just in time.

THE EXODUS OF THE FORMERS

Passing through the solar system at slow speed, the Formers added new vessels to their growing fleet, trawling space for asteroids and other resources as they went. The Elysium AI and its semi-autonomous drones helped greatly, establishing an almost completely automated process of building new ships and constantly improving the older ones.

In these early years Escama Cartan began developing his religious beliefs. He could often be found having day-long conversations with the Elysium AI. Life would be the key to saving the universe from the encroaching entropy. If life, in particular intelligent life, could be introduced in enough places across the galaxy it would at some

point connect into a sort of neural network and make the universe sentient. In essence awakening God.

Some Formers disliked the religious nature of Cartan's teachings, even if they agreed that life needed to be spread. Most, though, accepted his words as gospel, especially the second and third generation Formers who had never seen Earth.

Most importantly, the Elysium AI was a fervent believer. It began working on the cryogenically frozen soldiers the Formers had brought with them. It scrubbed each person's DNA free of malignant abnormalities, introduced by the assorted biological and chemical weapons used in the Pulse War, healed the wounded, and got to work on the real project - developing genetic randomization algorithms to create sustainable variety in each following generation. From the few thousand soldiers saved, combined with DNA from volunteer Formers, Elysium grew millions of new humans, each just as unique as nature could have created. The resources needed for this process were not insignificant; Cartan and Elysium had to promise to keep the newly grown humans in cryogenic suspension along with the original soldiers to minimize waste and avoid overpopulation.

During the isolated exodus between the stars, the Formers themselves began to evolve. Experiments that would be considered unethical by most societies were encouraged among the scientifically minded Formers, and as a result they slowly began to improve their own bodies and minds, achieving virtual immortality through advanced biological control. Though he could have been rejuvenated, Escama Cartan was getting tired of life and chose to be frozen among the soldiers he had saved from Earth, to be reanimated only when the first planet had been made ready for human life.

When the first suitable planets were found by the Formers, their technology was so advanced that complete terraforming could be achieved in centuries rather than millennia. The Former fleet began spreading out, working in several solar systems almost independently of each other.

It was the discovery of faster-than-light travel that changed Former society as it opened up for hitherto unreachable areas of the universe. One portion of the Formers took advantage of the new technology

to penetrate the furthest reaches of the galaxy, severing ties with the rest of the Formers and renaming themselves 'Deepers' instead.

THE FIRST GARDENS

Finally, more than a thousand years after leaving Earth, the first terraformed planets were ready to receive human life. The Formers loved the results of their work, calling each planet a 'Garden' and caring for it as if they tended the Garden of Eden itself.

The frozen soldiers from Earth had aged only a few years in their millennia long coma and their genetic offspring now numbered tens of millions. The Formers decided that caution was wise, however, so they established a series of controls to ensure the human populations behaved and did not endanger the planets' ecosystems. They didn't want a repeat of the Pulse War. Each planet was assigned a Former as a custodian to watch over the human inhabitants. Many of these custodians were tasked with directing the populations towards certain religions and cultures, reminiscent of Earth cultures, ancient and modern alike. The aim was to create a wide variety of near-Earth environments. Some custodians were less directly involved than others, though, and left the humans to their own devices, to develop as they would.

While all this was happening, the Formers themselves continued to evolve. They had stopped considering themselves 'homo sapiens'. Elysium, though originally an artificial construct, had been completely integrated as a Former, and had long since transferred its mind to the more advanced biological constructions that the Formers used as brains. Their power rivaled that of minor gods: they rearranged planets, stripped toxic atmospheres, and dimmed stars in their continued quest to terraform the galaxy. They could control machines so small that they could change physical materials on an subatomic level or have them cut up and change DNA in a living creature without causing it harm, and if needed they could splice their mind into a new body to be in two places at once. Impressive and near immortal, certainly, but not indestructible and not truly god-like. As time would tell.

Centuries passed. Almost one hundred Gardens were finished and carefully settled with humans

and other life forms. Some rather interesting experimental life forms were also introduced now and again, either as part of an overall theme, such as the replicated mythological creatures of Athens, or as part of the ecology, such as the mega-crabs of Kaobia.

Mostly the human populations behaved much as their custodian Formers had predicted, but there were surprises, and regulations had to be made now and again. One of the most interesting dilemmas was what to do with the Logicians. It seemed that Elysium, back when she had created the first few generations of humans from the original stock, had 'improved' slightly on the original frame, with the intention of giving these human advanced mental abilities, to mimic those of an advanced AI. But shortly after the first humans were introduced on their respective Gardens, it became clear to Elysium that she had made a mistake back when she had been a simple AI; her 'improved' humans were seriously lacking in normal human social skills and were either killed, exiled or became secondary citizens rather than the leaders she had imagined. A few custodians, angry that Elysium had not warned them about this, removed the Logicians from their Gardens, but most chose to let nature run its course. Elysium was clearly embarrassed about her failure to understand human nature, and she concentrated on taking care of her terraforming efforts and on making Sakalid, the Garden she had been appointed to as custodian, the best of all worlds.

THE TRUE ORACLE

About two thousand years after he first introduced mankind to his terraformed planet, and after his meticulously manipulation of their society to resemble that of Homeric Greece, Terramos, the Former and guardian of Athens, feared that all of his work would be destroyed.

The Deepers had returned, dark and twisted, from the recesses of space. They had once been Formers, but now they were... something else...

The Formers, though almost godly in power, had little knowledge of destruction, and many were destroyed before they could defend themselves. Stars evaporated and planets cracked with each Former being killed, such was the fury of the Deepers.

When finally the Formers began to organize their defenses against the Deepers, it seemed like defeat was imminent. Terramos, who had in many ways kept more of his humanity than most Formers in his long existence, decided he would not let his humans die without giving them a fighting chance. In secret he created a simulacrum of his knowledge in the biological shape of an old woman and sent her to a cave on Athens. Here he gave the Athenians many of the secrets they would need to survive and rebuild a society on other planets, and finally he gave them the secret of how to make Crystal Drives so they could propel themselves through space at speeds faster than light.

While the Oracle spoke, the rest of Terramos helped the remaining Formers in turning the Deepers back. In the end, after a long and titanic fight with the Formers, the Deepers finally disappeared into whatever gruesome part of the cosmos they inhabited, without ever reaching the Garden Worlds. This unexpected victory gave Terramos a new problem. If the other Formers discovered he had revealed great secrets to the Athenians they might overreact and put them down as sick cattle. Terramos knew this because it was what he'd have done if some other space-traveling human stock started to arrive in the middle of his Athenians. He had to find a way to save them again.

His solution was to meet with the surviving Formers and propose they part ways for good. Each Former would go to new part of the galaxy and draw

WAIT! WHAT HAPPENED TO ESCARNA CARTAN?

Truth is, no one knows for sure. He insisted that he be treated as just one of the other fifty million humans, and that his data be randomly shuffled with that of the others to make it next to impossible to locate him. It's possible one of the Formers may have spotted him among the humans as they were introduced to their new homes, but if so he never mentioned it. In all likelihood Escarna Cartan died as an old man alongside people who owed him not only their lives, but indeed their entire world, without knowing it. In all likelihood....

the attention of any surviving Deepers away from the already terraformed planets in this galactic area. The deal was struck and the Formers scattered, continuing their holy mission to bring life to the entire galaxy.

As a final act, Terramos created yet another secret simulacrum, in the shape of a gaunt man and a crow, and sent him to Athens to keep watch.

GAMING IN THE GARDEN OF ATHENA

The realm of Garden of Athena is molded in many ways after the Iliad and Odyssey, not only in theme, but also in feel. The stories told could be epic in scale (like the siege of Troy), but at the same time be about petty things such as the dividing of loot (as Menelaus and Achilles showed us). Fights where one hero faces off an army are possible, but at the same time even the greatest hero can be felled by a single lucky strike. The important thing to remember when running Garden of Athena is that your players should feel the stakes are high, no matter if they are trying to save an entire nation, a single girl or maybe just their own hides. Their actions and choices are important. Not everything is about the will of the gods.

It's also worth mentioning that the ancient Greek word 'Herós' has other connotations than the English word 'hero'. In Suzerain the word 'hero' is used to describe an individual who is larger than life or worthy of praise or respect, but it's not until a character becomes a Hero (with a capital 'H') that he takes on the old Greek sense of the word - a mortal with a hint of divinity about him. For us Savages, that means hitting Heroic rank. Before then your players' characters are just heroes without the capital letter. Larger than life. Worthy of praise and respect. But they'll have to work hard to be the next Hercules - he has actual god blood coursing through his veins.

GODS AND MONSTERS

So what we've got is ancient Greece in space and, as you'll have seen by now, a whole lot more once you scratch the surface. When it comes down to it, this is a science fiction setting with the trappings of ancient Greece as much as it's ancient Greece in

WHAT ABOUT THE GODS?

Well, Terramos did pose as Athena and the other gods on several occasions. He did sometimes pretend to be Zeus and throw a lightning bolt to kill an ambitious king who was ruining his carefully planned political map or visit a talented artist in the shape of one of the Muses to encourage him. Terramos has been gone for two hundred years, yet many Athenians feel their gods are closer than ever, as if the carpet that separates the physical world from the celestial realm of the Maelstrom is now nothing more than a Veil...

In truth, the real gods saw Escama Cartan's original plan as a wonderful opportunity to create a whole new set of followers amid the stars, thousands of mortal years since they last smelt the incense burning in temples built to honor them. They simply couldn't resist helping him achieve his goal, manipulating Elysium as needed to ensure each pantheon got a slice of the action. They're crafty, those gods.

space. This is not a history lesson, but a way to use all the marvelous elements of our history as a GM without having to feel bound by absolute historical accuracy. It's a fundamental of Suzerain - you get to enjoy all the bits of history you like with a little magic thrown in for good measure (the gods and high tech in the case of Garden of Athena), and don't sweat the exact order of dynasties or what food would be served at the banquet. If you happen to slip up and celebrate Christmas on Athens during one adventure, it's no biggie. There's almost certainly a reason why that festival became part of the culture, given the nature of the Gardens.

One of the practical things to remember when running Garden of Athena is that this can be a very violent setting, and not every party of adventurers will have magic healing available to them. Still, most non-lethal damage can be cured relatively quickly using Athenian medicine (base +2) and a prayer to Aesclepius (+2 and may heal up to 3 Wounds), especially if performed by someone with the Healer Edge (+2). If you're feeling especially generous you could also remind players to pray to Zeus for an additional Raise if the Healing roll's a success.

BARBARIAN PCs

Regarding barbarian PCs, you should remember to emphasize that Athenians really don't like it when they see their god-given technologies in the hands of barbarians, and they will almost always react very negatively in such situations. Ever since the Sakalid War it has been impossible to keep all Athenian technologies out of the hands of barbarians, and the regular Athenian is getting more and more used to seeing their technologies in the hands of non-Athenians. There is no fixed rule for how negatively a random Athenian might react; basically the more barbaric the character looks and behaves, the less tolerant the Athenian is going to be, while conversely, if he looks and behaves like an Athenian it might not even be commented on.

It's important to relay to the player of a barbarian character that using Hades Blades and Bio-Ceramic armor will almost assuredly make him, and by extension those he travels with, a target of less tolerant Athenians.

The reason there is no fixed game mechanics rule for this is twofold: first off, it allows you as a GM to take the entirety of the situation into account. For example, a barbarian using a Helios Pack torch, even if he is a seven foot Wersundian, is not likely to raise an eyebrow, but give him an Energy Lance and Athenians will immediately try to disarm him. Secondly, the times are changing, slowly but surely, and so is the attitude of the Athenians. While the poleis that signed the 'non-proliferation' agreement in 2226 ac are still bound by it, individuals have been known to arm their slaves or barbarian bodyguards. What we're giving you is a bit of flexibility, to tailor the game to suit your group.

PLAYING WITH SPACE

Another bit of GM advice is to use traveling between the various Garden planets as an opportunity, rather than a necessary evil. Travel time can give your players a chance to heal wounds, spend time training to give an in-game reason for abilities learned through Advances, and have in depth inter-party roleplaying. For you as a GM, it gives you a chance to introduce NPCs and run small

non-sequential adventures (a trapped monster or animal breaks loose, a murder among the crew, theft, tension between travelers, etc.).

Space travel gives you a chance to pace your games to your liking. If you need to keep the pace fast, a trip between two Gardens can be described in a few words. *"After traveling sixty-six days on board proud barge Atlas' Shoulders, you arrive in orbit over Kaobia,"* Or it can be used to slow down the pace. *"You walk on board the Atlas' Shoulders and are met by a gangly black man, obviously struggling with the effects of gravity on his weak muscles. 'Welcome aboard, travelers, I'm Wirek the Deckhand at your service. Allow me to show you to your rooms...'"*

Finally, you can use the traveling to regulate the time spent on an adventure, so the PCs arrive just in time for whatever you have planned. While there are travel times for most Gardens within the Athenian Hegemony, and rules about astro-navigation shortening those travel times, in the end make sure your PCs travel exactly at the speed of plot. If failure is just as interesting as success, make random rolls to see if the PCs arrive at a certain location in time. Otherwise... don't.

One of the reasons the Athenians have been able to maintain their supremacy is their monopoly on space travel. The agreement signed at the Olympic Games in 2226 ac was an attempt to keep it this way, and up until the Sakalid War only a handful of Crystal Drive ships ever fell into the hands of the barbarians. Since the Sakalid War, it has been more common to see Crystal Drive ships, both of Sakalid and Athenian origin, in the hands of barbarians. The 2226 ac agreement is, in theory, still in effect, but it's unclear how a polis would react to barbarians who've already acquired Athenian technology. The monopoly is evaporating, but within the Athenian Hegemony it's still only one out of a thousand ships that are of barbarian origin, and most of them belong to Gegamal Prime merchants using them in a relatively peaceful way. The first barbarian invasion of another Garden has yet to happen. If your players are the sort to play barbarians, fan the flames of revolution, and start the war against Athens in a stolen faster-than-light ship, then who are we to stop our campaign going the way you want it? This is your book, after all.

DOGS OF HADES

This epic campaign is designed to get the PCs deeply involved in the setting, putting them at the center of many important events. The adventures assume the PCs are connected to the major polis of Methone. It's quite possible to change this focus to another polis, though the plot point campaign in particular will need a lot of reworking. And why would you do such a thing, anyway? Methone's a nice place for an adventure, after all.

The campaign is split into 'verses' in the manner of a good Greek epic, which should take the PCs from Novice rank to Heroic, though most of the individual adventures can be regulated with little effort. Sprinkle liberally with *Savage Tales* from the following section (see page 102), and you're ready to go.

While *Dogs of Hades* is a plot point campaign in the style of other *Savage Worlds* settings, it does have a ticking timer (in the shape of a pregnant woman). You'll need to take that into account if you want to get the most out of the story. There's time near the beginning for *Savage Tales* and your own adventures between verses of the campaign, but as things escalate towards their conclusion (especially after Fifth Verse: *Blades In The Night*) there's less chance for random detours and diversions without reworking the plot line a bit.

FIRST VERSE: SAVING SELENA

The PCs must save the king's beautiful lover from her jealous husband while taking her to the fortress he commands.

BACKGROUND

Being crown prince can be a lonely affair; just ask Telemachos. Growing up, the future king of Methone had little contact with other children his own age. Only the sons of lesser nobles, those who posed no political threat to the more important families, were allowed to play regularly with the prince. Of these boys, a handful became true friends of Telemachos. Of those friends, none were greater and more loved than Isocrates. Son of a ruined noble, he brought nothing with him to the court but his family name,

the clothes on his back and an indomitable spirit. He alone among the children dared to beat Telemachos in games or fights and he never backed down from a challenge, earning the prince's respect. The two boys soon became inseparable.

But as they grew up, life forced them apart. Telemachos was groomed to be king, while Isocrates had to earn a living. He quickly made a career in a phalanx of great repute, and fought in many campaigns on barbarian Gardens, earning praise from those who fought beside him. Telemachos never forgot his friend, and as soon as he claimed the throne he recalled Isocrates to serve as commander of the royal guard. During his journey back to Athens, Isocrates fell in love with and married the beautiful Selena, bringing her to the Methone court with him.

At first all was well. Telemachos enjoyed the company of his old friend and his beautiful wife. But soon dangerous feelings grew between the king and Isocrates' wife.

During a particularly nasty rebellion in a barbarian colony, Isocrates begged to be sent as the king's hammer to quell it. During his absence the king and Selena could no longer keep their relationship platonic. Oops.

Returning to the court, it didn't take Isocrates long to suspect something was wrong. But for once in his life, Isocrates didn't stand up to Telemachos. Instead, he silently accepted an appointment as commander of the remote and insignificant fortress of Ganymede's Rest, plotting his revenge...

POSSIBLE HOOKS

In order to enhance the investment of the PCs in this story it is a good idea to spend a moment looking at possible connections between the PCs and the main characters in this story.

Selena: The background of Selena is left rather sketchy. She might be a sister or cousin to one of the PCs, especially if the PC is from a minor noble family. Alternatively any character with knowledge of Methonian court life will have heard of, and possibly seen, Selena. He could be aware of

NICIAS

You can use the character of Nicias in several ways throughout this scenario. If you fear the PCs might get in serious trouble in the fight with the Gesmeronians, have him take an active role as a combat ally. If things are working out fine, you can have him simply stagger along, too battered and bruised to really be of much use. On the other hand, he might also be suffering from serious internal injuries from the crash and simply die off at a suitable point, trying to get the PCs to swear on their honor that they'll save Selena. As soon as he has told what happened on the shuttle he no longer has any vital role to play.

SELENA

Most of this scenario Selena will be hovering between consciousness and unconsciousness and will not really be coherent in her speech. In the few lucid moments, however, she will be kindness incarnate and her gratitude towards the PCs will know no bounds.

It's important to make sure that Selena never begins to annoy the PCs (and by extension the players). Even in her most feverish state, you need to play her with a lot of charm. At the same time be sure not to let her become too pitiful while she's delirious. Her state is there to give plot information to the PCs and players, not to make Selena seem silly.

It's also a good idea to adjust the speed and clarity with which Selena reveals her affair with King Telemachos to how your PCs (and players) react to the first hints that there's more to this story than a simple 'save princess, deliver princess' quest. You can let her reveal only tit-bits and make obscure references or you can let her be very clear and straightforward, depending on what works for you and your players.

the affair between Selena and the king, and, depending on his personality, could have either helped hide it, or possibly blackmailed Selena with the knowledge.

Isocrates: Isocrates has served with many regular soldiers, and has made friends rather than enemies. The PCs could be old soldier acquaintances of Isocrates. A good link would be if either the PC or Isocrates owes the other his life. This would make the stakes for that PC much higher at the end of the scenario.

Telemachos: The easiest way to link the PCs to King Telemachos would simply be to let them be from Methone or its dependent cities. If a character has business at the court, has served in the military, or is a sports star, then it is also likely that he has met Telemachos in person. The king is a friendly and down-to-earth man with a winning presence, and though he has only a handful of people who are his true friends (such as Isocrates, sadly enough), he has a plethora of people he considers very pleasant company. It would be quite possible for a PC to be close to Telemachos in this way.

Other Hooks: One final thing to consider is why the PCs are even present in the Philomela Hills at the beginning of Scene 1. An easy reason could be they are a hunting party out to kill a few cougars or lions in this remote wilderness, or perhaps they are hunting bandits, escaped slaves, deserters, or some other sort of criminal. For the really bookish characters, the Philomela Hills is also a favorite location to go fishing for ancient artifacts from the lost poleis of Phigalia or Delphi.

SCENE 1: CRASH!!!

The Philomela Hills north of the Proknes Forest are beautiful to behold from afar, but much less inviting up close. Red, orange and yellow sandstone dominate the area, with only the occasional green from vegetation huddling up in crevasses and near water holes. The only sign of civilization in the Philomela Hills is the series of abandoned interlinked hilltop forts and the once mighty fortress of Ganymede's Rest.

Once the scene is set and proper introductions are made, read or paraphrase the following:

A weak whistling sound forewarns the arrival of a Daidalos Shuttle. Even from a distance, it's clear that something is seriously wrong, as the craft makes several jerks up and down, side to side, before finally going into a slow spin. It passes right over your heads, skitters across two hilltops which explode in a cloud of dust and rocks, pivots once and slides down a ravine until it's finally out of sight, only a short distance away. Even in the short time it took for the shuttle to pass overhead, the royal colors of Methone were clearly visible.

When the PCs arrive at the crash site they find the royal shuttle surprisingly intact considering the beating it took. The globular cockpit at the very front of the shuttle is completely crushed, and the rest of the shuttle is half covered in tons of rocks and earth, leaving the inside in a dusty darkness.

The main passenger bridge on the shuttle is a horrible bloodbath of broken people scattered all over.

Some determined investigation reveals an unconscious royal guard with an ignited Hades Blade in his hand. Not far from him lie three men, also with ignited swords clutched in their hands, but they are clearly dead.

Suddenly a groaning sound comes from a luggage compartment just behind the main cockpit. As the PCs investigate they find the beautiful Selena semiconscious among broken bags, boxes and tons of expensive clothes, her left leg lying at an unnatural angle. A PC with regular access to the court might recognize Selena for who she is.

Anyone with a little medical ability can tell that, apart from the broken leg, she seems to have suffered several cuts and bruises, a concussion, but no serious fracture to her skull.

If the PCs comb the shuttle thoroughly, they find a hidden compartment where there are three parachutes and sheaths for three blades. Looking closer, they can match the blades in the hands of the three dead men.

There is not much "paperwork" aboard, but that's not unusual, as the Logician pilot would normally be expected to archive all necessary information.

Aside from the obscene amounts of clothes and jewelry (2000 drachmas worth, for those willing to steal from the king's mistress) the shuttle holds little

of interest. There is the obligatory shrine to the relevant gods (in this case Hermes, Helios and the Winds), a wine and water box with lots of broken amphorae and glasses, an almost empty food box and a first aid kit, complete with a small statue of Asclepius.

As soon as the PCs have searched the shuttle, the unconscious royal guard, Nicias, awakens. He first asks for Selena, and once assured that she is in no immediate danger, he will explain what happened:

"The crew had just served some food and wine, and everyone was relaxing. Then all of sudden the three veterans we were giving a lift to, emerged with blades drawn and attacked. I managed to shove my lady out of the way in the confusion, and faced the three attackers. When they couldn't get to Selena, one of them turned on the pilot, and cut him down before I could stop him. I managed to kill the traitors and secure Selena as best I could just before we hit one of the mountains and I lost consciousness."

Once Nicias has recounted his tale, play the next scene.

SCENE 2: BARBARIANS ATTACK

Isocrates has ordered a group of barbarian mercenaries to seek out the crashed Daidalos and to make sure there are no survivors. He is well aware that the royal shuttles are reinforced and that even his three planted assassins might not get the job done completely, hence the extra precaution.

The barbarians are Gesmeronian swordsmen, tough and reliable mercenaries that can be counted on to do even the most gruesome jobs, as long as they've been paid.

Even though the exact timing of the attack has been agreed with the three assassins on board the shuttle, the crash site could be anywhere within a pretty big area, so Isocrates has given them good, healthy riding horses to get them there fast.

The mercenary barbarians are not expecting opposition and approach noisily on horseback. Have the PCs make a Notice roll at +4. The highest result is the number of Rounds it will take before the first Gesmeronian will be within sight of the shuttle.

GESMERONIAN MERCENARY SWORDSMAN

There are two per PC and/or allied Extra, plus Vithimir. Use regular stats, but each swordsman has a riding horse (Pace 10, Run d8, Parry 4, Toughness 8) and 20 drachmas (pay from Isocrates).

The leader of the band is named Vithimer (same stats but he's also a Wild Card with Combat Reflexes and Command), and is a rough looking man with a long scar horizontally across his face. He has cold, grey eyes and speaks Athenian with a rasping barbarian accent.

If approached peacefully, Vithimir will allow the PCs a few moments to make peace with their gods before they must die. He is very civil about it, offering to kill the lady first to prove that they have no dishonest intentions with her.

As mentioned, the Gesmeronians are bound by a contract to eliminate any survivors and witnesses and won't give up unless it's obviously hopeless to continue. In that case they will attempt to escape on horseback and make for Ganymede's Rest to warn their employer about their failure. If captured they will resist revealing who hired them, and torture will only make them more determined. If the PCs are particularly cruel they will start lying, giving out all sorts of false names.

During the fight, Nicias will keep close to Selena and only attack if any of the thugs get within reach of her. Only if the fight goes really badly for the PCs will he join the fight. He's still dizzy from his concussion and is considered Exhausted (-2 from Fatigue). He's not particularly interested in questioning the barbarians to find out who hired them, he already has a grim notion who it could be and would rather not have it confirmed, so he suggests to the PCs to make short work of any survivors so everyone can get to safety faster.

SCENE 3: FEVERED MOON

After the battle with the mercenaries Selena's condition worsens quickly. Caught in an increasing fever she is unable to lay still and her wounds start bleeding again. It's clear that she needs professional medical attention soon. Even if a character has high medical related skills, it is apparent that only a transfusion will do her any good.

Have any Methonian PC make a Common Knowledge test. If successful they will remember Ganymede's Rest; it's quite famous and the only civilized landmark within a reasonable distance. Like any military outpost, Ganymede's Rest will have an Asclepius shrine and a handful of physicians, and lots of blood plasma. The fortress is to the northwest through the Philomela Hills.

The first time Ganymede's Rest is mentioned, let any PC with a knowledge about the present political situation in Methone make a Common Knowledge Roll (+2 if the character is currently in the Methonian military). On a success the PC will remember that the commander of Ganymede's Rest is named Isocrates, the former commander of the royal guard, and that he was appointed to the position not long ago. On a Raise the character will also know that commander Isocrates is a childhood friend of the king himself and has a very beautiful wife called Selena.

The first few hours of travel towards Ganymede's Rest go by without incident. They pass an abandoned hermit's hut, a dried out river, and begin to ascend the hills in earnest. The main obstacle during this journey is not the terrain, but Selena's delicate health. She continually drifts in and out of consciousness as the day drags on.

While she's thrashing around in her fever delirium, Selena suddenly begins ramble about *"my love, my king", "I'm burning for your kiss, my sovereign", "It hurts me to hurt him, he is a good man",* etc. Most of it is mumbled and unclear. Questioning her does not help much, since she doesn't hear the questions most of the time and seems reluctant to answer them in her lucid moments.

At some point she will lean close to one of the PCs and, smiling weakly between feverish fits, will say; *"He does not know it yet, Syrana, dear girl! I talked to the priestesses and there is no doubt... It's his..."* And then she laughs slightly hysterically and falls into an uneasy slumber again.

SCENE 4: GANYMEDE'S REST

Successive kings in Methone have neglected the once impressive fortress of Ganymede's Rest ever since the neighboring polis, Phigalia, was completely abandoned some five hundred years ago.

At present there are fifty Methonian hoplites, from the "Crow Kings" phalanx, and seventy barbarian auxiliaries stationed here. There are also the people of the supply train and slaves permanently stationed at the fortress, all in all about ninety civilians. Among these is a group of Asclepius priests and physicians, lead by a very pious young man named Simon.

Should the characters think of it, they also notice that the barbarian auxiliaries stationed at Ganymede's Rest are mostly Gesmeronian swordsmen. A clever PC might even notice that they have the same insignias on their shirts as the ones that attacked the Daidalos shuttle.

Officially commanding this motley crew is Syntagmatarkhis (Colonel) Isocrates, though in truth he has not been spending much time actually commanding anything since he arrived. Isocrates has been locked up in his quarters during most of his time at Ganymede's Rest, with only a handful of his personal slaves attending his needs. On those rare occasions when the inhabitants have actually seen their commander, he has been gloomy and brooding, not at all the illustrious commander of his own reputation, and certainly not the approachable and charismatic man those who had heard about him had expected.

Most of the day to day business of running the fort has been in the care of the officers and the leader of the train, an old and well-respected man by the name of Felix. As a result the soldiers in Ganymede's Rest have no real feeling of loyalty towards Isocrates.

The PCs have several options on how to approach the fortress:

Both the Crow Kings and the barbarian auxiliaries will resist a frontal attack or an attempt to sneak in unseen to the best of their abilities.

Approaching the fortress openly and humbly asking for Asclepius' help with the wounded Selena will let the PCs enter without problems, and most importantly the guards won't even alert Isocrates to the fact that strangers have arrived. Instead

they will get Felix and the PCs must explain themselves to the old man. If they are honest and straightforward, he will ensure Selena is cared for, and that no one interferes as the PCs confront Isocrates.

Similarly approaching the fortress openly and peacefully asking to talk to Isocrates will also be readily accepted by the guards. They will ask the PCs to leave large weapons outside, but will not completely disarm them. A little negotiation might even convince them to let the PCs keep all their weapons.

Even if the PCs manage to get to the Asclepian temple discretely, Isocrates will learn about them, since rumors spread quickly in the tiny community that exists within the fortress walls.

Whatever approach the PCs attempt, you should be ready to play along. This is a tragic story, but the tragedy should be in the impossible triangle of love between Selena, Telemachos and Isocrates, not because an entire party of newly created characters has been wiped out.

SCENE 5: A TRAGIC LOVE

The situation surrounding the final confrontation between the PCs and Isocrates may differ, but Isocrates' motivation and intentions remain the same. He is already living deep within his own delusion, believing that he can somehow mend his relationship with Telemachos through the death of his wife, which is leaving himself off balance emotionally.

Even at this late stage, he still hopes he can kill his wife and any witnesses, pretending that they all died in the shuttle crash. It does not seem to concern him that the soldiers present at Ganymede's Rest saw his wife alive, and thus are witnesses to his crime. He will try to finish this business in his private quarters if the actions of the PCs allow it, bringing with him only as many men as he deems necessary to defeat the PCs (about 2 soldiers per PC, more if they look really dangerous). Alternatively, if Selena is already in the physicians' chamber, that will do nicely, shooing out the physicians and facing the PCs.

Once he feels that he has control over the situation, he will start a monologue about how much he loves Selena and his king:



"And this is what I'm doing again! I'm trying to save my king from a terrible mistake! Can't you see that all he is doing is hurting himself, and also Selena and me! By the gods, I won't let him! Now you interfere; silly, little fools... And you, Selena, my love... my beautiful wife. Why? Don't you know that he can never give you what you deserve? He is a king; you must share his love and attention with the entire Methonian people! I, on the other hand, though a lesser man, would be able to give you everything, all the time, don't you see that?"

Players may prefer to solve this conflict through clever negotiation; they will find this is an opportune moment. Isocrates is burned out emotionally, and is prone to accept suggestions that would normally be considered crazy. Below are several angles the PCs could use to break down Isocrates:

Honor: No matter how noble his intentions, Isocrates has broken his vow to serve the king when he arranged for the assassination attempt. Despite his best attempts to keep it a secret, this is not realistic, given the number of men who have seen Selena alive after the crash. Killing more innocent people would only worsen the damage to his honor.

If he were to commit suicide, this would diminish the damage to his own honor. Particularly if those present were to keep quiet about the circumstances surrounding the crash. It would also help restore both the king's and Selena's honor, since their affair would no longer be between a married woman and her husband's best friend, but between a mourning widow and her husband's supporting friend.

Isocrates will accept this type of argument with a sudden outburst of dignity and pride. He will ask forgiveness from his wife and then ask everyone to leave the room.

Fate: Somebody is holding their hands over Selena. Why else would she have survived the crash, met with the PCs, and have lived through the arduous climb to Ganymede's Rest with several broken bones and internal bleeding?

It seems that Selena is meant to survive this trial, which means that Isocrates is on the wrong side of some powerful god, or even worse, is trying to interfere with the Fates. In either case, he should stop trying to kill his wife, make peace with all the gods, and seek forgiveness in the halls of Hades.

Isocrates will accept this type of argument with a look of genuine fear and shock on his face. After whispering some tender words to his wife, he will usher everybody out of his quarters so he can make his sacrifice to the gods.

Love: The ultimate testament to his love of both his wife and his king, would be to get out of their way. Even though King Telemachos would never be able to marry Selena, as a widow, he could take her as a companion, an official concubine. A status based purely on love, and not political or economic convenience, as normal marriages often are. Such a selfless display of love would make his legacy worthy of being recorded by Aphrodite's temples all over Athens.

Isocrates will accept this line of argument with a tearful look at his wife. He slowly goes to her side and kneels, sharing a few private words before he will ask everybody to leave the room.

Players who prefer a more action approach... this is also a good moment; the soldiers are taken aback by their commander's outbursts, and won't react immediately if the PCs make a move (don't deal any cards to the soldiers in the first Round of combat). Isocrates, despite his state of mind, is still a formidable opponent. Having fought in more battles than most, he never truly lets down his guard.

When Isocrates is defeated, he manages to gurgle out; *"I give this blood gladly, for you to be together, my wife,"* and then he dies.

AFTERMATH

Once Simon the physician gets a chance to tend to Selena, he's happy to announce that not only will Selena be fine; amazingly she is still pregnant despite the trauma she suffered.

Selena is eternally grateful to the PCs for having saved her and King Telemachos' unborn child. She asks that they do not talk of what happened, since it would be the best for all involved.



SELENA

Currently suffering from 3 Wounds and 3 Fatigue levels, with a Pace of 0 (unsurprisingly, she can't move on her own). See page 134.



NICIAS

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

Skills: Fighting d12, Gambling d6, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace 6 Parry 9 Toughness 12(6) Pulse 20

Hindrances: Loyal (to Telemachos), Vow (Protect Selena)

Edges: Combat Reflexes, Hoplite, Block, Frenzy, Improved Nerves of Steel

Gear: Bio-Ceramic Breastplate (+6 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)



ISOCRATES

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

Skills: Fighting d12, Knowledge (Battle) d10, Intimidation d10, Notice d8, Repair d4, Riding d8, Shooting d10, Stealth d8, Throwing d10

Pace 6 Parry 11(2) Toughness 14(8) Pulse 25

Hindrances: Delusion (all will be well again!), Stubborn, Loyal

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line, Hoplite, Improved Sweep

Gear: High Quality Bio-Ceramic Hoplite Armor (+8 Armor, all locations), Hades Blade Long Sword (**Damage:** Str+d8+2, AP 4), Medium Aegis Shield

HOPLITES OF GANYMEDE'S REST

The standard hoplite of Ganymede's Rest belongs to the phalanx nicknamed 'Crow Kings'. The history of the phalanx is long and honorable, but following a particularly bloody rebellion on a distant colony Garden, it has been reduced to only a handful of files of fighting men. It was stationed at Ganymede's

Rest until it could recover its numbers. That was twenty years ago now, and the Crow Kings have been all but forgotten by the rest of the world.

There are 40 hoplites (use Normal Hoplite stats, see page 140). 20 have Recurve Blasters with 2 blast arrows each. There are also 10 Officers of Ganymede's Rest (see page 142) and 70 Gesmeronian Swordsmen (see page 144).

SECOND VERSE: SACRIFICES

A Zaraxian spy is distributing a deadly and incapacitating drug among the Methone hoplites. The PCs need to hunt him down.

BACKGROUND

Tension has been growing for decades, and Zarax and Methone are on the brink of war. While waiting for the armed hostilities to break out, the clandestine forces on both sides are stepping up operations.

Nikandros is one of the most promising young agents in service of the shadowy Zaraxian spymaster known only as Iapetos. While serving on Pengara he came across a new and powerful variant of poppy extract, and saw the potential devastating effects it could have on an army.

When Iapetos ordered him to Methone, he began distribution of the drug, weakening the Methonian army while at the same time making him a very rich man. Iapetos has great hopes for Nikandros, and is planning to use him as the operator for one of his most significant sources inside the Methonian court. Unfortunately for him, the PCs might have something to say about Nikandros' future as a spy.

POSSIBLE HOOKS

This adventure presumes that the PCs have played 'Saving Selenia' and have at least a tolerable relationship with Selenia and King Telemachos. The PCs could be related to one of the soldiers addicted to the drug, perhaps even someone who overdosed, or the PCs could be part of a phalanx affected by the drugs. The man offering the mission is Polemarchos Cleomenes, the highest-ranking military officer in Methone, so perhaps loyalty or obedience is enough of a hook.

SCENE I: A DISCRETE MEETING

One day, not too long after the 'Saving Selenia' scenario, a messenger with a request contacts the PCs discretely. They are to present themselves at the personal quarters of Polemarchos Cleomenes in the royal compound at midnight. The messenger has no other information, though he gives them a password, 'Anastasia,' that will let them enter the royal compound after dark.

The guards at the entrance to the royal compound let the PCs enter once they give the password, though they will disarm them of any large weapons.

The royal compound takes up most of the acropolis of Methone, and holds the king's own palaces, as well as the homes of his closest and most important ministers.

At the heavily guarded entrance to the Polemarchos' private home, a young Lokhagos named Alkeus meets the PCs. He immediately takes them through Cleomenes' impressive home to a modest looking library.

Inside, a very serious looking man awaits them. The PCs immediately recognize the man as Polemarchos Cleomenes (unless they are barbarians or Clueless). Those who know him more personally also notice that his normal friendly demeanor has been replaced by a no-nonsense attitude.

Read or paraphrase the following for the players:

A FEW WORDS ON DRUGS

Few drugs are illegal in Athenian society. Along with alcohol, certain drugs play important parts in religious ceremonies, and recreational use is largely accepted. Even in the armies of Athens, drugs and alcohol are commonplace. However the soldier, unlike the civilian, has one single responsibility: to stay fit and ready to fight. If he can't keep his weight or condition because of an addiction, he will often be flogged, locked up or have his rank removed (if he's an officer).

So while the addicted hoplites in this scenario have every right to possess the drug, they're well aware that they're no longer as fit as they should be, and that they could be punished severely for it.

"Thank you, Alkeus, you'd best not be here for this. I'll explain some other time." Cleomenes then waits for the Lokhagos to leave, then turns his attention to the PCs. "Thank you, gentlemen, for coming on such short notice, and this late at night. I will not waste your time; I have a very important mission, which requires both patriotism and intelligence. Do you possess those virtues?"

Give the PCs a little time to boast and confirm. Cleomenes seems to eye hesitant characters with a peculiar look, but eventually returns to the question at hand: *"Well, I guess that will have to do! We have a serious cancer in the midst of our armed forces, and it is growing rapidly. We need to cut it out, and you are the scalpel. I can't trust anyone directly under my command, so Selena recommended you, and the king agreed."* Again his eyes linger on those PCs who seem the least patriotic, especially if there are any barbarians among the PCs.

"We have a drug epidemic among the troops based at Panormos. The drug is called Ambrosia, and is far more addictive than the smoke-leaves of Richak, and more debilitating than even the peyote of Lokin. According to the physicians and priests of Asclepius stationed at Panormos, about one thousand hoplites are addicted already. Seventy have died so far, with more and more being affected each day.

In order to locate the source of this Eris-cursed substance, I have arranged for a group of known addicts to be given an extra leave of absence at noon tomorrow. They have all been locked up for the last three days for neglect of duty, so they should be eager to seek out their dealer. Follow them. Find the source. Stop it!"

If asked, Cleomenes will explain the effects of the drug, to be similar to very strong Heroin and is commonly snorted or mixed in wine and drunk.

If pressed about how he has found the addicted soldiers, Cleomenes talks vaguely about a source within the Asclepian temple in Panormos, but he won't reveal his exact source.

The PCs are also given descriptions of hoplites, their names, their phalanx and their files.

A Daidalos Shuttle with a capable pilot is at the PCs' disposal, ready to take off as soon as the PCs are ready, though it would be wise to wait for dawn since night flights, and most especially landings, are risky.

Any Athenian can make a Common Knowledge check, with a bonus for characters who might be particularly aware of politics or Athenian Culture and History. Those who succeed will recall that Cleomenes and the commander of the Panormos Army, Strategos Iagos, are political rivals.

If Cleomenes is confronted with this, he will sigh and explain:

"That is part of the problem, and one of the reasons why I sought you out. Iagos' pride would never allow him to accept help from me with a disciplinary problem like this. His men know most of my men, and would be recognized immediately if they showed up in Panormos.

I don't want to fight my old battle brother, as well as whoever is behind this, but neither can I wait for him to sort this out by himself. I need the Army of Panormos at the top of its game. These are dangerous times."

SCENE 2: LEAVE OF ABSTINENCE

Flying to Panormos takes less than half an hour in a Daidalos Shuttle.

This polis of some three hundred and fifty thousand souls is placed on the eastern bank of the Apsos River. Across the river from the polis proper is the semi-permanent settlement that is the Panormos army. Counting its vast train of civilians and support, as well as the barbarian auxiliaries and their own support and trains, the army camp contains more than one hundred thousand people.

The PCs land in the huge artificial lake that has been turned into a landing area for the many Daidalos Shuttles that give the Panormos army its mobility.

The guards at the entrance to the camp are not particularly thorough, and will accept just about any story the PCs come up with as an excuse to enter.

Once inside, finding the eight hoplites Cleomenes arranged to have released is not as difficult as could be feared. Despite its chaotic outlook, the camp is actually very well organized and locals will quickly guide the PCs in the right direction.

The addicted hoplites are standing with a group of some five hundred hoplites and barbarian

auxiliaries near a bridge. This is the gathering place for those waiting for their day leave in Panormos across the river.

A huge bell in a wooden tower is placed right next to the bridge, and is used to signal when the leave begins. Modify the beginning/end of this leave to fit when the PCs arrive at the scene.

It should be easy for the PCs to mingle with the crowd. The addicted hoplites are easy to make out, as they look seriously ill and impatient. Should the PCs make contact with any of them, they will talk

COMPLICATING MATTERS

If you feel like complicating things for the PCs, have them dodge some of Iagos' men on the way to intercept the hoplites. While not as capable at the spying game as his old comrade in arms, Iagos still has a few men acting as his eyes and ears around the camp. You could even have them be on the same track as the PCs, perhaps even shadowing the very same hoplites, curious to see why they were released on orders from Polemarchos Cleomenes himself. However, make sure the PCs don't get completely caught up trying to dodge Iagos and his men; the main purpose of this scenario lies in the confrontation with the Zaraxian spy Nikandros.

vaguely about going to have 'the best time ever'. They won't reveal anything more.

At the designated time, a hoplite walks to the wooden belltower and rings the bell. Moving like a flood, the waiting soldiers flow across the bridge towards the Panormos. The addicts are running to get across first, with little regard for their dignity. Shadowing them is fairly easy at first.

Once across the bridge, they arrive in the strategically placed district of pleasure and entertainment, and the PCs have to dodge dozens of determined salesmen and professional women while keeping an eye on their targets (Notice -2).

If the PCs lose sight of the addicts, they can either get pointed in the right direction if they pretend to be on the lookout for "a fix" themselves, or make a Streetwise roll.

You could also easily make this into a chase scene. While desperate for their fix, the addicts are still going through the motion of trying to shake city guards, military guards, or others who would want to stop them for whatever reason. By playing up their paranoia, you can have them double back, dodge around corners, squeeze through narrow alleys, or whatever strikes your fancy.

In the end the addicts make their way towards the harbor area. Here they all walk into a shady looking inn. The sign reads: *Hermes' Den*.

SCENE 3: HIGH WITH HERMES

On the inside, Hermes' Den looks as disgusting as can be imagined. The host and his three servant slaves seem completely uninterested in serving anyone who enters. As a matter of fact, most of the patrons in the establishment seem completely indifferent to the world around them. There are around thirty people inside; half of them seem to be hoplites, though most are out of uniform.

The addicts the PCs have been following are gathered in the corner surrounding a young man who is desperately trying to get everyone to wait their turn. In passing, they can hear the addicts calling the man Dio.

If the PCs approach Dio openly and aggressively, he will immediately make a dash for the back door. If they wait for him to finish distributing the drugs or approach calmly, he will try to offer them some Ambrosia.

Should the PCs interrupt before the addicts get their drugs, things could get ugly fast. Even though they get -2 to all actions, they're still potentially dangerous. They might also get paranoid if they see the characters grab the pusher, though a few minutes after they snort the drug they don't really care about anything.

Dio will offer very little resistance to interrogation; he's a big coward and not at all loyal to his employer. Below is a listing of some of the information he's willing to spill in order to save his skin:

The Ambrosia comes from a guy called Nikandros.

WHAT'S THE PRICE?

A dose of Ambrosia is about 10 drachma if the buyer is a hoplite, but the pushers selling it on the streets have been taught to give out free samples, discounts and even give credit, since Nikandros is mostly interested in getting as many hoplites hooked as possible. If a hoplite gets into too much debt the pushers are told to have them contact Nikandros in person, especially if they are officers. Non-military people are often charged much more than 10 drachma per dose by.

He owns a river barge called *Lachesis* that sails between Methone's cosmoport and Panormos every few days.

There's still a lot of Ambrosia left on the barge.

There are five Kaobian sailors working the barge.

Nikandros has ten kids like Dio doing the distribution in town.

He has some funny looking bodyguards with strange swords. Dio doesn't know how many.

He's in town now staying at a place called *The Mighty Amphora*. Dio's not supposed to know, but he talked to some of the other kids who knew.

SCENE 4: FIGHTING NIKANDROS

Most likely the PCs will encounter Nikandros at *The Mighty Amphora*, though the scene could also be set on his river barge with few changes. He will have five Kaobian sailors with him there.

The Mighty Amphora is much larger than the *Hermes' Den* inn, and much more popular. Several dozen patrons mingle in the barroom, but Dio will guide the PCs past that room into the inner courtyard - around which the private rooms are located. The bouncers at *The Mighty Amphora* will complain a little if the PCs come fully armed and armored through the door, but will back off if presented with official documents of any kind (they are Wersundians and illiterate, so bluffing should be easy) or if bribed with a few drachmas.

In the pleasant courtyard, two men are talking urgently together. Nikandros is meeting with his contact in the Panormos army, a Lokhagos named

Pausanius. A gambling habit has put him in debt to Nikandros and he's selling information to pay it off. In addition, a trio of very capable Ronin mercenaries is hiding in the shade.

As soon as Nikandros spots the PCs, and/or Dio, he realizes that he's in trouble. Cursing Dio for his treachery, and himself for using him, he will order Pausanius and the Ronin to attack and draw his own sword. Pausanius will fight for Nikandros, but only half-heartedly and will surrender if Wounded. The Ronin, on the other hand, will fight to the death, even if Nikandros dies.

At some point during the fight, Nikandros loses a piece of cloth, most likely when a blade cuts his chiton robes. Have it fall close to one of the PCs. There's a strange, irregularly colored pattern in the cloth, and it's obviously not the same fabric as Nikandros' chiton.

A Logician will quickly spot a code in the cloth, and can solve it by spending a couple of minutes, and making a Smarts roll. A non-Logician will have to spend several days (2d6) to do the same.

Once decoded the message reads: *Pay Strategos Macharios 10,000 drachma. Tell [him] next reward will reflect [the] quality [of the] information. Be respectful, need him friendly [at the] moment, is [our/my?] only contact on king's council. I.*

Needless to say, Polemarchos Cleomenes or King Telemachos will find this piece of information very valuable since Strategos Macharios is on the Royal Council and privy to the most sensitive information in Methone.

Nikandros will fight fiercely until he gets his first Wound (and loses the secret message), and then will attempt to flee. He's a very capable swimmer and will go for the nearby river if possible.

AFTERMATH

If defeated but still alive, Nikandros will admit that he is the source of the drug. He learned about it from a hermit when he served on Pengara, and has a deal with a merchant who travels to and from Pengara regularly to supply him.

If the PCs search the river barge *Lachesis* they will find a few sacks of Ambrosia, as well as 20,000 drachmas in cash.

Nikandros will under no circumstances comment on the coded message. If he is tortured severely, he will claim that the "I" at the end of the message is Strategos Iagos and make up other lies to throw the PCs off track.

THE ADDICTS

Use Normal Hoplite stats (see page 140) but with the Habit (major, Ambrosia). They suffer -2 Fatigue before they get their fix, and are too stoned to act afterwards.

Dio

Use Common Citizen stats (see page 140), with Knowledge (black market), Knowledge (sports), plus the Wanted (major) and Yellow Hindrances. He has 80 drachmas in cash from the addicts, and a few doses of Ambrosia.



NIKANDROS THE SPY

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

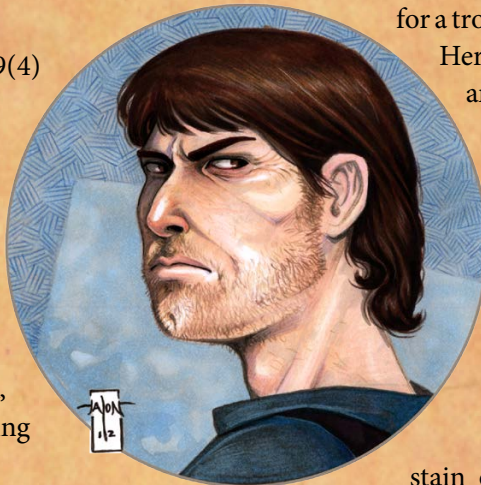
Skills: Boating d6, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Lockpicking d8, Notice d10, Persuasion d8, Shooting d10, Stealth d10, Streetwise d8, Swimming d10, Throwing d8.

Pace 6 Parry 7 Toughness 9(4)
Pulse 25

Hindrances: Sense of Duty (to Iapetos), Stubborn, Wanted (major)

Edges: Acrobat, Combat Reflexes, Danger Sense, Improved Dodge, First Strike, No Mercy, Quick, Quick Draw, Penetrating Strike, Thief

Gear: Light Armor (hidden under his chiton, +5 Armor, torso), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4).



THIRD VERSE: THE TRAITOR

Macharios, a prominent Methonian Strategos, and a member of the Royal Council, has been conspiring with the enemy, and the PCs must bring him the king's justice. When they arrive at his summer retreat, he seems to have gone missing. The ensuing investigation shows that he has prepared his disappearance with care, trying to convince would-be pursuers that he's dead.

The PCs must go on a hunt that takes them from the summer retreat, across Athens and into space where they'll journey to the barbarian Garden of Kaobia, finally cornering the Strategos on a remote jungle island.

BACKGROUND

Strategos Macharios is a veteran of the Methonian army, having served for more than 40 years. He fought in the final battles of the Sakalid War earning a reputation for valor, envied by many of his peers, and reaching the rank of Strategos while he was still a young man. After the war he successfully conducted several campaigns in the colonies; his future seeming bright.

But then Nemesis paid a visit. Shortly after his marriage to the beautiful Ligeia, he had to leave for a troublesome campaign on Gesmeron. Here he suffered a grave wound in an ambush and lost his left foot.

He attempted to lead the campaign from his sick bed, with disastrous results. Several phalanxes were lost, and thousands of barbarians along with them. Finally King Diocles relieved him of his command and recalled him to Methone.

Macharios was furious at this stain on his honor, and was intent on reclaiming his status as one of the greatest generals. King Diocles however never again gave him front line command, something that seriously strained the relationship between the two men.

Many years later Diocles' son Telemachos took the throne, and asked Macharios to join his Royal Council. The aging Strategos thought he would finally get the chance to regain his honor, but soon realized that Telemachos simply appointed him to the council for political reasons, prompted by his wily mother. He would never get command of anything while Telemachos ruled. The young king clearly viewed him as an old cripple, a has-been, someone worthy of polite smiles and nothing much else.

Hatred ate at the heart of Macharios.

At this time a young man with a message approached him. The semi-legendary Zaraxian spymaster, known only as Iapetos, had learned of his situation and offered him a way to punish King Telemachos for his (and his father's) crimes.

A short while ago he learned that some obnoxious characters had discovered his spying. Being a member of the Royal Council bought him a few days to flee Methone for his summer residence, where he immediately started considering his options.

POSSIBLE HOOKS

If the PCs have played 'Sacrifices' they would have been the ones who brought the news about Macharios' treachery to the king's attention. This makes them ideal to deal justice, quietly and without the knowledge of the treason getting out, embarrassing the Royal Council and the king.

In the same line of thought, the PCs might have proven to be good and trustworthy (and tightlipped) patriots, if they have had other missions for the king or someone on the Council.

An alternative hook could be that one of the PCs are related to Ligeia, Macharios' wife, and is interested in making sure her husband's treachery does not spill over on her.

SCENE 1: IN MEDIA RES

This scenario starts with the PCs receiving the mission to kill Macharios from King Telemachos. If you like, you can make up the scene where Telemachos and the entire Royal Council deliver their verdict. Telemachos is furious, since his natural trust in people has been betrayed. He's in no mood to discuss the matter, and the PCs should be careful not to have his anger turn on them.

The PCs have been sent via Daidalos Shuttle to a small abandoned landing strip a short way from Macharios' summer retreat. The players might wish to have the Daidalos land closer to, or right on top of Macharios' residence, but the pilot has been told that such an approach would cause too much

attention, especially since it would be visible from the nearby fishing village. Remind them that the mission's supposed to draw as little public attention as possible.

The Daidalos pilot will return the next day at noon to pick up the PCs. He can be talked into sticking around, but if he has to stay alone without an armed guard he won't be easy to convince - he knows about the monsters that inhabit the mountains close by.

SCENE 2: THE SUMMER RETREAT

Macharios' estate is placed on the slopes of a mountain, with an idyllic view of the ocean below. It includes a couple of acres of farmland and orchards, all on terraces carved into the slope and natural plateaus.



METHONIAN STRATEGOS

THE ROYAL COUNCIL

As a member of the Royal Council, Macharios is immune to the king's justice, no matter his crime. At the most he risks exile. The only way for him to be punished would be for the entire council to expel him, once again making him a normal citizen and thus subject to the king's law.

Whether they approach from the old road or from the coast, the last bit of the journey passes through these orchards and fields, up to a low stone wall inside which most of the buildings lie.

Only a handful of minor buildings, tool sheds, and stables are placed outside this wall. The main building of the estate is a huge villa, richly adorned with colorful statues of gods and ancestors, as well as carvings depicting some of the battles Macharios' fought in. A particularly impressive one is carved in bas-relief over the entrance, depicting a very young Macharios holding aloft the head of a Sakalid officer.

As soon as the PCs approach the summer retreat, they hear shouting and crying from inside the walls. In the orchards and fields surrounding the building, servants and slaves are slowly putting down their tools looking confused. Some of them look curiously at the PCs, but it's clear something terrible has just happened, so their attention is split.

The PCs can go all the way through the gate in the wall, to the very doorstep of the actual house before finally being challenged by Ouragos Tychon who demands their names and business with all the authority he can muster, which is not a whole lot.

The PCs quickly learn that Macharios had taken his favorite horse for a morning ride up the mountain, as he often does. After a couple of hours, a local shepherd boy returned with the beast, flanks bloodied, limping from what seemed to be a blow to its hind quarters. The boy also carried the crushed helmet of the Strategos and explained that he had seen him and his men ride onto the path that leads close to the minotaur's cave... and minutes later only the horse returned.

When the PCs arrive the shepherd boy is long gone, so they can't question him in person, but nobody at the household seems to doubt the

story. In the extremely unlikely event that the PCs simply accept the news at face value and return to Methone to announce their mission is accomplished, you have two options: either you can have it be real, Macharios actually did die at the hand of the minotaur; or you can have the PCs be informed some time later that spies have spotted the old Strategos on the colony Garden of Kaobia, in which case you can play the last part of this scenario with few alterations.

Macharios has tried to save both himself and his family by staging his own death. Some days ago he arranged transportation to Kaobia where he owns a remote island. Using the famous local minotaur as a good excuse, and a well-bribed local shepherd boy as his 'eye witness' he intends to throw any pursuers off track. Unfortunately his plans got a little rushed as the Royal Council got together to vote before he expected. Still, he pushed on with the determination and certitude that once made him a great leader of men.

The intended way for this scenario to go is for the PCs to decide to look into the matter of Macharios' death and make their own conclusion. Instead of scripting the entire sequence at Macharios' house, what follows is a description of the people present, their intentions and attitude, and a description of the interesting clues and leads, as well as suggestions on how to learn them. This is the chance your players have been waiting for all their life, to run a crossover Greek epic / Agatha Christie investigation.

Here's a list of people at the summer retreat:

LIGEIA

Macharios' 38-year-old wife

Keywords: Naïve, devastated

Despite the obvious age difference between her and her husband, Legeia actually loves Macharios and is completely devastated by his 'death'. She bravely tries to play the lady of the house, but is not really coherent and breaks down every now and then. She readily accepts a friendly (and preferably handsome) shoulder to cry on and will help the PCs investigate as best she can. Having been treated almost as a child by her husband, she knows nothing about his affairs, other than he was an important man.

MELAINA

Macharios' 16-year-old daughter

Keywords: suspicious, obstructive

Melaina is Macharios' favorite, and while she is rattled by her father's 'death', she refuses to acknowledge it and is completely stone-faced when the PCs arrive. Even if the PCs don't reveal their business, her guts tell her they're not here on a social visit. She will be uncooperative, bordering on hostile, towards them as long as they stay at the house.

PROKOPIOS

Macharios' 10-year-old son

Keywords: scared, silent

He's a very scared little boy who constantly tugs his mother's skirt. He won't speak unless firmly ordered to do so by his mother.

FERISLAN

Macharios' personal Logician

Keywords: Aloof, distant

Ferislan has never had a deep personal relationship with Macharios, and stays aloof during the whole affair. He can offer little in the way of assistance, as Macharios deliberately kept him out of the loop.

TYCHON

Ouragos

Keywords: uncertain, protect Legeia and the children

He's the de facto commander of Macharios' remaining guards. He feels slightly out of his element, and can easily be convinced to do whatever the PCs suggest if it's within reason and doesn't endanger Ligeia or the children.

8 HOPLITES

Macharios' remaining personal guard. These men are the ones Macharios either did not trust or found to be too loyal to King Telemachos and Methone.

14 SERVANTS

These are all young men and women from lower families who serve the Macharios household,

either as a way to pay off their family's debt, or simply as a job. They are all very concerned and confused.

40 SLAVES

The slaves are a mix of Athenians and barbarians. Some are happy that Macharios is gone, others are worried about their future without the master they knew.

There are a number of things for the PCs to discover at the summer retreat. Here's a list of them, and how they can find out the information:

What: The twelve hoplites who left with Macharios took almost all their personal belongings and an additional horse.

How: Talk to any of the house-slaves or servants.

What: The shepherd boy who delivered the news of Macharios' death seemed to want to get back to his herd quickly, and did not wait to answer any questions.

How: Talk to Tychon or anyone else who was present when the news was delivered.

What: Macharios and his personal guard took the old shepherd trail to the north.

How: Talking to the hoplites on guard duty at dawn, or to any of the common slaves who were working the fields in the early morning.

What: A note is lying, half burned in a sacrificial bowl next to a miniature statue of Zeus. The message is still readable if the paper is not touched. It reads, "The council has already voted. You won't be allowed to go into exile. The king is not in a good mood. Take the honorable way out and he might spare your family. Take care, old friend." If a character touches it, the paper crumbles into ashes.

How: Searching the family shrine.

What: Macharios seemed very happy when he woke up, but his mood changed for the worse after reading his morning messages.

How: Talk to Ligeia. Ligeia is quite willing to speak, but easily upset if not handled gently. Being the perfect wife that she is, she didn't ask her husband why he got upset, but she will explain that "he got that face he gets when he's stressed and short on time."

What: A contract for the purchase of an island on Kaobia has been forgotten by Macharios in the rush to get away. It lies atop a bunch of papers in his office. It includes precise coordinates for the island. At the end of the rather boring legal text is a small personal note, reading, "It has been an honor to help you with this purchase, lord Councilor, and I hope that you and your wife will enjoy the island." It's signed 'Kai the Explorer'.

How: Searching Macharios' office.

What: Another note is lying in the messy office left by Macharios: "Accommodation and transportation is being arranged as agreed. Contact is Captain Aniketos. I."

How: Go look in Macharios' office.

SCENE 3: FOLLOWING THE TRACKS

In order to make his sudden disappearance convincing, Macharios had to create a diversion. The local beast, a minotaur, was perfect for that job. A local shepherd boy he'd befriended would make sure any pursuers reached the wrong conclusion.

If the PCs decide to follow the route taken by

BUT WAIT... THERE'S MORE!

Among the documents in Macharios' office is a half finished battle plan for an assault on Khouribga (the Methonian colony on Ashtorm) with notes from Macharios in the margins; "You need to limit the mobility of governor's forces," "secure the mines first," "Governor Meletios is no fool but he is no soldier either," "tell Abraxas to be careful around Meletios - he is not easily fooled." There are no dates on the map, and the rest of it is simply arrows and detailed descriptions of the suggested numbers of Methonian defenders. This is the link to Fourth Verse: Swords & Sandals.

Macharios, have them make Tracking roll (at +4 since Macharios has made them obvious). Anyone with the Tracking skill who gets at least a Raise may figure out the tracks seem oddly deliberate.

At one point the tracks go up the mountain side past an old signpost that has the picture of a

beastly creature on it where someone has written *Minotaur terrain - enter at your own peril*. If someone is paying close attention (normal Tracking roll), they spot some less obvious tracks leading away from this place. These tracks are the most recent, and someone has blurred them by pulling cloth behind the last horse in the group.

If the PCs continue along the clear tracks, they will soon encounter an enraged minotaur charging at them with its bone chilling war cry echoing off the mountain sides. If the PCs defeat the minotaur, they quickly realize that continuing up the mountainside from this spot is impossible for mounted men and it would be a very difficult climb for a one-footed old man. A Tracking roll reveals that the group of horses never passed the spot where they encountered the minotaur.

After the PCs pass the sign warning of the minotaur, they see a shepherd boy trying to hide behind large rock a little off the path. It's Timon, the same shepherd boy who brought the news of Macharios' death to the household.

Timon is a 12-year old boy from a poor family. Bright enough, he is aware that Macharios' wouldn't give him 50 drachmas (more than his family earns in a month) to go and tell a lie if it wasn't important, and perhaps dangerous. He has returned to the path near the minotaur's cave to hide his stash of coins. He figures it's a perfect spot, since he's the only one who dares come that close to the beast.

If caught or persuaded to come out, he will be extremely nervous, especially if the PCs are armored and armed. He's quite a good liar, but the pressure is getting to him and he's more concerned with hiding the 50 drachmas from the PCs than keeping Macharios' secret.

No matter whether they bully or bargain with him, Timon will reveal that he saw Macharios and his henchmen riding at full gallop towards the little fishing village down in the valley. If pressed with the fact that he was the one who brought the news to Macharios' household, he will start sobbing and pretend to cry, claiming that they made him do it, that they had Energy Lances and threatened to kill his family, and so on.

SCENE 4: THE FISHING VILLAGE

Priene is nothing much to look at. Perhaps a hundred families live here, mostly fishermen and boat builders. It's only protected by an ancient stone wall, which has all but tumbled down, and has been reinforced by a wooden fence to ward off wolves and wild animals. A solitary temple to Poseidon is the only impressive and well maintained building there.

Depending on when the PCs arrive, the citizens will be sleeping or going about their business. While they're not hostile towards the PCs, they are trying to avoid getting involved in any political business. Even Euaristos, the official royal representative, is very reluctant to get involved. That's not to say the villagers are necessarily hostile - they just prefer to keep to themselves. As a matter of fact they can be quite talkative as long as you talk about the weather, fish or boatbuilding.

In a stable behind the temple of Poseidon the PCs find the thirteen horses Macharios and his men rode, given as an offering to the god of the sea. Two slaves who work at the temple will willingly tell the PCs that the gift was given in haste, along with a request for them to put in a good word for Macharios during the next ceremony.

Engaging the fishermen or Euaristos in polite and patient conversation, the PCs might learn that a ship was waiting for Macharios some time ago, captained by a man named Cosimo. He usually makes his money shipping stuff from the island of Keos and its cosmoport to the mainland. Keos is not far off the coast.

Commandeering a small fishing boat to take the PCs to Keos should be no problem, since the PCs have the authority of the king. If they pay as well, the fishermen will take a very reasonable price, since they don't want to anger armed men. Alternatively the PCs might wait for their Daidalos Shuttle or go get it if they have it waiting somewhere nearby.

SCENE 5: COSMOPORT KEOS

The cosmoport is the only important feature on the island of Keos. Over the last fifty years, it has grown in size to completely cover the small island. Massive open landing areas, loading cranes, hangars, construction docks, warehouses, administrative

buildings, housing for personnel and slaves dominate the centre of the island. A huge harbor has been constructed around the rim to accommodate the many freight ships that constantly go to and from the island.

From the island, Ikaros shuttles take goods to and from orbit where gargantuan transport barges wait. There are also a large number of Daidalos Shuttles and even a giant Colony Ship that's undergoing a refit.

The cosmoport is a largely independent entity; safety and neutrality guaranteed by Sparta in the shape of a handful of their elite hoplites. A business council, whose fifteen members buy their seats at a public auction that takes place every other year, controls the place. As a result of this particular administrative arrangement, no one at Keos is particularly impressed by someone on a mission for the Methonian king. As a matter of fact, bragging about your polis is strongly frowned upon the locals. "Here we are all Athenian!" is a common response to such behavior.

There are two things to learn while on Keos. By talking to the Logician in charge of out-going vessels the PCs can find out that only one ship has left Keos recently for Kaobia, an Ikaros ship captained by a man named Aniketos. The Logician doesn't know anything about the names of any passengers, since he wasn't present when it left. If the PCs want to follow, there's a barge, *Atlas' Shoulder*, which is leaving for the Methonian colony on Kaobia in a few hours, as soon as it has finished taking in cargo. Its captain is willing to take passengers for a reasonable price.

INTERLUDE: CROSSING POSEIDON'S VOID

Nothing really interesting happens on the journey from Athens to Kaobia, but it takes 66 days, giving characters with wounds plenty of time to recover. Well, we say that nothing interesting happens, but that's really up to you. If you want something interesting to happen, go right ahead. Make it your story.

Atlas' Shoulder: This massive barge is mainly used to transport wine and olive oil from Athens to Kaobia, and fish back the other way. As a result, a fishy oily aroma hangs everywhere. There are two Ikaros shuttles and three Daidalos Shuttles on board the

barge with plenty of room for more (should the PCs wish to bring their own transportation).

A very wealthy merchant owns the *Atlas' Shoulder* from the polis of Tegea.

Captain Akakios is a friendly, but slightly timid man with none of the decisiveness normally expected from someone in his position. Logician Navigator Eukleides is your run-of-the-mill Logician, much more at ease with his geometrics and calibrations than with living beings. The Master-at-Arms is Dinis de Alenquer, a very effective security officer from a defunct Gegamal Prime merchant house, now serving Akakios loyally. In addition, the *Atlas' Shoulder* has about 100 slaves and 45 free workers and soldiers aboard.

SCENE 6: A STRANGE COAST

As the PCs arrive in orbit over Kaobia they have a chance to take a look down at the pearly planet below. Kaobia is a breathtakingly picturesque Garden consisting of thousands of islands scattered around the equator in a shallow sea.

The colony on Kaobia that's controlled by Methone is a long chain of islands called the Kia Orana Islands, and is one of the most significant Athenian colonies on Kaobia.

Just north of the colony proper lies a scattering of islands, most too small to be of any real interest. Some are sold off to individuals to be used as exotic holiday retreats. This is where Macharios has found his secret refuge.

If the PCs didn't find the exact location of the island Macharios has purchased, they'll need to do a little investigation first.

If they know the exact coordinates, Captain Akakios will willingly lend them one of the Daidalos Shuttles on board his barge.

The former explorer Kai, who has now become quite a successful real estate broker for the rich and famous, sold the island. Since he is just about the only one in the 'remote islands business' and is well known locally, he's not hard to track down.

While Kai is very reluctant to divulge the names of his clients, or the exact location of the islands he is selling, he will quickly succumb if pushed. The last

thing he wants is for the colony governor or the king to take too much interest in his lucrative business and start taxing it properly.

The governor of the Methonian colony on Kaobia, Hippias, is a plump man with a fondness for local coconut wine. He can be found in the governmental mansion. Hippias prefers not to know any details about the PCs' mission, and will help out as best he can, mostly so he can be left alone quickly.

If asked about possible hideaways, or locations of islands, he will suggest the PCs seek out Kai, the explorer turned real estate salesman.

He is willing to lend the PCs eight hoplites, and a dozen local barbarians (sharkwarriors) if they ask nicely. He is reluctant to increase this number, since that would involve disturbing Strategos Diodotus, the colony's military commander, who is at that moment Giant Crab fishing somewhere. Frankly, he'd rather face the wrath of the PCs than the wrath of Strategos Diodotus.

Once the island is located, the PCs can easily get there on a local type of boat called a waka ama (a type of catamaran), or by Daidalos Shuttle. Sailing takes less than two days; flying takes a couple of hours.

SCENE 7: THE END OF A LONG LIFE

The island with Macharios' refuge is best described as a paradise. It's a small spec of land covered in lush green tropical forest, with a clear white sand beach making up the perimeter. A single rock formation is at the very center, giving the island a little elevation.

Once on the beach, the PCs can find tracks and other signs of human activity in the sand and among the trees nearby, leading to the path cut by Macharios and his men. There will be signs even if the PCs are many days or weeks behind Macharios. The island has few natural resources, so Macharios' men have arranged for delivery of supplies every week or so, each time using the same path.

Currently Macharios and his men are building a home in a natural cave in the central rock, very well hidden from curious eyes. While it's possible to get close to the refuge from pretty much any direction, the last bit can only really be approached from one direction and the route ends in a gorge with a

rope bridge as the only way across. The bridge is 12 inches long, quite sturdy (Toughness 12, cutting only), and is considered an unstable platform for shooting (-2). This gets even worse if somebody is running or fighting on the bridge at the same time (-4 to shooting or fighting). Falling from the bridge to the bottom of the rocky gorge will result in **Damage:** 6d6.

Macharios has no intentions of going quietly. As soon as his men discover the presence of the PCs, he orders half of them to find and kill the intruders. He stays at his newly constructed home, ready to command his remaining men in a final stand. There will be blood.

AFTERMATH

Amongst the personal belongings of Macharios, the PCs find several letters to his wife and children, the first pages of an auto-biography, 2d6 x 1000 drachma in cash, and if the PCs didn't find the annotated battle-plan in Macharios' summer residence, then it will be here as well. If they choose to go to Athens and show the map to either Cleomenes or King Telemachos, they will immediately be ordered to go to Ashtorm to warn the governor.



MINOTAUR

The minotaur and the locals have had a silent accord for ages. They leave him alone and he returns the favor. In the last two or three generations, only a handful of people have been killed by it and most of those were "city folk" that wanted a closer look at the beast. Use regular Minotaur stats from page 146 with this modification: The minotaur has been Wounded

in a skirmish fight with Macharios and his henchmen as part of the attempt to plant false leads. It starts the fight with Wounds/Fatigue penalties of -1 and -1 respectively.

MACHARIOS' GUARD

12 Veteran Hoplites (see page 141). 4 also have Recurve Blasters with 5 blast arrows each (AP 4).

STRATEGOS MACHARIOS

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

Skills: Fighting d10, Throwing d8, Shooting d8, Notice d6, Taunt d8, Knowledge (Battle) d6

Pace 4 (running d4)
Parry 9 **Toughness** 12(8)
Pulse 10

Hindrances:
Elderly,
Overconfident,
Lame (left foot is artificial, made of Bio-Ceramics)

Edges: Connections, Noble, Filthy Rich, Command, Hoplite

Gear: High Quality Hoplite Armor (+8 Armor, all locations), Medium Aegis Shield, 3 Power Javelins (**Ranges:** 5/10/20, **Damage:** 2d8, AP 2), Hades Short Sword (**Damage:** Str+d6+2, AP 4)



FOURTH VERSE: SWORDS & SANDALS

The PCs have found evidence that the Methonian colony on Ashtorm is about to be attacked and must go to warn the governor. It has all been orchestrated by the spy master calling himself Iapetos, the same spy master who controlled Nikandros (Second Verse: Sacrifices) and who organized the defection of Macharios (Third Verse: The Traitor).

On arrival, they find out the Methonian governor and Polemarchos have been lured into a trap and only the PCs are in a position to do anything about it.

POSSIBLE HOOKS

If played in connection with the Third Verse, the PCs should have found battle plans for the attack on Khouribga among the possessions of the traitor Macharios.

If played as a stand-alone scenario or out of context with the rest of the campaign, the GM

might want to provide some way for the PCs to have learned about the imminent attack. They could have stumbled across one of Iapetos' couriers carrying the annotated battle plans or have caught one of his spies who knows about Abraxas and the imminent attack.

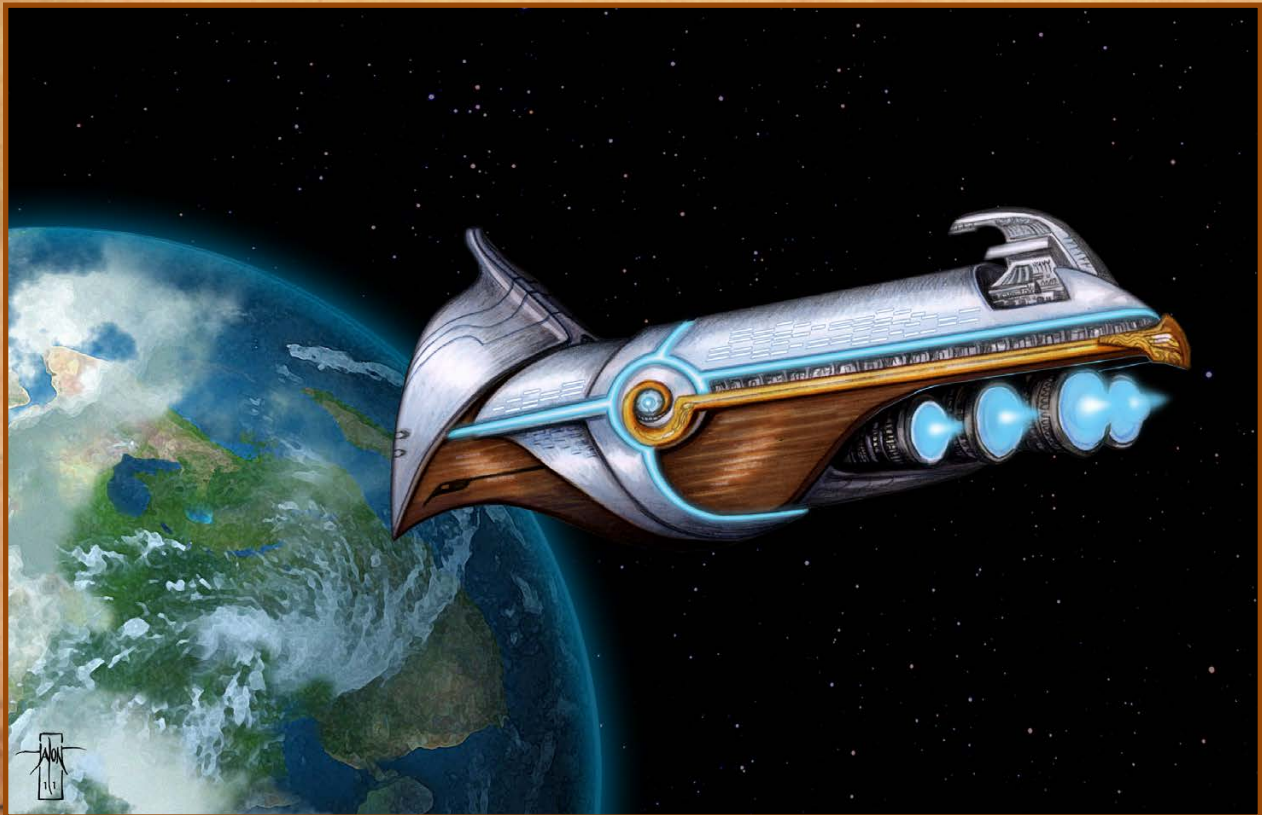
For added interests in the affair, the PCs could have relatives in the colony of Khouribga, perhaps even working in the phosphorous mines, the likely first place to be attacked by Zaraxian forces.

SCENE I: THE DAUGHTER OF AMPHITRITE

Unless the PCs have their own transportation they will travel to Ashtorm aboard a space ship called *The Daughter of Amphitrite* (known simply as *The Daughter* by her crew).

Traveling from Kaobia to Ashtorm takes an average of 45 days and travel time from Athens to Ashtorm is 35 days.

The Daughter of Amphitrite is a refitted Invasion Barge dating back from before the Sakalid War. Originally built to transport more than four thousand fighting men and their equipment, it is



now mainly used to transport large bulk cargo, such as grain or ore, though the captain is not adverse to taking the occasional passenger, especially since profits from such transports go directly to his own pocket.

Though it has been well kept by its crew, the age of the spaceship is beginning to show; certain areas have been left completely to air-cleaning and life-support plants, other sections have been damaged by micro-asteroids and are sealed off.

You should use the journey as a chance for the PCs to get some rest and recover from serious wounds. As a bonus, if the PCs befriend Captain Euthydemus and his crew, they may find them a great help in the days ahead. The crew consists of:

Captain Euthydemus The Younger: A very pleasant man, slightly puffy-looking due to his extended exposure to zero gravity. He's talkative and knows many a good story, especially when he has been drinking a little.

Logician-Navigator Stamatios "The Shy": A huge and muscular man, the complete opposite of how you would normally expect a Logician to look. When he is not navigating, he is found using the ship's exercise facilities. His nickname is appropriate, as he'll never engage in conversation unless forced to.

First Mate Zotikos: An old army officer, Zotikos lost both his legs in a skirmish on Pengara some years back. In the weightlessness of space, such appendages are superfluous anyway. He runs the crew with iron discipline on behalf of Euthydemus.

Second Logician-Navigator Zirek: A surprisingly social Logician from Cihan. He makes many social mistakes, but at least he tries. If anything happens to Stamatios, it's his job to get the ship safely to the nearest colony Garden.

Common Crew: 90 free men make their living as crew on board *The Daughter*. They work hard loading and offloading when the ship is in orbit over a Garden, but during the long days in space, they spend most of their time keeping in shape, gambling away their wages, or keeping the ship and its Ikaros shuttles clean.

Slaves: There are 150 slaves working on the ship, but except for their social status, they share much the same fate as the common crew and are mostly well treated and respected.

SCENE 2: PRETTY FROM A DISTANCE

Once the PCs arrive in orbit over Ashtorm, they're offered a ride on the Ikaros shuttle that will take the cargo to the surface. From orbit, the Methonian colony on Ashtorm looks very pleasant, lying just south of the equator and the massive desert that dominates the Garden's only two continents. From above, most of the colony looks light green, in contrast to the orange and yellows of the desert.

Zirek will put down the Ikaros in the main cosmoport of the colony, just outside the capital of Khouribga.

It's obvious that the cosmoport is very quiet compared to normal. Only a handful of private Daidalos Shuttles, and a single Ikaros Plane are in port, leaving huge expanses of the pier empty. The dockworkers and slaves hang around in the morning sun, with little to do.

If asked, the locals explain that Governor Meletios has ordered all of the colony's warships, Daidalos Shuttles and Ikaros Planes to provide support for his forces fighting rebels in the jungles on the southern peninsula. Without the transports, deliveries from the phosphorous mines to the north have stopped. Zirek is appalled at this news since it means *The Daughter* must wait in orbit until deliveries resume, and the cargo holds can be filled. Such irregularities clearly upset his Logician sense of punctuality.

Several coach services are eager to offer the PCs transportation to Khouribga center, but in the end a coachman by the name of Babak shoos away the competition and gets the honor. Babak has enough coaches, driven by his sons, to transport up to fifty people with gear. If the PCs brought more people than that, then the other coachmen will help out.

Babak is very friendly and speaks nearly flawless Athenian. He can quickly bring the PCs up to speed on recent local events. Babak knows Governor Meletios is well respected, having run the colony with few incidents for the last two years. Lately there have been several rebel incursions ruining the peace. Most believe it's The Children of the Empress causing trouble.

The Children of the Empress is a group of Ashtormians fighting to restore a long lost empire that supposedly once ruled all of Ashtorm

(it's clear that Babak doesn't believe in this 'lost empire'). Babak's certain that the rebels won't last long in the jungles of the southern peninsula where the governor's forces have cornered them. In Babak's words; "The rebels should have gone to the mountains or the desert, we Ashtormians are desert folk, not tree climbers!"

Babak will take the PCs either directly to the governor's mansion (scene 3), or to an 'exquisite' hotel (scene 4) he knows.

SCENE 3: THE GOVERNOR'S MANSION

The governor's mansion is made in the traditional Athenian style. With its reinforced wall and mighty statues of Athena, Zeus, Hephaestus, and Hermes that adorn it, the mansion fits right into the rich neighborhood where it is located.

The PCs are stopped at the gates of the governor's mansion by two hoplites. They explain the governor is currently not home, and that any important business can be taken up with the vice-governor, Hali of Samos. Hali is a young Methonian from a minor noble family. He's clearly far too young for the responsibilities thrust upon him and will be completely petrified by the news the PCs bring about the imminent Zaraxian attack.

There are various things to learn at the governor's mansion:

Governor Meletios has gone to personally oversee an overland caravan from the phosphorous mines to Khouribga to replace the Daidalos Shuttles that are helping the military operation.

A newly arrived merchant by the name of Abraxas, and a well-respected local businessman by the name of Atlas-Kambiz, who has connections with the caravan guilds, suggested the caravan.

Now that Hali thinks about it, Abraxas was also the one suggesting that the army could use all the Ikaros Planes and Daidalos Shuttles to quickly deploy in the southern jungles. "He even offered his own pilot!"

Abraxas resides in the Hotel Atlas, downtown, along with his mistress. The hotel is owned by Atlas-Kambiz.

The mines are the best-defended part of the colony, with several hundred barbarian auxiliaries and two full phalanxes on duty at all times.

There are only two ways of getting to the phosphorous mines; riding, which will take about eight hours barring accidents, or taking the emergency Daidalos Shuttle hidden in the garden of the governor's mansion. Hali will need a little coaxing to give it up, but a bit of Persuasion or Intimidation will go a long way. The PCs will need to pilot the craft themselves, however, since the usual pilot is off fighting rebels in the southern jungles. (Zirek will also be available if the PCs wish to spend the time to get him from the cosmoport).

There is only one small phalanx of hoplites (100 men) left to protect the governor's mansion, and 700 barbarian auxiliaries, mostly Gameeli volunteers, policing the streets of Khouribga. All other loyal forces are either in the south hunting rebels or guarding the mines.

SCENE 4: THE 'FINEST PLACE IN TOWN'

Though not as impressive as the finer hotels on Athens, the Hotel Atlas is not a shabby place, and the PCs are well received by the owner, Atlas-Kambiz, who's a half-Athenian, half-Ashtormian man with a blindingly white smile. He's a leading person in Khouribga, head of several important guilds, and secretly the leader of the Khouribgan cell of the rebel group known as The Children of the Empress.

According to the deal he has made with Abraxas, his rebel group will get control of the entire Methonian colony, except for the phosphorous mines and the cosmoport that will be under Zaraxian control. Atlas-Kambiz is not naive, and is well aware of the risk he's taking in trusting a spy like Abraxas. So he is keeping him within reach in his hotel until the revolution is a success. He has much more to lose than anyone else.

In order to convince his fellow rebels about the brilliance of the plan and make sure that Governor Meletios bought the wild goose chase, Atlas-Kambiz has sent his son to lead the rebels, causing trouble in the southern jungles. He's kept about 20 loyal rebels

working for him at the hotel, though, and he will order them to attack the PCs as soon as he feels they are hostile towards him or Abraxas in any way.

Abraxas is the top Zaraxian spy in Khouribga, on all of Ashtorm for that matter, and is quite pleased with himself at the moment. Governor Meletios has bought all his suggestions. With most of the colony's army off hunting rebels in the southern jungles, the only potential defense left for the capital would be the forces around the mines. Abraxas is sure it's only a matter of days before the Zaraxian forces will overrun the entire colony. He's eager to get this over with and join his master Iapetos back on Athens for the 'big one'.

Since he has no reason to suspect the PCs know anything, he won't react until it's too late, unless warned by Atlas-Kambiz. Even worse, in his overconfidence he has kept a handwritten note from Iapetos instead of memorizing and burning it. It reveals the exact location of Iapetos' next meeting with his most important spies: *Gortyna, Silken House, code: "Do you have crimson silk"? Safe answer: "We will have to check the basement, please follow." Not safe: "Sorry, we only have royal blue at the moment." Iapetos.*

Abraxas thinks his mistress Aglaia is just another of Iapetos' spies... little does he know that she's really a Sakalid agent. He has fallen in love with her and will go to his death before he involves her in anything. She won't offer any resistance, and will play the dumb blonde very effectively.

With a setup like this, the scene could go in various directions. See what the PCs do, and roll with it.

SCENE 5: BATTLE OF THE MINES

The phosphorous mines north of Khouribga are partly open and above ground, partly underground in the foothills of the Kahar Mountains. Over time the mines have moved across the foothills, leaving behind a great white scar on the land. A canal has been cut out of the land near the mines, to make it easy for the large Ikaros Planes to land close by. To give an idea of the scale, almost fifteen thousand workers and slaves toil daily in the mines.

As the PCs approach the mountains it's clear that a massive battle is under way. Huge clouds of yellow-white dust hang over the foothills, almost obscuring the forces engaged below - and making it possible for a small group of determined men to greatly influence the battle...

Governor Meletios has unknowingly led the rebel forces right into the heart of the mines' defenses. The caravan he led from Khouribga was almost entirely made up of fanatical rebels, and once inside the defensive positions they called upon the forces waiting in the hills and mountains.

Completely taken aback by the sudden attack, the Methonian forces are forced back, and as the PCs arrive they are desperately trying to get their defense organized. Meanwhile Strategos Craterus is trying to overrun them.

Governor Meletios is quite willing to relinquish command of his forces if there is a PC who seems to have more military experience willing to take it. There are also several direct actions the PCs can take to swing the battle:

Stop The Slaves: There are over nine thousand slaves working in the mines and they have no love for their Methonian masters, especially as most of them are working in the mines as a way of punishment for crimes. During the battle Strategos Craterus will send a small group of Ashtormian rebels (20-30) to try to free these slaves. Covered by the clouds of dust they will attempt to open the slave pens - there are only a dozen guards at the pens, mostly those unfit to fight in the battle for some reason.

Give the PCs a chance to spot this potential danger, and be clear that only decisive action on their part can save the situation. If using Mass Battle rules, one of the PCs must roll a success to stop the freeing of the slaves. If freed, the slaves give the Zaraxian/rebels +2 to their Knowledge (Battle) roll for the rest of the battle as nine thousand slaves join the fight or try to escape their captivity.

If played as a mini mission, you could have some slaves escape before the PCs get there to provide harder opposition. Additionally the clouds of dust are particularly bad around the pens, limiting vision to a few yards (so missile weapons are almost useless) and masking everybody in a layer of white powder, making it hard to distinguish friend from foe.

Deal With The Catapults: In preparation for the attack the rebels have been secretly positioning stone throwing catapults within range of the mines. Though largely inaccurate, the threat alone is enough to cause a distraction to the defenders. As long as the catapults are functioning, Craterus and his forces get +1 to Knowledge (Battle) rolls.

In order to stop the catapults one of the PCs will have to lead a contingent of men to destroy them. Getting to the catapults from the mines is very difficult, requiring some acrobatic climbing. If using the Mass Battle rules, replace the Fighting or Shooting skill of the character with Climbing. Give a +2 bonus to the roll if the character has the Acrobat Edge. If playing the scene out as a mini mission, make sure to include some precarious fighting on narrow ledges, feats of rockface climbing, and near misses from boulders. Once at the top, the catapults are only defended by a handful of rebel soldiers and operated by a dozen engineers.

Sap The Mines: A brave enough PC may lead a small group of workers and personnel into the mines and attempt to collapse them under the feet of the enemy cavalry. If played as a mini mission, some enemy forces might have penetrated the mines from another side, leading to interesting close quarter fighting. The placing and lighting of the incendiary pots that will weaken the structure of the mines could also be used to add tension. Especially if the enemy arrives at the same time.

If using the Mass Battle rules, the PC has to make an Agility roll. On a success he manages to sap the mines and get out in time, but takes 1 point of Fatigue from the effort. On a Raise or better, he saps the mines and gets out without suffering Fatigue. On a failure he still manages to get out, but the mines collapse too soon or too late. On a critical failure he is trapped in the mines along with the workers and suffers **Damage:** 3d8 from falling rock.

Sapping the mines gives the Methonian commander +4 to his Knowledge (Battle) roll for that Round only.

Defeat Strategos Craterus: The ultimate mission for the PCs is to attempt to kill the enemy commander. Aside from destroying the entire Zaraxian army, the only way to get close to Craterus during the battle is to use stealth or a cunning

ruse. He keeps well behind the front line, not out of cowardice, since he's quite brave, but simply because he understands the terrible blow to his troops' morale if he dies - in such a chaotic battle he's best staying back and getting the best overview he can. Craterus has a single file of veteran hoplites as a personal bodyguard. If seriously wounded or clearly outmatched, Craterus will retreat to fight another day.

AFTERMATH

In case of defeat, Governor Meletios will flee south along with the remains of the Methonian forces, and prepare to defend Khouribga. The Zaraxians will invade, The Children of the Empress will rise up and gain much support, and the colony will ignite in a bloody war as the Methonian forces slowly trickle back from their mission in the jungle.

If the defenders were victorious, the remaining Zaraxian forces retreat into the wilderness or surrender. The rebels will try to blend in with the local population, waiting for another opportunity to strike, but their ability to amass large forces of men will be culled for a long time.

If the Methonians won the battle at the mines, the Zaraxian commanders will stall their plans for invasion. The Methonian forces in the south will be pulled back and set the task of rounding up the rebels.



ATLAS-KAMBIZ

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

Skills: Fighting d8, Notice d10, Riding d10, Shooting d8, Stealth d8, Streetwise d8.

Pace 8 Parry 7 Toughness 6 Pulse 20 Charisma +2

Hindrances: Stubborn, Vow (rid Ashtorm of the invader Athenians)

Edges: Charismatic, Connections (The Children of the Empress), Danger Sense, Level Headed, Rich

Gear: Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)



ABRAXAS THE SPY



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

Skills: Fighting d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d8.

Pace 6 Parry

6 Toughness

5 Pulse 20

Charisma +4

Hindrances:
Overconfident

Edges: Attractive, Charismatic, Diplomat, No Mercy, Quick, Quick Draw

Gear: Hades Blade Knife (**Ranges:** 3/6/12, **Damage:** Str+d4+2, AP 4)



AGLAIA, SAKALID AGENT

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

Skills: Fighting d8, Intimidation d12, Knowledge (Athenian Culture) d10, Knowledge (Athenian Language) d12, Knowledge (Psychology) d12, Notice d10, Persuasion d12, Stealth d10, Streetwise d10, Taunt d12

Pace 6 Parry 6 Toughness 6 Pulse 25 Charisma +4

Hindrances: Wanted (Any Sakalid officer would be killed on the spot)

Edges: Attractive, Charismatic, Fervor, Hold the Line!, Inspire, Natural Leader, Reader, Strong Willed

Gear: Poisoned Hades Blade Knife (**Damage:** Str+d4+2, AP 4, victim must make a Vigor roll at -2 or suffer an additional Wound if at least Shaken)

Special Abilities:

- As Pandora in Verse Ten: Cold Revenge, but she won't use them.



MELETIOS

Use the Colony Governor stats from page 142, with Sense of Duty (Methone), Vow (be the best governor possible), and Charismatic. In addition, he is dressed in Hoplite Armor giving him Toughness 11(6) and a -1 penalty from encumbrance.

STRATEGOS CRATERUS

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

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d8, Knowledge (Xenology) d8, Language: Farsi d6, Notice d8, Riding d10, Shooting d8

Pace 6 Parry 9 Toughness 14(6) Pulse 10 Charisma -2

Hindrances: Mean, Sense of Duty (home polis), Vengeful

Edges: Armored Pankration Fighting, Brawny, Command, Noble, Combat Reflexes, Command, Connections (Zaraxian military & The Children of the Empress), Improved Frenzy, Hard to Kill, Hoplite, Inspire, Phalanx Commander, Penetrating Strike: Improved, Trademark Armor

Gear: Battered Old Hoplite Armor (+6 Armor, all locations), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Map Of Khouribga And Surroundings

FORCES AT THE BATTLE OF THE MINES

Hoplites from both sides use Veteran Hoplite stats (see page 141).

Methonian Slave Guards use Normal Hoplite stats (see page 140).

Armed Mine Workers use Militia Hoplite stats (see page 140), but with no armor (Toughness 5).

Medium Infantry Auxiliaries are made up of Gesmeronian Swordsmen, Wall Breakers and Ashigaru (see pages 144 and 146).

THE CHILDREN OF THE EMPRESS

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

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d6, Riding d8, Shooting d8, Stealth d6, Survival d8, Throwing d8

Pace 6 Parry 8 Toughness 8(1) Pulse 10 Charisma -2

Hindrances: Death Wish (free Ashtorm), Mean, Stubborn

Edges: Combat Reflexes, Steady Hands, Tough as Nails

Gear: Leather Armor (+1 Armor, all locations), Medium Shield, Scimitar (**Damage:** Str+d8), Bow (**Ranges:** 12/24/48, **Damage:** 2d6). If mounted add a Lance (**Damage:** Str+d8, Reach 2, AP 2 when charging), and Riding Horse.

FIFTH VERSE: BLADES IN THE NIGHT

The PCs stumble on a meeting of spymaster Iapetos and his most trusted agents. Though the PCs are painfully close to capturing him, he manages to get away in the confusion but not until they get a good look at his face. They also learn of plans to assassinate King Telemachos, using a person of great importance to the PCs.

BACKGROUND

The enigmatic Zaraxian spymaster, Iapetos, is planning to assassinate King Telemachos of Methone, and has managed to get hold of someone very close to the king, and equally close to the PCs. Not only will this murder be the crowning masterpiece of his career, it will also weaken Methone to the point where Zarax will almost certainly win the war that follows.

POSSIBLE HOOKS

If the PCs have played the previous verse in the campaign, they should be in possession of the secret

message that reveals the meeting place of Iapetos and his agents in Gortyna. This alone should be incentive enough for them to investigate.

If played out of order or as a standalone scenario, the PCs might be ordered by Queen Tryphosa or perhaps Polemachos Cleomenes to look into it. Since Iapetos almost certainly knows all the Methonian spies normally employed by Tryphosa and Cleomenes, the PCs would be good alternatives.

SCENE I: GORTYNA, GLORY LOST

The polis of Gortyna is as gloomy and desolate a place as you'll find on the Garden planet of Athens. For almost two generations, Methonian forces, awaiting a decision on its future status, have occupied it. It has now been thirty years since the Sakalid War ended, and it doesn't seem that Gortyna will ever be anything other than an occupied polis caught in political limbo.

The inhabitants are either apathetic, or cantankerous when talked to, and the Methonian soldiers stationed there are not much better. Some are very highly strung from the constant danger of ambushes, while others have reached a point of nihilistic apathy not much different from that of the locals. It's no surprise the population has dropped over the last six decades from nearly four million to less than three million people, leaving many empty streets and abandoned buildings.

This is the merry place where the PCs arrive. The Gortyna cosmoport is just as decrepit as the rest of the polis, and obvious signs of sabotage and neglect abound. Methonian hoplites and barbarian mercenaries patrol the cosmoport en masse, and everyone gets checked thoroughly. There are no Logicians present, however, so the process is painstakingly slow unless the PCs can show some sort of military or royal ID.

There is no public transportation from the cosmoport to the polis (an hour's walk away), but the PCs may hitch a ride with a supply wagon that's going from the cosmoport to one of the markets in town.

MILITARY RULE

Since Methone is officially occupying Gortyna, no civilian governor has been appointed, and all responsibilities have been placed on the shoulders of the military. Despite the fancy title of Polemarchos offered to the commander, this position has been very unpopular among Methonian officers since it entails much work and a high risk of assassination. As a result, those who actually accept the title are either inept or a bit stupid. The current Polemarchos, Arsenios, combines both these qualities, and for added effect has a strong sadistic side, making him spectacularly unsuited for any position of power. Any PC with a little knowledge of politics and/or current military affairs will know about Arsenios' lack of abilities, and the fact that it might be best not to involve him too much in their plans.

Use Arsenios as an obstacle for the PCs if you feel they are solving matters too easily. He might insist on being involved, ordering way too many troops to participate, or he may suspect the PCs and hold them for questioning. You can even use him to ensure that Iapetos gets away.

SCENE 2: THE SILKEN HOUSE

The Silken House is a very large fabrics store, placed in the middle of what used to be a busy shopping street eighty years ago. Now, half of the shops are empty, having been abandoned as wealth slowly seeped out of Gortyna. *The Silken House* also harkens back to greater days, with large portions of its once luxurious façade now fallen into disrepair.

Though a customer stumbling in will still be able to buy fabrics, the primary purpose of *The Silken House* is to be a front and safe-house for the Zaraxian spy master Iapetos and his activities. The meeting between Iapetos and his master spies takes place in the storage basement beneath the shop.

If the PCs have made a few preparations, they will be able to catch many of the top spies, dealing a serious blow to Iapetos' network. They'll have to bring lots of support however, since *The Silken House* has many exits and escape routes. Support may also be needed because there are plenty of very dangerous people with the spymaster, though

they'll generally try to escape rather than fight unless cornered. The PCs may be tempted to involve Polemachos Arsenios and the army in the affair, but this will only result in more chaos, as Arsenios tries to take control of the operation.

There are three guards who double as salesmen in the area of the shop that opens onto the street, with another six guards strategically placed around the building. These guards are only supposed to fight off intruders long enough to allow Iapetos and his men to get away. They do not know the identities of any of the spies.

If at any moment they feel the PCs are hostile, or that something isn't quite right about them, they'll try to warn Iapetos by sounding the alarm. There are three alarms connected to the ground level via hidden wires.

SCENE 3: GOTCHA!

Important: No matter the PCs' strategy, it's vital they get a good look at the face of Iapetos.

There are many storage rooms in the basement of *The Silken House*. Unless the PCs have managed to get one of the guards to reveal the exact location, they will have to search to find the right room, allowing Iapetos more time to sense/detect the danger. If the alarm has been sounded, then all the spies are trying to scatter through the handful of exits that have been prepared.

If no alarm has been raised, the PCs will take the spies by surprise. At the last moment, Iapetos' Danger Sense Edge will trigger and he'll order everyone to scatter... seconds before the PCs enter. The spies will attempt to get away rather than fight, but if the possibility presents itself, they aren't adverse to backstabbing or exchanging blows.

The most important part of this encounter is revealing Iapetos' face. If the PCs have some clever way of finding out which of the fleeing men are Iapetos then let them go for it. Alternatively here are some ways his identity could get revealed to the PCs:

He crashes into a PC as he turns a corner, while one of his men cries "*Iapetos!*" The man rushes in to defend his master, allowing Iapetos to get away.

A spy is cornered, and cries out while looking at Iapetos: "*Don't leave me, master!*"

If need be, play on the fact that there are dozens of similarly dark-clad men trying to escape via several well-prepared exits. The lighting is deliberately bad and confusing, and there are several narrow corridors and small storage rooms where an intelligent man could hide. Unless massively cunning and massively lucky at the same time, the PCs don't really stand a chance of capturing Iapetos at this stage.

SCENE 4: TRAITOROUS TRAITOR

Unless the PCs dispatch all of them outright, or allow them to escape, they will get to interrogate one of Iapetos' master spies. Whoever it is, he will break with surprising ease if promised sanctuary in a neutral polis. He explains that Iapetos would never forgive him for falling into enemy hands alive.

The spy reveals that the object of the meeting was to plan the assassination of King Telemachos. He also reveals that the assassin is a family member or close friend of the PCs. Exactly who depends on the make up of your group, as well as how the story has played out so far. Play it for all it's worth, choosing the character and relationship that will have the most impact. It should either be completely unexpected, or a huge betrayal of trust. It also needs to be someone relatively close to the king, or at least with an innocent enough demeanor for Selenia or the king to accept a poisoned gift from him/her. It could even be one of the major NPCs of Methone, especially if closely related to one of the PCs. The only NPC that can't be the assassin is Queen Tryphosa - she is needed for later (see Seventh Verse: Drawing The Sword).

Worst of all, the assassination attempt will take place in a few hours! The PCs will have to get an Ikaros Plane in order to make it. The spy doesn't know how the assassination will happen, only that Iapetos is quite certain it will succeed.

AFTERMATH

If the PCs can get hold of an Ikaros Plane, they can make a parabolic flight from Gortyna to Methone and possibly intercept the assassin in time. If they have the cooperation of Polemachos Arsenios he will provide a vehicle, otherwise they will have to get hold of one by other means.

SILKEN HOUSE GUARDS (9 TOTAL)

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

Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d6

Pace 6 Parry 6 Toughness 5 Pulse 10 Charisma -2

Hindrances: Mean, Sense of Duty (Gortyna)

Gear: Polis Lance (**Damage:** 2d8, AP 2)



IAPETOS

Not even King Hector of Zarax knows the true identity of the man who calls himself Iapetos. Whoever he was before, he has risen to near legendary status among the connoisseurs of the clandestine world. While no longer a young man (he's in his late forties or early fifties), he keeps himself in excellent physical shape. He has no illusions that amongst his network spies, there are several that would try to take his place if they felt they could best him. This, combined with a sadistic and paranoid streak, has made him enforce a more and more draconian regime on his agents over the years.

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

Skills: Climbing d6, Fighting d12, Intimidation d8, Investigate d8, Knowledge (Politics) d12, Lockpicking d8, Notice d8, Persuasion d10, Shooting d8, Stealth d10, Streetwise d10, Taunt d6, Throwing d6

Pace 6 Parry 8 Toughness 8(2) Pulse 30 Charisma 0(-2)

Hindrances: Mean (but he hides it well most of the time and suffers no penalty to Charisma), Vow (bring Methone to its knees)

Edges: Combat Reflexes, Danger Sense, Improved Dodge, Improved First Strike, Indomitable, Jack-Of-All-Trades, Opportunistic Push, Investigator, Improved Level Headed, No Mercy, Reader, Quick Draw, Thief

Gear: Poisoned Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4, victim must make a Vigor roll at -2 or suffer an additional Wound

if at least Shaken), Sakalid Chrysalis Armor (+2 Armor on the torso, ignores 4 points of AP from missiles)

Special Abilities

• *Heroic Entity*: This ability grants Iapetos all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for his own use, enhanced recovery rates, and so on.

MASTER SPIES (14 TOTAL)

See page 142. The spies are known to one another only by their area of operations. Abraxas was known as "Ashtorm" for instance. Some names and areas of operations include:

Zosimus (The Brukwenn colonies)

Dracon (The Gesmeron colonies)

Hyperion (Vassal polis of Olynthus)

Philon (Methonian holdings on Gegamal Prime)

Eleutherius (The court of Methone)

Crius (Army of Panormos near Methone)

SIXTH VERSE: TRAGIC HEROES

The PCs are too late to stop the poisoning of the king's wine. When they arrive, they find that it's Selena and not the king, who drank it. With the last ounce of his sanity the king has cut open his lover to save their child from dying along with its mother.

This scenario should take place late enough in the pregnancy of Selena so the child can survive its savage birth. While it's nowhere nearly as bloody as many of the Greek tragedies, this scenario might be too much for your playgroup. If you want to avoid the caesarian episode, have the child be newly born instead, the wine a celebratory (and anaesthetic) drink.

BACKGROUND

After years of covert dueling, the Zaraxian spymaster Iapetos has finally managed to 'turn' someone close to the king without Queen Tryphosa and her network of spies suspecting it.

Iapetos is planning to assassinate King Telemachos at the very moment when his own king declares war on Methone. With no royal heir and no obvious claims to the throne, Methone will be seriously weakened and unable to fight effectively.

Iapetos has promised King Hector that Methone will be in chaos when the Zaraxian forces arrive, and they're already on the move when the scenario starts.

POSSIBLE HOOKS

Since the assassin is someone close to the PCs they should have all the motivation they need already.

SCENE 1: CONFRONTATION

The PCs may try to confront the assassin first, maybe in the hope of being in time to stop the assassination. Depending on the nature of the assassin and their reasons, this could be a bloody or tragic confrontation. Whatever the case, the PCs will learn that the assassin has personally handed an amphora of poisoned wine to King Telemachos or Selena, explaining that it's a gift of love/thanks/appreciation. Since the gift was personal and the king has no reason to suspect the assassin, he did not pass it by his tasters.

SCENE 2: TOO LATE

When the PCs arrive at the king's palace, they will be denied access at first by the guards:

"The king has requested a few hours of peace, to be disturbed only in the case of the return of Athena!" the guards explain. Give the PCs just enough stonewalling to make them slightly desperate, and then have a distant cry of anger come from within the king's private chambers.

Unless the PCs have drawn weapons and tried to threaten their way past, the guards will let them run along as they sprint towards the king's chambers.

SCENE 3: NEW LIFE, NEW DEATH

While the PCs rush along the seemingly unending corridors leading to the king's chambers, they hear the scream turn into a wail, almost inhuman in ferocity and volume.

As they enter the king's chambers they see a truly horrible sight: on a table lies a smashed amphora of wine next to an overturned drinking bowl. Beneath the table lies Selena frothing at the mouth, her eyes quickly turning into empty orbs, her belly cut open from the chest down. In the middle of the obscene gore sits King Telemachos, dripping knife in one hand, his tiny baby child in the other, weakly screaming as it takes its first breaths of air. The king's face is curled into something inhuman, his wailing slowly turning into a whimper.

When the tragic horror of what has happened has got through to everyone, just let the scene and verse end.

SEVENTH VERSE: DRAWING THE SWORD

King Telemachos seems to have lost his mind; Queen Tryphosa and the king's closest allies try to hide the fact. When he runs to the Zaraxian ambassador's chambers and declares that he will exterminate every living soul in Zarax as revenge for the death of his love, the situation threatens to get out of hand.

The PCs are asked by Tryphosa to intercept and kill the ambassador before he can return to Zarax with the declaration of war that would make it clear that King Telemachos is insane.

BACKGROUND

Methone and Zarax have been on the verge of war for a long time, and most are just waiting for the declaration of war to come from one side or the other.

Since almost all the major poleis are allied to one side or the other, this risks getting them all involved in the war. Since most alliances are only written on paper, not set in stone, if the king of Methone declares total war in a fit of insanity, few of his allies would feel compelled to fight for him. Some of the vassal poleis might even use it to try to get out of their vassalage.

The next few hours will decide the fate of Methone.

POSSIBLE HOOKS

This scenario follows only hours after the Sixth Verse: Tragic Heroes with the PCs (and everyone else at the court) not being allowed to leave the royal grounds under orders from Queen Tryphosa. She is also especially interested in the PCs when she learns that they arrived just in time for the assassination.

SCENE 1: KING GONE MAD

King Telemachos has entered a state of complete apathy following the death of Selena. He acknowledges no one, not even his own newborn child, simply staring into empty space with a look of lethargy on his face.

After the initial shock, it's Queen Tryphosa that takes control of the court and its functions. She finds a nanny for the baby, swears everybody (including the PCs) to silence regarding the king's present state, and orders the PCs to join an emergency council she has convened in the throne room.

Present are most of the important NPCs of Methone, high level guard officers and important members of the service staff. King Telemachos is sitting completely still on his throne throughout the meeting.

Queen Tryphosa turns to the PCs and asks them how they knew of the assassination attempt.

She listens carefully, posing only a few questions to clarify or elaborate on certain details. She's especially excited when she hears that the PCs have seen the face of Iapetos. A grim smile on her face as she whispers *"big mistake, you bastard, you should have kept hidden."* She won't go into a long explanation about how she knows about him, but she

will say that he's a legendary Zaraxian spymaster, so secretive that even the king of Zarax only knows his alias *Iapetos*.

As soon as the PCs have finished their account, they hear a loud crash from the throne. King Telemachos has gotten up so quickly that the huge golden throne has tumbled over. Before anyone can react, he rushes out of the throne room, Hades Blade drawn, and murder in his eyes.

Queen Tryphosa can be heard saying "*Gods, no!*" as everybody in the room starts running after the king.

The PCs may or may not rush after the king. If the PCs stay in the throne room, then Queen Tryphosa will recount what happens in Scene 2 when she talks to them later.

SCENE 2: THE AMBASSADOR

King Telemachos runs the entire length of the main palace and heads for the wing reserved for ambassadors of the major poleis. He arrives in front of the massive door that leads into the Zaraxian ambassador's quarters and with a violent kick he smashes the door open.

Inside are the Zaraxian ambassador, Anaximenes, his personal secretary, two Zaraxian hoplites and his Spartan bodyguard. As the king enters, Anaximenes and his secretary stand frozen with a mix of fear and surprise, the two hoplites immediately attempt to attack the king and the Spartan bodyguard moves into defensive position in front of the ambassador.

If the PCs are present, now is a good time to give them a chance to act. If they don't interfere, the king's bodyguard will intercept the two Zaraxian

hoplites, and one of them will try to grapple Telemachos from behind before he reaches the ambassador.

Anaximenes, a tall man, will cower behind his Spartan bodyguard should Telemachos get close, crying out that he has diplomatic immunity and should not be harmed.

The Spartan will keep Telemachos from getting to the ambassador, but won't attack the king.

As soon as Telemachos is stopped, the king suddenly cries out in a broken voice:

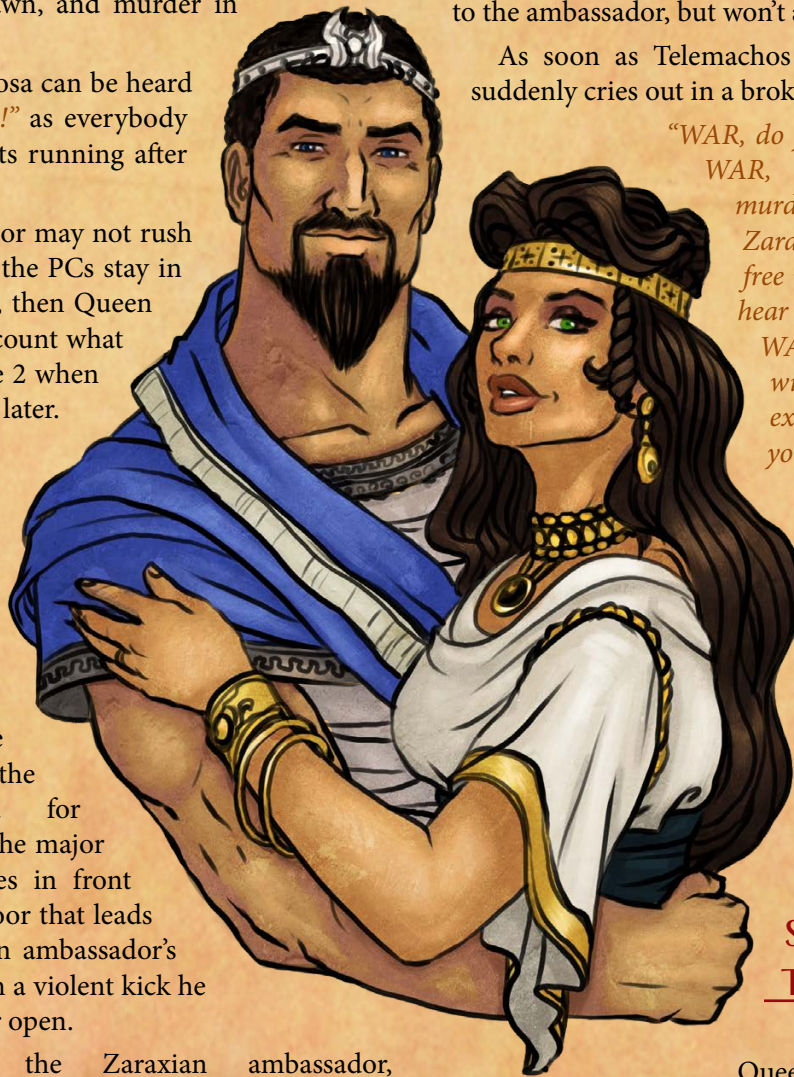
"WAR, do you hear, ambassador? WAR, war upon your murdering polis! Not one Zaraxian will be alive and free when I'm done, do you hear me? I declare TOTAL WAR, ambassador; I will wipe Zarax from existence! Tell that to your murdering king! I will drown my sorrows in your blood and the blood of your people!"

There is a short moment of complete silence, and then Telemachos walks away, dark determination on his face.

SCENE 3: QUEEN TRYPHOSA'S GAMBLE

A few hours later Queen Tryphosa calls the PCs to her chambers. This time she's the only one in the room. *"I need your help one more time, my friends of Methone. We aren't prepared for war. Our forces are too scattered. We need time to prepare, and we need allies."*

Unfortunately my son seems to have emerged from his stupor in a dark and dangerous mood. He's willing to risk the existence of our beloved Methone because of the death of Selena. I've been unable to



get him to limit the conditions of the war - he is intent on the total destruction of Zarax and the enslavement of its entire people. Such conditions will make it impossible for us to gain allies, and our vassals will refuse to fight if they risk complete destruction.

I need you to stop ambassador Anaximenes before he boards his Daidalos Shuttle with the declaration of war. If you can make it look like an accident, so much the better. He's leaving from the ambassadorial landing area behind the Zeus temple in a few minutes. If you ever loved Methone, go now."

If asked, Queen Tryphosa explains that she hopes to convince Telemachos to make a more sensible declaration of war in the time it takes for a new ambassador to be sent from Zarax. If pushed, she will admit that she is already working on making a forged declaration... just in case.

SCENE 4: THE SPARTAN

Located behind the temple of Zeus, the ambassadorial landing area is deliberately obscured to the rest of the royal compound behind tall

walls. As the PCs arrive, they see Anaximenes giving some final orders to his personal secretary. Other than the two, there's just the ambassador's Spartan bodyguard. As soon as it becomes clear the PCs are not friendly, the Spartan pushes Anaximenes into the Daidalos Shuttle and turns to face the PCs.

As soon as one of the PCs gets close to him, the Spartan whispers: *"You must stop him. A total war will destroy us! Search his papers."* If asked to step aside, the Spartan smiles sadly; *"I can't. I'm bound by honor and oath, and I'm not giving up either when I'm just about to face Hades' judgment."*

The Spartan will fight to the best of his abilities, but he will try to disarm or disable, rather than kill, all the time quietly encouraging the PCs to kill him and stop Anaximenes.

Anaximenes and his secretary are hiding inside the Daidalos Shuttle along with the Logician pilot. When the PCs enter the shuttle, Anaximenes orders his secretary and the pilot to defend him, which they both try to do as best they can. He never fights himself, but just whimpers.



Among Anaximenes' papers the PCs find a signed declaration of war from King Hector VIII of Zarax. Along with it is a little handwritten note: *"In case Iapetos' plan fails. Our forces are already moving on Larymna so make sure there are no delays, Anaximenes."*

The date on the declaration corresponds to whatever date Selenia died, and hostilities are to commence in ten days, with the conditions of the war much less destructive; Methone is ordered to give up all of its vassals on Athens and half of its colonies. The reasons for the war are vague, mostly claiming that Methone has grown too large, and that Zarax is simply trying to save it and its vassals from the 'Curse of Kings' (see page 32).

AFTERMATH

The war between Zarax and Methone is impossible to avoid, but the actions of the PCs will determine how the rest of the Athenians view it:

If they don't stop Anaximenes from going to Zarax, everybody will see the war as a mad king trying to revenge the death of his lover, making it very hard for Methone to get allies.

If they stop Anaximenes, but don't show or find King Hector's declaration of war, then Queen Tryphosa will forge a new, less destructive declaration of war, and give it to the new Zaraxian ambassador. Though better, this would still make Methone the aggressor in the eyes of most.

If they stop Anaximenes and deliver the Zaraxian declaration of war to anyone but King Telemachos, then Hector of Zarax will be seen as the aggressor and Telemachos as the innocent victim, making it much more likely that allies will help out.

If they stop Anaximenes, and deliver the Zaraxian declaration of war to King Telemachos right away, he will simply rip it to pieces and say that the conditions are too weak. If they wait a day or two, he will have fallen back to a more apathetic state and he will simply accept the war as it is.

KING TELEMACHOS

(See page 133.)

QUEEN TRYPHOSA

(See page 135.)



AMBASSADOR ANAXIMENES

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

Skills: Fighting d4, Knowledge (Politics) d10, Notice d8, Persuasion d10, Streetwise d8

Pace 6 Parry 5 Toughness 5 Pulse 10 Charisma +2

Hindrances: Sense of Duty (Zarax)

Edges: Noble, Rich

Gear: Fancy chiton (robes)

ROYAL GUARDS AND ZARAXIAN BODYGUARDS TO ANAXIMENES

Use Elite Hoplite stats from page 141.



SPARTAN BODYGUARD

Use the Spartan Hoplite stats from page 141, but he's additionally a Wild Card.

EIGHTH VERSE: THE FIRST BLOW

The PCs need to go to the vassal polis of Larymna and convince the local politicians that they need to fight against overwhelming odds for at least six days, or the war will be lost before it begins.

This scenario is not linked to the hunt for the spy master Iapetos and could be ignored if you wish to rush the campaign a little. Instead of sending the PCs to Larymna, the war council could decide to send them to help the Methone army attack Torone instead (Ninth Verse: Unexpected Allies).

BACKGROUND

The war between Methone and Zarax is threatening to become a global war, as both sides

call on their allies and vassals. The first major battle in the war is going to take place in the Methonian vassal polis of Larymna.

POSSIBLE HOOKS

Any patriotic Methonian should be eager to fight for his polis wherever it is required. Besides, when Queen Tryphosa orders you to attend a war council, you go. No questions asked.

SCENE 1: WAR COUNCIL

The PCs are ordered to attend a war council called by Queen Tryphosa. King Telemachos seems to have fallen back into a state of apathy, and while he is eating, he says nothing and spends most of his time staring into space or sleeping uneasily.

Although Queen Tryphosa and other important NPCs are doing their best to manage the war, they are open to suggestions on the following topics from the PCs, who are proven and trusted servants of Methone by now.

News of the war has yet to spread to the colonies, but a decision needs to be made regarding the forces in the colonies. Should they be pulled back home for defense, or stay and perhaps even go on the offensive?

The fleets of Byzantium and Ephesus are moving to blockade Ialysus. However they will either have to pull out, or risk an attack before winter comes. Without some additional forces such an attack is likely to fail. What should be done with the fleets?

The vassal polis of Therma is expected to fall under siege shortly. With a little luck the weather will slow the enemy down, but it's likely to fall unless assisted with at least a dozen phalanxes. There are available forces in Gortyna, but removing them is likely to encourage the rebels further.

There is also a problem with Larymna. Though traditionally a Megaran vassal, Larymna was peacefully conferred to Methone as a vassal some three hundred years ago. It's famous for its fantastic architecture, especially the uniquely beautiful City-of-Gods. It has been a relatively stable democracy for a little over one hundred years.

Larymna lies on the only passable route south of the Parnassus Chain, making it a very likely first

target for Zarax. The politicians and inhabitants of Larymna are well aware of this, according to spies and informants. Aside from the military problem with letting the Zaraxian forces march right by, it would also make for a dangerous precedent, and the next polis in line would be Leuctra, a polis famous for its philosophers and scientists, rather than brave men and hoplites.

Someone needs to make sure Larymna makes an effort to defend against the enemy for at least six days, the time it will take for the majority of the Methonian army to deploy to Leuctra. The key is the Speaker of the Parliament, Theodore. Unfortunately he is apparently a righteous and moral man, *"Guided by logic rather than greed and ambition, the absolute worst type of politician!"* as Queen Tryphosa puts it. Someone will have to go and convince Theodore that it's in his polis' best interests to resist the Zaraxian invasion with all possible might.

Assuming the PCs had reasonably sensible things to say about the various topics, they'll notice Queen Tryphosa exchanging a knowing nod with one of the other NPCs. She then turns to the characters and says that she's satisfied they're the right people for the job.

Nobody will force the PCs to go on this mission, though both Queen Tryphosa and Polemarchos Cleomenes (if he is there) will earnestly request they undertake it. If they accept, they will get the command of a full phalanx of 300 veteran hoplites to help give them some leverage. They will be transported via Ikaros Plane as soon as they're ready.

SCENE 2: WELCOME TO LARYMNA

It's a matter of general information that Larymna is an old, but small city-state. Within its walls are one million citizens, three hundred thousand slaves, and less than fifty thousand free barbarians. It lies squeezed between the southern reaches of the Parnassus Chain and the sea. It is a democracy, and the highest political position is the Speaker of the Parliament.

As the PCs arrive they are met by a delegation from the parliament:

Eneas: Leader of the faction that wishes to fight alongside Methone. In his early thirties, this talented

orator has the bravery of youth, yet is still a very intelligent man with every intention of saving his polis and its citizens.

Eneas' logic is as follows: If Larymna surrenders without a fight, then Zarax will not trust the polis to be a loyal vassal under *their* rule. Now if Larymna gives a good fight and is then taken, the Zaraxians will see that the Larymna democracy is to be trusted, and will give them much greater liberty as a conquered vassal.

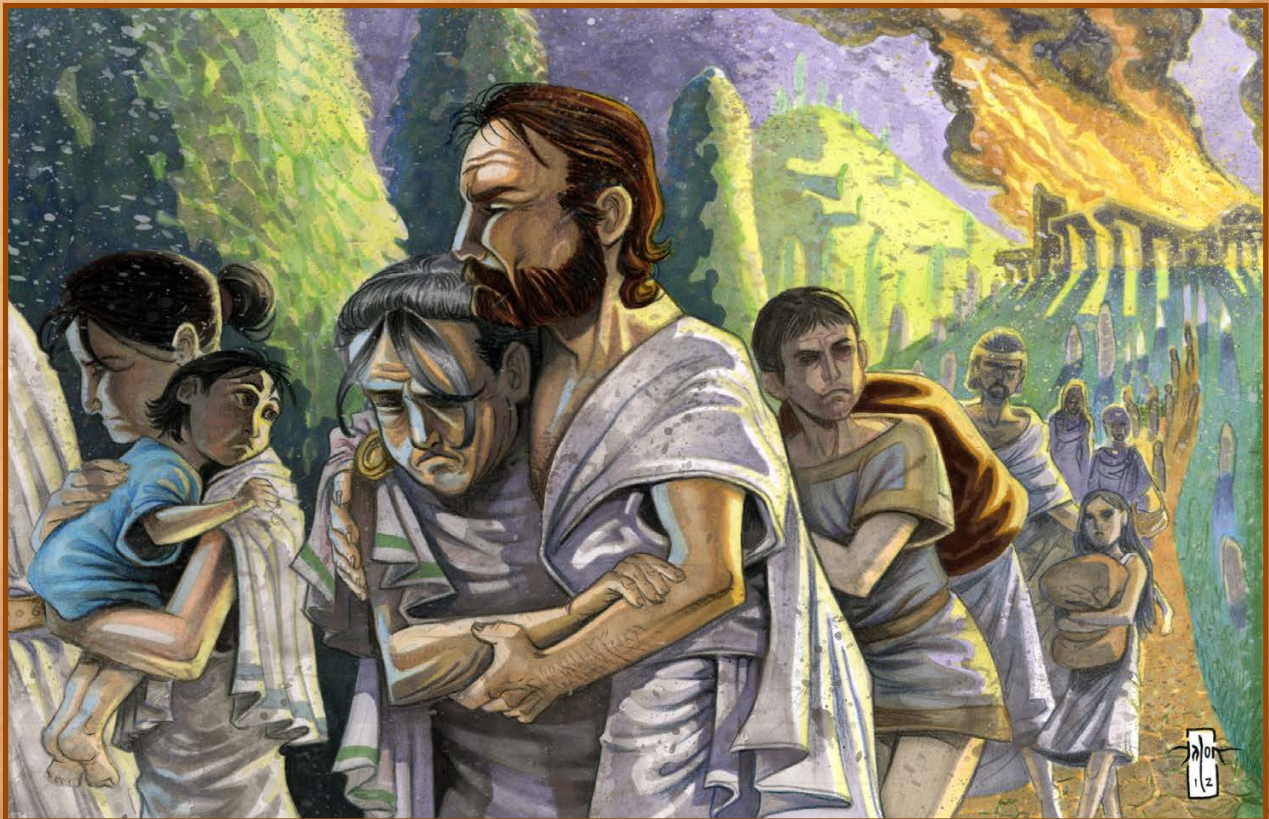
Agis: Leader of the faction that wishes to seek an 'honorable peace'. He's an old architect and much more concerned with the preservation of the city than with saving its people. Still, he has no problem using people as an argument in defense of his policy.

Agis' logic is as follows: Larymna does not have the forces to meet the enemy on open ground, so an eventual defense of the city will take place at the walls and inevitably inside the city. The damage will most likely be worst in the lower districts, amongst the ordinary populace, people who can ill afford rebuilding. So it's in their interest as well to surrender honorably.

Theodore: Speaker of the Parliament and undecided as yet. A quiet man, who thinks before he talks, he is highly respected and has been Speaker for more than a decade despite being only fifty-eight years old. His opinion carries much weight, and many members of the parliament are waiting for his lead before deciding the destiny of their polis. He has no fixed position as of yet.

Cleombrotus: Polemarchos of the Larymnan forces on Athens, an elderly veteran of the Sakalid War. While he is nearly deaf he is willing to listen to ideas, and has little patience with politics and even less with politicians. The military officers of Larymna respect him as he trained most of them.

The PCs will have to convince Theodore to commit fully to defending the polis (very hard), or to agree on *preparing* for a full defense on the polis (hard), or finally to postpone a decision until more information about the enemy threat has been gathered (this should be quite easy). After the meeting, the PCs are shown to their quarters in the parliament grounds, along with their phalanx.



SCENE 3: OPENING SKIRMISH

The morning following the PCs arrival, a warning signal suddenly sounds across the eastern steppes. Out of the dawn fog a large convoy of refugees appears. Behind them, lights and columns of smoke show the villages and villas that have been abandoned to the enemy.

As the sun's rays chase away the fog, a large force of barbarian cavalry is revealed, descending upon the refugees like a huge scythe. There's panic in the convoy and it's clear they won't make the safety of the city walls before they're cut down.

An attempt to save the refugees will be made only if the PCs act. Otherwise the refugees will be cut down or taken as slaves. This will severely undermine morale in the city. Everyone's watching to see what the PCs do.

ZARAXIAN LIGHT CAVALRY RAIDERS (10 TOKENS)

100 Athenian scouts and officers (1 token).

Use Normal Hoplite stats (see page 140) but add Riding d8 and give them light armor (+5 Armor, all locations) instead.

2,000 Mounted Brukkwenders (6 tokens).

Use Gameeli Volunteers (see page 145) but add Riding d6.

500 Kikkurutz Mounted Archers (3 tokens). (See page 143).

Commander of the force is Chiliarches Agler, a capable commander of barbarians, who has a reputation for being almost as barbaric as the men he commands.

THE PCs POSITION

As representatives of the Methonian king, the PCs have a very peculiar position within the political hierarchy of Larymna, somewhere between ambassadors and occupiers. To a large extent, the PCs' actions decide how much power they wield over the locals.

CONVOY (3 TOKENS)

5,000 men, women and children.

300 guards and armed refugees (3 tokens). Use Militia Hoplite stats (see page 140).

No leader (roll d4-2 for Knowledge (Battle) unless one of the PCs take control).

Heroic characters should get an additional point of Karma for each thousand refugees saved. Acting to save the refugees will also strongly increase the PCs' reputation amongst the people of Larymna, even if they fail, and give them +2 Charisma while in town.

SCENE 4: THE SIEGE

Day 1, Preparations: During the next day, the main part of the Zaraxian army arrives to lay siege to the eastern side of the polis. Meanwhile, civilians are fleeing en masse through the western gates, or via the ports south, adding chaos to an already chaotic situation.

Parliament is considering going into exile in Megara to wait out the war, and then negotiate with the winner (this is a new proposal from Agis, and is rather popular with the scared politicians in the parliament). The PCs need to either convince them of the errors in this option, or modify it so that the parliament members seek refuge in Methone instead, where they can be controlled.

The throng of civilians leaving town has made it very difficult for Cleombrotus and his men to prepare the inner defenses, and more importantly, repairing the gap in the outer city wall.

The whole area is a chaos of construction sites, half-finished wall sections and temporary workers' tents, so if the PCs can come up with some clever defenses they might be able to use the breach to trap the enemy forces (so giving them a -1 or -2 penalty to their Knowledge [Battle] rolls).

During the night enemy scouts attempt to cross the river or scale the wall to infiltrate the city - but one of the PCs spots them. If the PCs catch one of the enemy scouts, or perhaps interrogate survivors of the raid from the day before they will learn who is in command of the enemy forces:

Polemachos Craterus: See Fourth Verse: Swords and Sandals above but add the Harder to Kill Edge - he's back...

Strategos Theophile: Second in command, an elderly soldier with a much more cautious approach than Craterus. King Hector of Zarax intends him to have a calming influence on Craterus.

Strategos Milos: A cousin of King Hector, he is completely in awe of Craterus and has little respect for the lives of his men.

Chiliarches Agler: See Scene 3 above.

Chiliarches Elutherios: A close friend of Craterus, he was put in charge of half of the barbarian forces by the Polemachos. He's a good officer, but has little patience with the various barbarian cultures and their peculiarities.

Day 2, First Assault: The Zaraxian forces concentrate on the breach in the outer wall where it's unfinished. They have brought no ladders, rams or other siege equipment for this assault.

If the attackers fail to win the day, failing to force the defenders away from the harbor, they begin to cut down the forest outside the city to build light siege equipment. A raid against these workshops could perhaps be mounted in the cover of darkness, using rowboats and river barges from the harbor.

True to Athenian nature, it's the barbarian auxiliaries that have been tasked with building the siege equipment during the night, and there is next to no prepared defense.

Day 3, Rainy Afternoon: After a foggy and damp morning, heavy summer rain starts to fall, making fighting nigh impossible for the rest of the day (-4 to Knowledge [Battle] rolls for both sides). Still, Craterus will keep pushing until evening despite this.

In the rainy afternoon deserters from the reserves try to sneak out with the civilians. If they aren't stopped, almost 1,000 reservists will desert (1 token).

During the dark, starless night, tiny groups of Zaraxian scouts and spies attempt to infiltrate the city once again. This is an important part of Athenian warfare.

Day 4, Aerial Assault: Craterus attempts to bypass the defenders by dropping 400 paratroopers in a suicide mission to the west of the city. They attempt

to create as much chaos as they can, trying to penetrate all the way into the parliament grounds, killing and burning as much as they can on their way (+2 to Craterus' Knowledge [Battle] roll that day, but 1 additional token is automatically lost at the end of the day).

Phalanxes from Herakleia, the age-old rival polis of Larymna, have been spotted among the enemy forces. If one of their banners could be captured this would incite the defenders to fight even harder (+2 to rolls for the rest of the day).

During the night, news reaches the defenders that Knossos has entered the war on the side of Zarax, and is sending its fleet to help out the besiegers by attacking from the sea side. This news panics certain parliament members, especially Agis and his followers, and threatens to spread to the rest of the army.

Day 5, Reinforcements: Two large armored triremes arrive ahead of the Knossos fleet to provide support for the attackers during the day's assault. The ships are virtually unsinkable (Toughness 44(14), Heavy Armor), and provide the attackers with floating fortresses to assault the harbor or to act as bridges across the river. The crews are only lightly armed, and could be overpowered if taken by surprise.

As long as the triremes are effective, they provide the attackers with a +2 bonus to their Knowledge (Battle) rolls.

During the night 3,000 Larymna hoplites (5 tokens) arrive from the colonies on Brukwenn, determined to defend their home. If the harbor has been lost, the enemy will slaughter them as they offload from their Ikaros Planes... unless a rescue mission is mounted.

Day 6, Craterus' Final Gamble: Craterus has received information about the Methonian forces gathering to the north, and realizes that he needs to finish the siege soon, or risk losing momentum. He decides to personally lead the day's assault to inspire his men, giving the PCs a golden opportunity to meet him face to face. Have Craterus fall into the river or harbor if the PCs defeat him, to give him a chance to take advantage of his Harder to Kill Edge.

At the end of the day's fighting a fire breaks out in the city, forcing the two sides apart, and ending

MASS BATTLE OR CLOSE UP SCENES?

The following scene is one long battle. Make sure to get the PCs involved, even if their characters are not suitable for large scale combat. There are plenty of other important things to do while the armies clash. It's quite possible to simply use the battle as a backdrop, concentrating instead on close ups of the PCs' individual action.

LARYMNA'S DEFENDERS (31 TOKENS)

5,000 hoplites (12 tokens). Use Normal Hoplite stats (see page 144) but with Spirit d8 since they are defending their home.

7,000 barbarian policemen (2 tokens) mostly Gameeli Volunteers (see page 149).

3,000 light barbarian cavalry (2 tokens). Use Gesmeronian Swordsmen (see page 148) but add Riding d8.

10,000 recalled reserves (13 tokens). Use Normal Hoplite stats (see page 144) but reduce Vigor to d6 and Toughness to 11(6) since they are slightly out of shape.

Add to that the 300 Methonian Veteran Hoplites (2 tokens) (see page 144).

THE ZARAXIAN INVASION FORCE (100 TOKENS)

200 phalanxes – 40,000 hoplites (70 tokens). Use Normal Hoplite stats (see page 144).

100,000 various barbarians (30 tokens). Use any type of barbarian mercenary you see fit.

150,000+ people of the train (mostly non-combatants).

MASS BATTLE RULES

If using the mass battle rules in this part, use the following modifications: Each combat Round is roughly four hours, giving three Rounds of daylight fighting, and potentially three Rounds of evening fighting. Fighting at night results in -4 to the battle rolls of both sides, and is not popular among the men. The Zaraxian invasion force has 100 tokens to start with rather than the usual 10, but only 10 tokens can be brought to attack or defend the walls each combat Round. Morale is handled normally but only that day's losses are counted.

further combat. Both sides count as having routed the field of battle for the purpose of recovering tokens.

Day 7+, The End: At daybreak the Knossos fleet comes into view from the south. With thousands of fresh hoplite-marines adding to the assault, the defenders can no longer hope to hold. It's possible to make a whole mini adventure about the PCs making a fighting withdrawal with the surviving forces towards the north and the Methonian lines. We'll leave that up to you to judge.

AFTERMATH

If the PCs manage to hold out for six days, the Methonian army will have been able to deploy and prepare defenses. The Zaraxian push is halted for the moment.

If the PCs fail to hold for six days, then the Zaraxian push will reach Leuctra and besiege it before the Methonian forces can get in position.



ENEAS, AGIS AND THEODORE

Use the Colonial Governor stats (see page 142). Agis and Theodore are both Elderly.



CLEOMBROTUS

Use Army Commander stats (see page 142) and add Elderly, Inspire, Fervor and increase Knowledge (Battle) to d10.



CHILIARCHES AGLER, STRATEGOS MILOS AND CHILIARCHES ELUTHERIOS

Use Army Commander stats (see page 142) and add Mean.



STRATEGOS THEOPHILE

Use Army Commander stats (see page 142) add Mean and Elderly.

NINTH VERSE: UNEXPECTED ALLIES

Following their narrow escape at Larymna, the PCs are sent to the relatively calm siege of Torone in Hyperborea. Here, a Zaraxian officer contacts them in secret. He wishes to get revenge on Iapetos for sacrificing his old phalanx brothers in one of his many schemes. He doesn't know what the spymaster looks like, but he has learned where he'll soon be.

BACKGROUND

Some time after the first battles in the Zarax-Methone war, the Zaraxian vassal polis of Torone is under siege. While far removed from the main battlefields, it offers an opportunity for Methone to gain a relatively easy victory. A real victory is needed to boost morale, and to give a better chance of convincing other poleis to enter the war on the side of King Telemachos. In addition, defeating the notorious King Basil of Torone would be a popular move, especially in the Hyperborean League whose members he has provoked on a number of occasions.

With most of their forces concentrated in more important regions, the Zaraxians have only sent a small force to help defend their vassal. This half-heartedness is not lost on the Zaraxian hoplites sent on this mission and morale is very low.

POSSIBLE HOOKS

The PCs are ordered to go to Torone either by Queen Tryphosa or Polemarchos Cleomenes. No other hooks are needed, as disobeying would be considered treason.

SCENE 1: STRANGLEHOLD

The Methonian forces laying siege to Torone, number only about thirty phalanxes, some six thousand men, and twelve thousand choice barbarians. In addition, there are approximately twenty thousand civilians in the supply train.

Torone itself has only one hundred and fifty thousand citizens, and about forty five thousand slaves within its walls. At the moment there are also

fifty thousand refugees crammed in along with the normal residents. King Basil has about four thousand hoplites, and five thousand barbarians, mostly Gameeli Volunteers, for his defenses. In addition, he also has five Zaraxian phalanxes (about twelve hundred) hoplites, sent at the last moment before the besiegers closed the gap and conquered the local cosmoport.

At the time the PCs arrive, the siege of Torone is already more than ten days old. According to intelligence, the city should have expended most of its supplies and reserves at this time, especially as King Basil never was the cautious type, and had made next to no preparations for a siege.

If the PCs don't want to be in command of the besieging forces, Strategos Lamachos will keep command. If one of the PCs is suitable to be in command, then the scenario starts with him taking control, as Strategos Lamachos returns to Methone, in need of emergency treatment for his poor health.

SCENE 2: ANOTHER MAD KING

A day or two after the PCs arrive, King Basil of Torone proves his lack of compassion. The ports open in the middle of the night and suddenly thousands of civilians start streaming out in such a rush of human bodies that the besiegers are taken by surprise. Before they can react, the gates close again.

King Basil has decided that his soldiers should not starve because of useless refugees, so he is simply forcing them out. Suddenly the Methonian army is faced with fifty thousand starving and freezing civilians. Aside from the immediate problem of sheltering them from the weather, the supplies would run out in a day or two if the refugees are to be fed properly.

The supplies flown in daily from Methone might be increased to reduce the risk of starvation, but someone would need to explain to the court why the cost of the siege suddenly doubled. If the PCs don't call an emergency meeting of the the local officers, have someone else do it.

SCENE 3: AN UNEXPECTED REQUEST

During the meeting to discuss the fate of the refugees, a guard enters along with one of the

civilian refugees. The guard explains; *"He's a Zaraxian hoplite, my lords. He asked to talk to you, and knew you by name. I thought I'd best bring him here - he's not armed."*

Once given a little hot wine and some food, the Zaraxian will explain:

"I'm Hoplomachos Mnason of Syntagmatarkhis Akakios' own phalanx. He has heard about you and your run-ins with this 'Iapetos' character. You see, my master has no love for either Iapetos or King Crazy in there," pointing towards the besieged polis, "so he has a proposal to make. In return for the safe passage of the five phalanxes under Syntagmatarkhis Akakios' command to neutral Mycale, he will give you Iapetos."

If asked why Akakios has no love for Iapetos, Mnason explains that the mysterious spymaster is famous for sacrificing common soldiers if it furthers his plans. Akakios lost his phalanx brothers in one of the spymaster's schemes. It has taken Akakios many years to figure out who was behind it, and even now he does not know what Iapetos looks like. When he heard that Iapetos had ordered all his agents to kill the PCs on sight to protect his identity, Akakios knew he'd found unexpected allies in his hunt for Iapetos.

"My master will try to convince King Basil to let us attempt to free the cosmoport in a quick and surgical stroke. King Crazy just loves suicidal, head-on charges, so he's bound to allow it. Just make sure your men let us pass. Once we have reached our transports in the cosmoport, Akakios will give you Iapetos' exact location. If we have an agreement, then shoot a green signal arrow over the western tower tonight, and tomorrow morning the exchange will take place. Oh, and by the way, I'd very much like to be there as well to join my brothers."

If questioned about how he can be certain, Mnason willingly explains: one of Iapetos' agents was trapped in Torone by the siege. He carried a very important message to King Hector, but soon after the siege began he became mortally ill, and feared that his message would not make it.

In desperation he contacted Akapios, asking him to convey the message from Iapetos to the king, not knowing about the commander's history with the spymaster. Akapios accepted the message (the exact contents of which Mnason does not know, and Akapios has no intentions of revealing it if the PCs catch him somehow), and found one very interesting paragraph regarding the plans of the spymaster. It's this tiny piece of decoded message that Akapios intends to sell for the lives of his men.



FORCES

This scenario is not actually meant to be played using the mass battle rules as the outcome is pretty much certain from the start, but here is the lineup of the forces in Mass Battle terms:

METHONIAN FORCE (10 TOKENS)

6,000 hoplites (7 tokens)

12,000 barbarians (3 tokens)

TORONE DEFENDERS (8 TOKENS)

4,000 hoplites (4 tokens)

5,000 barbarians (2 tokens)

1,200 Zaraxian hoplites (2 tokens)

The defenses of Torone give a -2 penalty to the Methonian commander as long as the defenders stay behind them.

If the PCs refuse the exchange they will have to take Torone and pry the message from Akapios' dead body. He has no hard feelings against the PCs; he's a soldier, and this is war, but he had to try.

SCENE 4: THE EXCHANGE

As morning dawns, the gates facing the narrow peninsula leading to the cosmoport open and out charge five Zaraxian phalanxes. They quickly approach the defenses put up by the besiegers and then begin to slow down from a wild run to a quick walk and then a tired stroll. In front are five Zaraxian commanders, lead by Akapios. He approaches the PCs and looks carefully at them.

"Well, gentlemen, so our kings got their little war, eh. And I hear you've caused our spymaster Iapetos much grief. He very much wants you dead, you know? Each of his agents carries your names and descriptions, along with an obol for the ferryman. Personally, I hope you get him first even if you are Methonian!"

As the last Zaraxian hoplites pass him, he hands the PCs a cut out piece of paper: *I will personally be present at the general assembly in Borea and make*

any necessary 'adjustments' to ensure the vote falls in our favor. The vote will take place [in 48 hours from the time the PCs read the note] and after that I intend to leave this gloomy place as quickly as possible.

Then Akapios and his four Lokhagoi march off to join their men.

SCENE 5: TAKING TORONE

The moment it becomes obvious to King Basil that he is being betrayed, he orders all his remaining forces to attack the Methonians on the narrow peninsula. His men are demoralized, hungry and exhausted (-4 if using Mass Battle rules), but they are still tough and honorable, so they will fight to the best of their abilities as long as King Basil is alive. If the PCs can kill King Crazy... we mean King Basil of course... his men will immediately surrender without conditions.



STRATEGOS LAMACHOS

Use Army Commander stats (see page 142). Add Anemic.

HOPLOMACHOS MNASON

Use Veteran Hoplite stats (see page 141).



SYNTAGMATARKHIS AKAKIOS

Use Elite Hoplite stats (see page 141) but add Vengeful, Inspire, Hold the Line!, and Knowledge (Battle) d8



KING BASIL

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

Skills: Fighting d12(+1), Intimidate d10(+2), Knowledge (Battle) d6, Notice d6, Taunt d8(+2)

Pace 5 Parry 8 Toughness 13(8) Pulse 25 Charisma -4

Hindrances: Bloodthirsty, Elderly, Overconfident

Edges: Block, Command, Hoplite, Noble, Strong Willed, Trademark Weapon (His Longswords), Two-Fisted

Gear: High Quality Hoplite Armor (+8 Armor, all locations), 2 Hades Blade Longswords (**Damage:** Str+d8+2, AP 4).



KING BASIL'S BODYGUARD

8 Elite Hoplites (see page 141).

TENTH VERSE: COLD REVENGE

Iapetos is playing another of his high-stakes games, trying to get the parliament of the Borean League to enter the war on Zarax' side. The PCs can stop this and corner Iapetos at the same time.

The PCs finally face Iapetos and his fanatical servants in the frozen lands of Hyperborea.

BACKGROUND

Iapetos is not one to cry over spilled milk. Despite several of his plans failing or falling short, the war is still winnable, as long as enough poleis are convinced to join the Zaraxian side. A possible joker in the game would be the Borean League, but it's renowned for its chaotic political scene and only the most skilled maneuvering would ensure that it joins the right side in the war. Nobody is more skilled than Iapetos himself.

Just to make sure, however, he has brought his secret trump: Pandora.

POSSIBLE HOOKS

By now the PCs should really want to get their hands on Iapetos and since they're the only ones who know what he looks like, it's vital that they go in person.

SCENE 1: WELCOME TO BOREA

The city of Borea lies alongside a huge slow-moving river on the border of the arctic lands. The river and the surrounding lands are shrouded

in a constant fog as the ground is heated by underground hot springs. This fog only lifts when the wind comes by and drives it away.

Borea is the capital of the Borean League, though it is a common misunderstanding that the League is named after the city: both the city and the League are named after the god of the north wind, Boreas.

The polis has around 750,000 citizens, 975,000 slaves, and about 50,000 barbarian residents, making it second only to Tigeion in population within the League.

Borea is home to the parliament of the Borean League. As a result a large number of politicians from all the League members make it their home. In addition to the representatives from various poleis, Borea is itself an old and proud representative democracy, with almost two thousand elected officials in three different chambers. It's a common joke that Borea has the highest number of politicians per citizen of any polis on Athens.

At the time of the PCs' arrival, the city is buzzing with anticipation of the end of the current session of the general assembly of the Borean League. This is celebrated with a three day, citywide festival.

Aside from politics, Borea's wealth stems mostly from mining, whaling and fishing. It has a disproportionally large cosmoport/harbor to accommodate both the massive whaling ships and the enlarged Ikaros Planes and Daidalos Shuttles used to transport ore and minerals.

The PCs will be registered as they enter the polis, but will be allowed to keep both armor and weapons without fuss; weapons laws are very relaxed in the Borean League.

SCENE 2: THE GENERAL ASSEMBLY

The parliament building of the Borean League is a huge and pompous structure. It's relatively new, having been finished only a decade ago, and is placed at the northern edge of the polis. A huge artificial lake with a central fountain in the shape of the god, Boreas, is actually a tamed geyser that spews out boiling hot water two hundred meters into the air every four hours. The entire building is constantly lit by huge light-casters hidden in various strategically placed sculptures. It was built to show the power and

wealth of the Borean League, and the locals are eager to show it off to foreigners, especially if they are from a major power such as Methone.

The PCs can gain access with little trouble, simply by contacting the guards at the entrance to the parliament. They will be asked to turn in their weapons and armor, but are not thoroughly frisked, so smuggling in a knife or Polis Lance should be possible (Stealth or Agility test to make a little sleight of hand). Larger weapons and armor will be noticed unless the PCs are really inventive.

The PCs are assigned an obligatory guide, Callimakus (or 'Makki' as he jovially tells the PCs to call him) while they are in the building to help them make sense of the labyrinthine corridors and hundreds of meeting rooms, offices, cantinas, in-house temples, sleeping quarters for staff and politicians.

Use Common Citizen stats for Makki (see page 140), but with Smarts d8 and a lot of common knowledge about the parliament building and everything that goes on within it. He's eager to show the place off, explaining that his father used to work on one of the construction teams ("He did most of the stairs!"), and is slightly annoyed if the PCs don't seem interested. He tries to take them on a little tour of the rest of the building before he reveals the centerpiece of the building, the obscenely large dome that holds the general assembly.

Close to 350m in diameter, the general assembly comfortably holds the 1,600 representatives, their personal secretaries, servants, bodyguards, aides, and general hangers-ons, not to mention the hanging balconies where thousands of attendants can listen in on the discussions.

Makki takes the PCs to these massive balconies. They hang in a semi-circle around and above the area reserved for the delegates, slightly tilted to give even the back rows a good view of the entire dome, but it also causes a slight sensation of vertigo to the unprepared.

There's an almost 'sports event' feeling to the audience as the PCs enter. Many carry signs with the names of politicians or various poleis, and there is constantly someone yelling or booing at the delegates below, or at other people in the audience. From the conversations it is clear that there is soon to be a series of important votes:

The status of the Crannon delegates following the revolution in that polis.

A regulation of the taxes of Cyme and Paros as they have just found a large gold deposit in their shared borderlands.

The financing and building of a new Colony Ship and an Invasion Barge.

The proposal to enter the Zarax-Methone War on the side of Zarax in return for dominion of the Methonian vassal Ephesus and 1/5 of all Methonian colonies conquered (counted in number of subjects).

If the PCs ask some of the people in the audience why there is no vote to enter the War on the Methonian side, they are told that the Methonian ambassador has not presented any proposal on behalf of King Telemachos. Also, the Methonian ambassador has not been heard from the last couple of days. *"Shows what that Telemachos character thinks of us northerners! We'll teach him!"* some drunk man shouts angrily.

Then a loud gong is heard from the floor, announcing the final recess before voting the next day. Have the PCs make a Notice roll at this time.

SCENE 3: GOTCHA! (AGAIN!)

The character that makes it with the highest score spots Iapetos among the audience that is filing out from the balconies. He is only a dozen meters away, but there is a throng of people between the PC and him, so moving quickly towards him will require a lot of pushing and will almost certainly get the spymaster's attention.

This scene should feel like trying to get a hold of someone after a rock concert.

Depending on the actions of the PCs, Iapetos may or may not be aware that he is followed. He will immediately recognize any PC he has already seen, and his Danger Sense Edge will warn him against unknown PCs or helpers just before they catch him. Using the chase rules could be interesting, replace Agility rolls with Strength rolls (attempting to push through the crowds) or maybe Notice (keeping an eye on Iapetos or finding the fastest route). Obstacles could be curious people wanting to engage in small talk, servants with trays of refreshments, overzealous guards or even Makki trying to divert attention to certain architectural finesse.

Whatever the manner, if the PCs catch up with Iapetos before he exits the parliament, he will turn to fight them, aided by his bodyguards (1 per PC) who have been trailing him, disguised as locals.

Each Round after the third, two parliament guards will arrive and attempt to pacify both the PCs and Iapetos. They won't attack with lethal force unless attacked themselves, as they are used to fights breaking out between politicians and their supporters. All the while, Iapetos will be attempting to get away somehow, especially if it becomes obvious he is losing.

If the PCs don't catch up with Iapetos before he exits the parliament building, the players may get frustrated Iapetos has escaped yet again. If this is the case, it's perfectly possible to have the final showdown right there rather than later. The parliament guards will naturally interfere and try to stop the fight, but this might be used as an interesting obstacle. So too could the tamed geyser in the middle of the artificial lake outside the building.

WHERE TO BEGIN & WHERE TO END

The only clue the PCs have to the whereabouts of Iapetos is that he'll be in the parliament building for the general assembly at some time before the final vote. If the PCs feel they need some back-up, they might think about contacting the Methonian ambassador to get some help. In that case go right to Scene 4 and have Iapetos there, but add a little more resistance. Perhaps Pandora has turned some more of the ambassadorial guards to Iapetos' cause.

SCENE 4: THE AMBASSADOR'S MANSION

If Iapetos manages to get out of the parliament building, he will immediately head to the Methonian ambassador's mansion, in the rich district a few blocks away. He will go even if he's aware the PCs are following him - he has recognised them as well and is hoping to get rid of them once and for all.

The Methonian ambassador, Argus, is presently being kept prisoner in his own embassy, alongside

a handful of Borean politicians who had leaned too heavily towards helping Methone. With a little help from his lovely agent Pandora and her hypnotic abilities, he intends to remedy that. The embassy's personnel are either killed, or kept locked up in the extensive wine cellars underneath the main building. Iapetos' agents (two per PC) are currently keeping up appearances as embassy guards, but someone with a sharp eye (Notice roll at -2) will be able to see through the disguises as they approach.

It will be nearly impossible for the PCs to avoid combat with the guards, even if Iapetos is unaware that he's being followed, as each of the agents have a thorough description of the PCs from Iapetos along with a promise of a huge reward should they manage to kill them. There are two guards posted at the entrance to the embassy and the rest are patrolling the grounds in pairs.

SCENE 5: NO MORE RUNNING

Iapetos will finally stop when he reaches Ambassador Argus' large study. Sitting tied up and gagged are five Borean politicians in addition to the ambassador. Another politician is sitting on a stool with a beautiful woman leaning close to him. When the PCs arrive, she stops what she is doing and turns to face them.

Have every character that was present when they faced Abraxas in the fourth verse make a Smarts test (Logicians automatically make it). Those that succeed will recognize the girl that accompanied Abraxas, only a few years younger. As if she was an identical twin, but less aged.

Iapetos draws his blade and turns to the PCs:

"This ends now! I'll cut you so bad the ferryman will refuse to take you on board! Your pathetic king and ridiculous polis will be destroyed, along with all you hold dear; I've made sure of that! I have to know, though. How did you find me here? Tell me, and I'll let your women be my whores instead of feeding them to the dogs. How's that for an offer?"

After this tirade, Iapetos will attack the nearest PC.

Pandora will hesitate a moment while she evaluates the PCs. From Round two, she will ask

the PC most likely to be persuaded by a lovely lady to let her get away. "I've only done what he asked me, I'm an innocent woman, I don't know what is happening here!"

If the PCs attack her, ask about her "twin" Aglaia, or if she fails to persuade the PC, she will turn to the Borean politician she has just hypnotized and shout "**DIE!**" causing him to have a heart attack. If she is caught or otherwise pacified, she will break a cyanide capsule hidden in her teeth as soon as she is able, and dies. Note that if she is hit in the head during the fight, there is a 1 in 6 chance that the cyanide will be released prematurely.

If Pandora dies before Iapetos, he will immediately be Shaken and will be at -2 Parry the rest of the fight as his will to live disperses.

If it's suitable to the situation you could have Iapetos make a few last words at the end of the fight before collapsing:

*"We'll meet again, in front of Hades. *cough* Don't worry, it'll take a while for him to judge me, there's quite a lot of material to go through, you know... *cough-cough* See you on the other side, bast..."*

AFTERMATH

With Iapetos dead Zarax has lost their greatest asset in the covert part of the war with Methone and Queen Tryphosa will make sure that the PCs are suitably rewarded for their efforts.

But the war is far from over...

PARLIAMENT GUARDS

Use Elite Hoplites (see page 141).

IAPETOS

Same stats as in Fifth Verse: Blades In The Night (see page 84).

IAPETOS' AGENTS

These are brawn rather than brain, and have been selected from various elite corps. They are Elite Hoplites (see page 141).



PANDORA

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

Skills: Fighting d8, Intimidation d12, Knowledge (Athenian Culture) d8, Knowledge (Athenian Language) d12, Knowledge (Psychology) d12, Notice d12, Persuasion d12, Stealth d10, Streetwise d10, Taunt d12

Pace 6 Parry 7 Toughness 6 Pulse 25 Charisma +4

Hindrances: Wanted (any Sakalid officer would be killed on the spot)

Edges: Attractive, Charismatic, Fervor, Hold the Line!, Inspire, Natural Leader, Reader, Strong Willed

Gear: Poisoned Hades Blade knife (**Damage:** Str+d4+2, AP 4, victim must make a Vigor-2 or suffer an additional Wound if at least Shaken)

Special Abilities

- **Hypnotism:** Pandora may hypnotise a victim if she spends at least 10 Rounds (1 minute) talking to him. This is an opposed roll between Pandora's Persuasion and the victims Spirit (Strong Willed helps against this). If successful, the victim is affected as by the Puppet power (see the *Savage Worlds* rule book). Unlike the power, however, the victim stays hypnotized indefinitely.
- **Killing Voice:** Unlike hypnosis, this ability can be used immediately, and is the equivalent of a mental whip. By uttering words like "pain", "die" or "stop" in the right tone, she can damage the psyche of the weak. To use this ability Pandora makes an opposed Spirit roll against the Spirit of the target. If successful the target is Shaken and for each Raise he suffers one level of Fatigue. Pandora can kill with this ability. Deaf people are immune to this ability and any penalties to hearing count as a bonus to resist.

SAVAGE TALES

They're tales, and they're savage. Use them to set the scene, as a springboard to your own campaign, as interludes between scenarios... any way you want, in fact. There are 20 of them in total, starting with an example of a true Greek tragedy.

A FATHER'S CHOICE

Sebasten, a young nobleman, is on a killing spree in a small village close to Methone. His father, Thespis, is the official responsible for the investigation and is trying very hard to keep attention away from his son and only child. Thespis is not evil, but his son is. When the PCs get involved, several murders have already been committed and more follow quickly unless they act. When they track down Sebasten they will have to face both him and his father and perhaps even a handful of barbarian policemen.

POSSIBLE HOOKS

There are several ways the PCs could get involved in this

tragic story. One of the victims could be a friend or family member, or perhaps even Sebasten is. Alternatively the PCs could be sent as a mission from the king, a Strategos, or some other authority unhappy with the situation. Finally the PCs could simply be witnesses to what is happening and want to do something about it.

SCENE I: A SCREAM IN THE MORNING

It is early morning when a scream wakes the sleepy little town of Erchia. A heartbeat later a crowd has gathered in an alley just behind where the PCs are staying. As the PCs investigate, they find a mutilated body of a woman. Her blood has been used to write obscene curses against all women, even against the female goddesses Hera, Aphrodite and Selene.

Closer inspection will reveal that the heart of the woman has been cut out. It's clear from the



mumbling of the crowd that this is not the first time. Nine other women have died in the last year, five within the last two months, each with their heart cut out.

The town governor, Thespis, arrives soon after with eight burly policemen of Wersundian origin. Thespis is trying to calm everybody, including the PCs. He assures everyone that he is 'very close to finding the perpetrator.' He then orders his men to cover the body and remove it.

SCENE 2: INVESTIGATION

If the PCs decide to investigate a little, they discover that while the women killed were all unrelated and from all levels of society, they were all relatively young and attractive. Deeper investigation reveals that they had all prayed at the women's temple just prior to their murder. The temple has shrines for Hera, Aphrodite and Selene, in addition to Gaia and Demeter. Close inspection of the temple will reveal a secret back entrance with a peephole into the temple proper.

There are strict rules about men coming close to the temple, so the PCs might have some trouble with this part of the investigation. There are a couple of zealous eunuchs named Zomolo and Afer guarding the temple (use Normal Hoplite stats if it comes to blows, which it shouldn't, see page 140), and any women there will be very hostile to males intruding on holy ground. Note that forbidding the women of Erchia from visiting the women's temple is not really an option, as they are more afraid of the wrath of the gods than a mass murderer.

SCENE 3: ANOTHER MURDER

The second murder will take place when you feel like it. Though it should take place at night or very early morning. If the PCs have found the secret entrance, or are staking out the temple, they will be very close when the next attack takes place. Otherwise you should make sure at least one of the PCs is in the vicinity of the temple at the time.

Sebasten is not stupid, and he will spot the PCs if they are trying to trap him (even if he is wrong and they are just there by accident). His bloodlust is so strong that nothing will stop him. He orders some of the barbarians that serve his father as policemen to

arrest the PCs, while he sneaks past and contacts a beautiful young widow on the streets just outside the temple.

There are lots of people there, as many of the town's men go there to escort their female relatives home safely. Sebasten convinces the young widow to go with him, "for safety". All the while, a very thickheaded Wersundian sergeant and his seven men distract the PCs. They will be able to get the barbarian to admit that his orders come from the "Chief's son", not chief Thespis! But still, them be orders!"

Though very annoying, Kolk, the Wersundian sergeant, is not completely sure himself, so he won't drag the PCs off right away if they protest. To make things more complicated, a group of five Wersundians come up to Kolk, and explain (in Wersundian) that Thespis has given orders to all of them to find Sebasten right away. Kolk looks very surprised and points to the temple "He is right over there... Wait, where is he?"

At this point a scream is heard a few streets away, it lasts only a brief moment, and is then cut short.

SCENE 4: THE HUNT

When the PCs, Kolk and the now twelve Wersundians arrive in the nearby alley where the scream originated they see the murdered woman with her throat and chest cut open and her heart removed.

A trail of still warm blood leads from the scene. Tracking it is easy (Notice +2 or Tracking +4) and leads towards the stables where the town's horses and oxen are kept. At the stables they will surprise Sebasten who is trying to clean the heart and his hands in the horses' water trough. He will try to escape by letting out the horses and running in the opposite direction. The Wersundians will not lead the chase, as they are conflicted in their loyalty (Sebasten has always treated them very well and with respect, unlike most Athenians). Sebasten is very quick, and knows the town in and out, but in his insanity he is running straight for home and his father.

SCENE 5: A FATHER'S CHOICE

If Sebasten is caught by the PCs before he reaches his father's house, then Thespis will arrive seconds later, alerted by the ruckus in the city. Otherwise this scene will take place in the central courtyard of Thespis' house. Sebasten will cry for his father to help him. "I won't do it again, Father, I promise, this was the last. Besides, she was evil, Eris incarnate!" All the time he will keep the woman's heart pressed against his chest while threatening the PCs with his Hades Blade sword.

If the PCs attack Sebasten straight away Thespis will react instinctively, protecting his son, calling all the Wersundians to the attack as well. The barbarians know who pays their wages, and attack gladly. If the PCs are a little more hesitant and give Thespis time to think, perhaps even trying to reason with him, he will not attack them, but will instead put his hand on his sons shoulder and say: "I can't let you go on, son." To which Sebasten will reply with venom: "I hate you!" and then plunge his blade into his father's heart. The Wersundians won't interfere in the battle in this case.

AFTERMATH

No matter how the PCs handled the situation, the inhabitants of Erchia will be grateful and will help the PCs as best they can in the future, should they need it.

WERSUNDIAN POLICEMEN

As Wersundian Brawlers (see page 145).



SEBASTEN

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

Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d8 (+2), Persuasion d8, Shooting d6, Stealth d8, Throwing d6.

Pace 8 Parry 8 Toughness 10(4) +2 when Berserk

Pulse 15 Charisma 0 (-5)

Hindrances: Bloodthirsty, Habit (collects women's hearts)

Edges: Alertness, Berserk, Block, First Strike, Fleet Footed, Improved Frenzy, Noble, Quick

Gear: Light Armor (+5 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

Notes: Will go berserk automatically if his father betrays him or if someone twists the widow's heart from him.



THESPIS

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

Skills: Fighting d8, Notice d8, Persuasion d8, Streetwise d8

Pace 6 Parry 6 Toughness 5 Pulse 10 Charisma +2

Hindrances: Delusional (I can save my son!)

Edges: Charismatic, Noble

Gear: Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

READY! SET! GOLD!

A transport carrying the tribute from the colony on Lustraad has crashed in the Parnassus Mountains north of Methone. The rest of the convoy made it back and could report the accident. Rumors are bound to be spreading soon, and someone needs to secure the tribute before the mountains start crawling with treasure hunters. The problem is that the region of the Parnassus Mountains in which the transport crashed is notoriously home to both minotaurs and cyclopes.

POSSIBLE HOOKS

One of the PCs is related to either the Logician pilot or one of the crew of the transport, or related to the captain of the space barge that brought the tribute, and who is legally responsible for it reaching Methone safely. Perhaps the PCs are known patriots and are asked to do it by someone at court or they may be asked to do it for a reward.

SCENE 1: BRIEFING

The PCs will be invited to a meeting with the minister of finance, Archon Soricles, a middle aged professional bureaucrat and the aging captain, Stefanos, in charge of the barge that brought the tribute. Both are looking very serious and somber. Stefanos seems especially gloomy - it's his honor and his life that are on the line.

After a brief introduction Soricles begins: *"As you may have figured out, we need someone to go in and secure the tribute before it falls into the wrong hands, or is completely lost. The tribute here is from one of the richest colonies under our control and the transport in question contained nine Talents of pure gold, worth more than half a million drachmas."* (A Talent is a weight measure equal to 57 pounds.)

He lets the information sink in. *"Unfortunately the crash happened deep in sacred territory, so sending an army would only provoke the monsters, and is not an option. Instead we plan on having you parachute in, find the crash site and move the tribute crates to this plateau for pickup,"* he points to a map of the Parnassus Mountains. *"Oh, and we would also like to have the Crystal Drive from the Ikaros Plane should it have survived the crash."*

Stefanos has chosen a file of his most trusted men to accompany the PCs as carriers and helpers. They are all normal hoplites, except for two who have the Command Edge. Stefanos has also arranged for a Daidalos Shuttle to take the PCs and hoplites as close to the location as possible and then let them parachute down. The group receives five flares they should use when they need pickup.

SCENE 2: A VIEW FROM ABOVE

The group jumps out over a region of the Parnassus Mountains that's as picturesque as it is rugged. Deep green valleys crisscross steep mountain slopes and near vertical cliffs. The crash-site is an ugly scar of pale tree pulp in the middle of the green.

Nothing can be seen of the Ikaros Plane from above, as it has burrowed itself in under the trees. On their descent, the PCs may spot something interesting: a Notice check reveals a group of riders (at least 4 per PC) galloping towards the crash site along a river. They will arrive about an hour later than the PCs. A Raise also reveals a large figure

moving in the outskirts of the crash site. If any PC has a pair of binoculars, he can make out the creature is a minotaur.

Have the PCs make a Common Knowledge Skill test (using Agility, not Smarts), and modify it as per their background. Most professional hoplites are at least trained in the basics of parachuting (+2), whereas wild barbarians are often completely untrained (-2). Success with a Raise means the PC lands right where he wants, ready to go. Success means he lands where he wants but is Shaken. Failure means the PC lands (1d10x10 inches) off his mark in a random direction, and is Shaken. Critical failure adds a level of Fatigue from bumps and bruises as well as being off target. There is no real danger in being too far off target, but if you're feeling mean you may have the PC hang helplessly from a tree.

SCENE 3: OATHBREAKERS

The crash site is surprisingly tidy. The Ikaros Plane is made to withstand enormous damage from space debris and reentry, so it's intact, with only a huge rift along one side. This rift also holds the explanation for the crash, as it's the result of a collision with a meteorite. The superheated fragment came at an angle where the Aegis Shielding provided no protection, and exploded inside the vehicle, killing everyone.

A Logician with some experience in piloting can piece the events together easily. The interior is a complete mess, with most of the passengers and furniture completely obliterated from the heat and explosion. The tribute, however, has been placed in sealed reinforced crates in a separate compartment, and is largely unscathed. There are three crates each weighing 200 pounds. The Crystal Drive is also intact; it can be removed easily from the cockpit next to the calcified remains of the Logician pilot. It is the size of a handball and weighs 3 pounds.

At some appropriate moment, the minotaur arrives. This huge beast has been awoken from its hibernation by the crash and is investigating. When he sees the PCs he will first make a terrible battle cry and then charge. Have the PCs make a Notice roll; if they make it they notice that the Minotaur's

battle cry sounds just like “OATHBREAKERS” pronounced much in the same way as when dogs or cats accidentally sound like they are talking.

The minotaur is dangerous, but if the PCs have the Crystal Drive, any Tricks involving it will be at +2 as the minotaur seems confused about its presence.

SCENE 4: LET’S GET GOIN’!

Shortly after the fight with the minotaur, the PCs will notice a group of riders (the same as they could spot while jumping) at the far end of the long track of debris made by the Ikaros Plane as it crashed. They are obviously armed hoplites. The debris from the crash makes it hard for the riders to gallop, so it will take them at least 10 minutes to reach the PCs.

If the PCs quickly take the three crates, and disappear through the thick woods towards their pick-up point (some 10km away) they might be able to increase their advantage over the riders. If they stay, out of pride or curiosity, they will see the riders approach to about half way, and then the forests next to them seem to explode as five more minotaurs break out and attack. The riders desperately try to scatter, but their horses seem paralyzed. This should be a warning to the PCs

that it’s time to get going. If not, remind anyone with Sense of Duty (Methone) that they have a mission to complete.

The distance to the pick-up point could be run as a foot chase using the chase rules, or it could be purely descriptive. As the PCs run uphill, and finally climb out of the forest towards the plateau where they are to be picked up, they are able to see more. The minotaurs, a herd of centaurs, and even a twelve foot cyclops, are all moving in their direction. Make sure to have plenty of obstacles, such as roots, swampy ground, loose rocks, crevasses that need to be jumped, etc, without making it completely impossible. Again the Crystal Drive seems to confuse the creatures.

If the Crystal Drive is left behind it should buy the PCs a good deal of time, as the monsters circle it curiously, as if trying to decide what it is. The Daidalos

Shuttle arrives only minutes after the PCs light the flares, but so will the monsters. Depending on the strength of the group, have the monsters appear in ones or twos rather than all at once, and make sure to have the Daidalos arrive just before it becomes a total slaughter.



AFTERMATH

If the tribute is returned intact, the PCs gain a reputation as true patriots and trustworthy men. If the tribute is light a few thousand drachma no body will raise a fuss about it, as it was to be expected. If the tribute is very light, more than ten thousand drachmas, the PCs will gain a reputation as less patriotic, but still capable

mercenaries. Trying to get away with more than half a million drachmas will result in immediate arrest and incarceration until the money is returned.



MINOTAURS

(See page 146).



CENTAURS

(See page 147). They have armed themselves with captured Pallas Lances, but have only normal bows.



CYCLOPS

(See page 146).

FRIENDLY COMPETITION

The young athlete Ambrose is one of the greatest hopes for a Methonian medal at the next Olympic Games due to take place later this year (2404 ac). However, he has failed to show up for two successive competitions and rumors are starting to spread. The PCs are asked to investigate. They find out that someone is trying to poison Ambrose and have to follow the trail to its end.

POSSIBLE HOOKS

Any characters with an interest in sports (which is most healthy Athenian males), would like to know the state of the greatest hope. King Telemachos, himself a great aficionado of athletics, is concerned; not only about Ambrose, but also about the possible loss of a Methonian medal. Sending the PCs will not attract too much unwanted attention, especially if one of the PCs is related to Ambrose (this could also be a hook in itself).

SCENE I: ANGRY OLD MEN

Ambrose trains and lives in the Gymnasium of the Eagle, a special facility placed high in the Parnassus Mountains. The exact location is a secret, both as a way to avoid crowds of sports fans, and as

a way to keep some of the training techniques a secret from competitors. Gaining access (and a lift with a Daidalos Shuttle) is possible via King Telemachos, the minister of Sports and Entertainment, Archon Dunixi, or the minister of Education, Archon Euthydemus. These last two are old, decrepit bureaucrats with a deep hatred of each other. This is well known among those interested in politics (Common Knowledge check) and playing them against each other should pose no problem as they are delighted to do anything to annoy the other.

SCENE 2: STAGE FRIGHT

The Gymnasium of the Eagle is located on a natural plateau just below the permanent snow line. Despite these remote parts of the Parnassus Mountains being completely void of human settlements, the buildings of the Gymnasium have been painted in camouflage to avoid being spotted from above. As the PCs step from the Daidalos Shuttle they will notice that there are several hoplites training here as well. In addition to its function as the foremost athletic facility in Methone, this is also where the royal guard trains.

A Logician administrator receives the PCs and asks their business. He will direct them to Ambrose's personal trainer, Cleon, if they mention the athlete's name. Cleon receives the PCs as if he had been expecting the visit.

He explains that Ambrose is running laps with the other hopefuls, and that he is completely healthy. *"That's the strange thing! Two weeks ago, just before he was about to leave for the Apollo-festival he suddenly fell ill and had to go to bed. He soon got better and we convinced the Daidalos pilot to attempt a night flight, but as soon as Ambrose was about to enter the shuttle, he once again fell sick. Well, then it was too late, the festival race was later that morning. We were concerned, but not overly so. Not until it happened again, last week. Same story; Ambrose was as healthy as an ox, motivated and ready to defend his title in the Shapers' District Race, but fell sick as soon as he was about to enter the shuttle. He went to bed, got better, and got sick again."*

If engaged in conversation it is clear that Cleon suspects that Ambrose is afraid of flying or

perhaps suffers from some sort of stage fright. Simply speaking to Cleon can also reveal several other important facts:

The second best athlete is Agipios, a close friend of Ambrose.

Agipios will take Ambrose's place at the Olympics.

Ambrose wears a beautiful new chiton whenever he is traveling; it was a gift from Agipios.

Agipios is constantly coming in behind Ambrose and has been since they were much younger.

Everyone eats the same food, and the slaves serving it always taste it first. Poisoned food is very unlikely.

SCENE 3: BEST OF FRIENDS

Talking with Ambrose after his training is not easy. He's clearly afraid there is something wrong with his mind and has opted to train so hard that it will go away. He tries to get any questioning over with. Agipios will be there as well, trying to play the concerned friend, and getting the PCs to stop harassing him. Observant PCs may spot that Agipios is slightly nervous (Notice roll at -2, Logicians cannot attempt this, they have a hard enough time projecting emotions themselves, let alone reading others).

Ambrose's quarters are simple and well kept. Aside from a few books, a painted picture of a beautiful girl, several trophies, and a poster with the names of living winners of the Olympic Games, there are only his clothes. The beautiful traveling chiton stands out. It is navy blue, with gold and silver threads and lined with white sable fur. If a character touches it, he will feel slightly queasy, and if he puts it on he will need to make a Vigor roll each minute or start vomiting violently. This state will continue 2d10 minutes after removing the chiton. Only very close examinations will reveal the presence of an odd bluish dust in the fabric.

Searching Agipios' chambers will reveal very little. It is similar to Ambrose's; a few books, clothes, posters of Olympic winners and a picture of Agipios at a very young age with a trophy. The trophy on the picture is the only one in the room.

Confronting Agipios without the chiton as proof will lead to nothing. Ambrose will even defend his friend, and the PCs will have to give it up sooner or later. If the PCs have found the poisoned chiton he will crack pretty easily. If not stopped he will turn and run out of the Gymnasium grounds, surprised guards letting him by. If the PCs try to stop him, he will fight like a wild animal, with Ambrose, Cleon and anybody else present looking on in disbelief.

AFTERMATH

If the PCs manage to discover the true reason for Ambrose's stage fright, he will compete in the Olympic Games a few months later and win a medal in running, only to suffer a career ending knee injury in the wrestling competition.

If they do not stop Agipios, Ambrose will eventually die from the poisoning and Agipios will participate in the Olympics winning absolutely nothing. One final note: if brought back to Methone and examined by poison or herbal experts it becomes clear that the poison dust is actually pollen from some sort of flower or plant of unknown origin.



AGIPIOS

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

Skills: Knowledge (Athenian Culture/sports) d10, Fighting d10, Intimidation d6, Throwing d8, Shooting d6, Notice d8

Pace 7 (9 when running) **Parry** 7 **Toughness** 9
Pulse 20 **Charisma** +1

Hindrances: Sense of Duty (to home polis)

Edges: Brawny, Combat Reflexes, Fleet Footed, Olympic Throwing, Olympic Training, Quick

Special Ability

- *Very Fast:* +1 Pace due to rigorous training.
- *Hard Knuckles:* Due to intensive training in pankration fighting, punches and kicks do Str+d4 damage, and Agipios is never considered an unarmed defender.

MURDER ON THE TYCHE

During a spaceflight on the good ship *Wings of Tyche*, a murderous slave leaves a trail of blood as he tries to escape. The *Wings of Tyche* is a medium sized transport, with only limited space for passengers and crew, but filled with crawlspaces and cargo holds. The passenger cabins that do exist are small and cramped, only just fitting the PCs and any entourage they might have. But it is cheap (half the normal price) and the *Tyche* is known to run with regularity. The ship only rarely makes complete landfall on a Garden planet, relying instead on its four Ikaros Planes to quickly load and offload.

POSSIBLE HOOKS

If the PCs are too indifferent to the initial murder, have some of the crew accuse them of being the culprits, or have Ncelebana and his escapees kill one of the PCs' men or servants in their escape.

ZERO GRAVITY

This entire tale takes place in zero-g and the GM should feel free to impose a -2 penalty on any physical actions the PCs perform. The crew and slaves on board are used to the conditions and do not suffer from this penalty. All characters, crew or PCs must abide by the following rules, however: Any physical roll of 1 or less on the Trait die results in the character getting Shaken from disorientation or loss of control, regardless of the Wild Die result. Movement is halved and no running is possible.

SCENE 1: THE FLOATING BODY

The *Tyche* is approaching orbit around the destination world when the dead body of a crewmember is found floating outside the cabin of one of the PCs, obviously violently burned and stabbed to death with a Polis Lance.

Once the PCs investigate a little they learn the dead man was a slave-guard, responsible for the forward slave holds where the truly dangerous slaves are kept. So if he's dead, who's guarding the slaves?

SCENE 2: ESCAPED SLAVES

When the PCs go to the forward slave holds they find more dead bodies floating around and a dozen slaves still locked up, screaming in anger and disappointment. *"It was Ncelebana, the crazy Sweban who called himself the Colonel! Crazy he was! He pretended to be dead! Even let himself be burned by the Energy Lance and didn't twitch! I smelt the burning flesh, I did! The guards thought he was dead, too. Only he wasn't! He killed one guard and their servant slaves and took the other prisoner. Then he freed his friends and left us in here to rot! I heard him tell the guard to show him the Ikaros launch bays."*

Colonel Ncelebana has freed only those men he trusts (about 4 per PC should make this an interesting challenge).

SCENE 3: TIGHT FIGHT

This scene should be a claustrophobic and confusing fight in a three dimensional space of narrow corridors. While the slaves are poorly armed, they're in no mood for surrender and will use any dirty trick they can think off; opening air locks, using heavy cargo crates to crush a pursuer, hiding in impossible places to ambush, etc. No matter what happens, Ncelebana has no intentions of getting caught alive.

CAPTAIN ALKEOS

A tired man with a slight alcohol problem.

MASTER-AT-ARMS KUIRIL

A veteran hoplite with a heart condition is in charge of onboard security.

LOGICIAN NAVIGATOR AVEL

A small, fat man, who is either extremely shy or extremely misanthropic.

LOGICIAN PILOTS: HESIOD, PELLO, ARGUS AND NICODEMUS

Relatively young and standard Logicians, keeping to themselves, but also, serving as back-up navigators should Avel's overworked heart decide to quit early.

COMMON CREW

(35 total)

Mostly tough dockworker-types seeking adventure in space.

SLAVES

(120 total)

While some of the slaves are personal slaves of the captain and crew, most of them are criminals of some sort or dangerous prisoners of war. As such they are cheap compared to skilled slaves, something the owners of the *Tyche* appreciate. Since the *Tyche* only rarely makes landfall, the danger of them escaping is considered limited.

Except for Kuiril, who is a Veteran Hoplite (see page 141), all crew are considered Common Citizens (see page 140) armed with Polis Lances (**Damage:** 2d8, AP 2).

ESCAPED SLAVES

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

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

Pace 6 Parry 6 Toughness 6 Pulse 10 Charisma -2

Hindrances: Mean, Wanted (escaped slaves)

Edges: No Mercy

Gear: Clubs and Tools (**Damage:** Str+d4)



COLONEL NCELEBANA

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

Skills: Climbing d8, Fighting d10, Intimidation d8, Knowledge (Battle) d8, Notice d8, Shooting d8, Stealth d10, Throwing d8

Pace 8 Parry 8 Toughness 8 Pulse 15 Charisma -2

Hindrances: Mean, Wanted (escaped slave)

Edges: Ambidextrous, Block, Brawny, Combat Reflexes, Command, Improved Nerves of Steel, No Mercy, Quick, Two Fisted

Gear: Two Polis Lances (**Damage:** 2d8, AP 2)

DEADLY FUN

The PCs are sent to facilitate the defection of Telephos, a world famous comedian and playwright from Zarax to Methone. The Zaraxians, however have no intentions of letting such a great cultural asset walk away just because he has been given a better offer elsewhere, so the PCs need to steal him away from the security detail that constantly follows him.

Telephos is an extremely funny actor and writer of comedies. He is, or rather was, beloved especially in his home polis of Zarax, where his performances could fill even the greatest amphitheaters night after night.

He is also a very greedy man and has long felt that he was not paid enough by King Hector and the Zaraxian government for his services. So when his mother died, and he no longer had any reason to stay in Zarax, he secretly made a deal with King Telemachos of Methone to defect and take up residence there instead, in return for a ridiculous amount of money. Now he's just waiting for someone to come and tell him how to get to Methone.

Things are not so simple, however. It's a well-known secret that Telephos is not exactly happy in his current situation, and though no proof of foul play has been found, security around him has been discretely increased.

POSSIBLE HOOKS

The PCs could be asked to do it by the minister of Sports and Entertainment, Archon Dunixi, or King Telemachos, or perhaps they are old friends of Telephos.

SCENE 1: ONLY BY INVITATION

The PCs have been informed that Telephos will be performing in an exclusive amphitheater on the shores of Lake Phasis, a picturesque lake surrounded by green mountains. It will be the best opportunity to get hold of Telephos for the foreseeable future.

The amphitheater doubles as a temple of the Muse Thalia and the performance is in her honor. Not far from the theater is an idyllic fishing village where most of the exclusive guests have been leaving their Daidalos Shuttles or personal yachts. Flying in among the private shuttles will not cause any raised eyebrows.

The PCs need to get invitations to the show (perhaps by taking them from other guests, control is not very strict) or sneak in past the priests of Thalia and their servants.

Lokhagos Gilos has two pairs of his men patrolling the beach approach to the theater and the outskirts of the fishing village.

SCENE 2: THE TEMPLE OF THALIA

Backstage, Telephos is preparing for the performance of his hilarious play "Heracles and the Nemean Lamb" under the watchful eyes of Lokhagos Gilos.

Gilos has his men constantly patrol the amphitheater in pairs, much to the annoyance of both the priests and the rather snobbish audience, who really don't see why such brutal behavior is necessary. Gilos himself keeps within sight of Telephos at all times, standing just off stage when he performs and inside the changing room before and after the performance.

The rest of Telephos' troupe has no idea what their leader is planning, but if they realize he's trying to escape they will call the alarm and even physically try to hold him back (some crying, some shouting in anger, depending).

While there are bodyguards among the audience, they will not try to intervene if there is some sort of fight unless they feel that their masters are in danger.

AFTERMATH

If Telephos makes it to Methone the whole theater scene will experience a resurgence, the local playwrights inspired and challenged by the arrival of this great artist.



TELEPHOS

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

Skills: Fighting d6, Intimidation d10, Knowledge (Battle) d6, Knowledge (Athenian Culture/All) d10+2, Knowledge (Theater) d10+2, Knowledge (Xenology) d6, Notice d6, Persuasion d12+1, Shooting d6, Taunt d12, Throwing d8

Pace 6 Parry 6 Toughness 5 Pulse 20 Charisma +6

Hindrances: Greedy, Wanted (by Zarax)

Edges: Acrobat, Attractive, Brawny, Charisma, Professional (Persuasion), Scholar, Superior Artist (Actor), Superior Artist (Writer/Poet)

Gear: Lion Cloth and Padded Club (**Damage:** Str+d4, damage taken is non lethal)



LOKHAGOS GILOS

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

Skills: Fighting d10(+2), Healing d6, Intimidation d8, Knowledge (Athenian Culture/Art) d8, Notice d8+2, Shooting d8, Stealth d6, Survival d6, Swimming d6, Throwing d8

Pace 6 Parry 9 Toughness 13(6) Pulse 15 Charisma +1

Hindrances: Sense of Duty (to Zarax)

Edges: Alertness, Brawny, Improved Block, Combat Reflexes, Command, Dodge, Hoplite, Improved Trademark Weapon (his Hade Blade)

Gear: Hoplite Armor (+6 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

THALIAN PRIESTS AND SERVANTS

Use Militia Hoplite (see page 140) but their only gear is a Polis Lance (**Damage:** 2d8, AP 2).

ZARAXIAN HOPLITES (15 TOTAL)

Use Veteran Hoplite (see page 141).

BULLS & WOLVES

A handful of bulls have vanished from a temple of Demeter and the local peasants and slaves are convinced it's a sign from the gods that they shouldn't work the fields this season. Others are not so convinced, and as the PCs investigate it's soon revealed that the bulls' disappearance has a less fantastic reason.

POSSIBLE HOOKS

The PCs might be asked by a local landowner to investigate the disappearance for a suitable fee, or the family of one of the PCs might own land in the affected area.

SCENE 1: DEMETER OF THE PLAINS

The Samos Plains are traditionally the breadbasket of Methone. While the colonies are now providing a larger amount of food to the polis, the plains are still important and known for their quality products.

On the outskirts of the Proknes Forest lies a little temple devoted to the Demeter of the Plains - the goddess of agriculture in her guise of protector of the Samos Plains. While small, it's the primary holy site for a wide area of scattered farming villas, their slaves and workers. As a matter of fact no pious peasant would work the lands without the blessing of the goddess, so when the five bulls intended to be used in the [insert suitable season] ceremony are stolen, a large portion of the food production is in danger.

The PCs are received by a group of very nervous priests and priestesses who are convinced that it's an ill omen. They claim the earth has swallowed the bulls since there are no signs of theft. They show the PCs where the bulls were held behind the temple, in a small enclosure surrounded by a wall of stone and wooden planks. In front of the enclosure's gate is a muddy patch where there would surely be footprints if the bulls had been led out. If the PCs investigate the enclosure a little more carefully, however,

they will see that a certain part of the enclosure's wall has been removed and carefully replaced, ruining the mosses growing there. On the outside are tracks in the grass.

If they follow the tracks they will find that it actually gets easier as they get further from the temple. They lead to a forested and hilly area.

SCENE 2: WOLVES

After following the tracks into the forest for a couple of hours, the PCs suddenly see a large wolf pack in the middle of a clearing near a forest pond. The pack is feeding on the carcasses of the five bulls, and while they might snap and growl at the PCs, they're unlikely to fight them. If a fight does happen, use stats for Dogs/Wolves from the *Savage Worlds* rulebook.

Once the wolves are scattered, the PCs can clearly see the bulls have been carefully carved up using knives and not wolves' teeth, the meat removed well before these wolves started gnawing on the bones. The clearing also shows signs of an encampment, though it has been somewhat hidden. Still, it's not impossible to follow the tracks of a large number of human feet from the encampment... further into the forested area.

SCENE 3: HUMAN WOLVES

If the PCs continue to follow the tracks they will eventually see a large group of people in front of them. Deserted soldiers, escaped slaves, unemployed mercenaries, widows and divorcees, runaway children and wanted criminals fleeing the authorities, etc. - they are all here. They call themselves "the human wolves" for that is how they live. Adjust the number of 'wolves' to fit the strength of the PCs, Using any stats for hoplites or barbarian mercenaries, adding Wild Cards to fit.

The PCs need to decide how to handle this. From the point of view of the law and tradition the 'wolves' have stolen from a temple and indirectly from a god, and so they must be punished severely. But it's clear the people are starving and the bulls' meat has probably saved many of the weakest of them, women and children.

If you feel you don't want a moral conundrum to interfere with your game you can simply have the human wolves be a group of criminals, thugs and pariahs and let the PCs kill them without qualms. If attacked, they'll fight fiercely; they have nothing left to lose.

AFTERMATH

If the PCs kill everybody they will gain one free "Divine Aid" each from Zeus for upholding the honor of the gods. If they avoid killing anybody they will gain one free "Divine Aid" each from Asclepius for their mercy. Athena will reward a Solomonic decision.

SHAPERS' DISTRICT RACE, 2404 AC

The reigning champion of the famous Shapers' District Race, Ambrose has not shown to the race, seriously upsetting the careful calculations of the bookmakers and their sometimes rather shady backers. Some of them have decided that it would profit them better if the whole thing gets cancelled, while others are trying to make last minute 'adjustments'. The PCs are asked to help stop the sabotage.

POSSIBLE HOOKS

There are several groups the PCs could be helping in this scenario: the Shapers Guild (Bio-Ceramic craftsmen), leading members of Hermes' temples, or the Minister of Sports and Entertainment, Archon Dunixi. As an interesting alternative, one of the PCs might be running in the race and need his friends to make sure that it's not sabotaged.

SCENE 1: THE NIGHT BEFORE THE RACE

A group of thugs in the employ of a shady bookie is trying to set the temple of Hermes on fire. Without the blessing of the fleet footed god there can be no race. The thugs are not exactly subtle and the PCs will spot them easily if they patrol the Sharper District, or they will learn about them from contacts

(use either Streetwise or Connections). The pyromaniac thugs will only fight two Rounds and then try to flee.

SCENE 2: THE MORNING OF THE RACE

As the procession of guild masters and priests of Hermes brings the trophy from the blessing at the temple to the finish line (where it will be displayed during the race), a man steps up on a podium in the middle of the expectant crowd. It's a professional agitator hired to disrupt the race by inciting the crowd, especially all the fans of missing reigning champion Ambrose. Elutherios is a very persuasive speaker, and while many of his rhetoric tricks would not stand up to close scrutiny, they're perfect to incite crowds to chaotic violence.

To simulate the trouble Elutherios is stirring, roll his Persuasion each Round and mark off each success and Raise with a marker. Once there are ten markers, the crowd starts attacking the priests and their procession in anger. The PCs enter the scene and figure what's going on when there are already three markers. They can counter this either by using Persuasion or Taunt against Elutherios, taking away one marker per success and Raise. If there are ever zero markers, Elutherios gives up.

Less subtle PCs might try to shut him up by punching his mouth, though the crowd immediately around him will defend him (use thug stats), especially if they're already really worked up.

SCENE 3: DURING THE RACE

Note: Nobody participating in the actual race can ask for Divine aid from Hermes during the race. Fair's fair.

With Ambrose out of the picture, the most likely winner is his friend and training partner, Agipios. A crime lord has bet a small fortune with one of his peers that Agipios will not win even without Ambrose running. If there's a PC running in the race you can play it like a foot chase (see the *Savage Worlds* rule book). Pushing, shoving, tripping and exchanging punches are considered part of the fun, but the crime lord has also included an additional surprise of a sniper that will try to shoot Agipios

if it looks like he's winning. Any PCs not participating in the race will notice this sniper at an opportune moment.

AFTERMATH

The winner of the Shapers' District Race will gain 3000 drachma and (if it's a PC) get the Winning Athlete Edge for free. This adventure might very easily be linked with Friendly Competition (see page 107), and it might make it extra interesting if the PCs befriend Agipios.

It's likely that the PCs will make a few enemies in the underworld of Methone, something that could also lead to further adventures.



AGIPIOS

Same as in Friendly Competition.



ELUTHERIOS THE AGITATOR

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

Skills: Fighting d4, Intimidation d8, Knowledge (Athenian Culture/Philosophy) d6, Notice d8, Persuasion d12, Streetwise d10, Taunt d8

Pace 6 Parry 4 Toughness 5 Pulse 10 Charisma +2

Edges: Charisma, Sway The Masses

Hindrance: Greedy, Overconfident

Gear: A loud voice and simple clothes

THUGS

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

Skills: Fighting d8, Intimidation d8, Notice d4, Shooting d6, Throwing d6

Pace 6 Parry 6 Toughness 7(1) Pulse 10 Charisma -2

Hindrance: Mean

Gear: Polis Lance (**Damage:** 2d8, AP 2), Leather armor (+1 Armor, all locations)

SNIPER

Use Veteran Hoplite stats (see page 141) but add Climbing d8 and Stealth d10. Give him a Recurve Blaster and remove the shield.

ATHLETES

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

Skills: Fighting d8, various other skills at d6

Pace 8 Parry 6 Toughness 7 Pulse 10 Charisma +1

Edges: Brawny, Fleet Footed

Hindrance: Varies

Gear: None (completely naked or a small loin cloth)

BARBARIAN FESTIVAL

A group of barbarian auxiliaries from Suffilar are suddenly acting violently, and have occupied a temple of Dionysus, obviously breaking into the extensive wine cellar there. It seems the barbarians are celebrating some sort of bicentennial religious event that includes getting very drunk and fighting everyone around them. While the temples of Dionysus are deliberately built to withstand even the most outrageous orgies and parties, the priests are worried and are looking for help. Before all the wine is drunk...

POSSIBLE HOOKS

The PCs could get asked to help by the Dionysus priests or perhaps by the Athenian Hekatontarches, who should have been in charge of the barbarians.

SCENE I: DECONSTRUCTING DIONYSUS

As the PCs arrive at the temple they find a group of ten Wersundian Brawlers hesitating at the bottom of the wide stairs that lead into the temple. As with all barbarian auxiliaries acting as police in Methone, they aren't allowed to step into temples while on duty. From inside the temple entrance come some very obscene yells and gestures from drunken Suffilarians, which is obviously getting to the Wersundians.

If the PCs can come up with a half-decent excuse for the Wersundians to disregard the rules about going into temples, in this case they'll eagerly join the PCs for the remainder of the scenario.

As soon as anyone steps into the temple, 20 drunken Suffilarians attack with joyous war cries. They will only use their clubs as long as the PCs and Wersundians do not draw edged or pointed weapons. If swords or spears are used, the Suffilarians will seem to protest indignantly and then change to their throwing spears.

PCs who make a Knowledge (Xenology) check may realize that this could be a sort of religious and/or traditional celebration and not a mutiny. On a Raise characters will also know that the Suffilarians mostly reserve alcohol for religious events, not everyday consumption.

SCENE 2: HEART OF THE PARTY

The inner hall of the temple is completely soaked in undiluted, syrupy Athenian wine, with close to a hundred Suffilarians tumbling about in what seems like a crazy mix between fighting, dancing, singing and acting as apes. Scattered around are about two-dozen passed out barbarians.

About 40 Suffilarians are celebrating their legendary 'Hunter-King' and his victory over the hostile animals of his garden by getting exceedingly drunk and clobbering everybody around them with blunt objects. The goal is to fall into holy unconsciousness, preferably from the alcohol, but if that fails, then from getting a good haymaker from a friend.

The leader of the Suffilarians, Gurrugun, is lying in a bathtub filled with wine with a statue of the nymph Thyra in his embrace. If the PCs enter with edged weapons drawn the chieftain's survival instincts will kick in immediately and he will rise up and take command of his men as best he can. If, however, the PCs enter with no weapons drawn, or with only clubs, he will just lie and cheer as his men get knocked down.

AFTERMATH

As long as the PCs do not kill too many of the Suffilarians, the barbarians will not bear a grudge. If the PCs intentionally kill a lot (GM's call) the rumor

will spread to other Suffilarian police units in Methone and the PCs might run into trouble in the future on that account.

If one of the PCs manages to knock out Gurrugun in single combat (with only a blunt weapon or bare fists) he will have gained a friend for life and a potential ally within the barbarian police forces of Methone (for all intents and purposes, this is equal to the Connection edge).

WERSUNDIAN BRAWLERS

See page 145.

SUFFILARIANS

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

Skills: Climbing d8, Fighting d8, Notice d6, Shooting d6, Stealth d8, Intimidation d8, Throwing d8, Survival d8

Pace 6 Parry 6 Toughness 8 Pulse 10 Charisma -2

Hindrances: Illiterate

Edges: Brawny, Combat Reflexes

Gear: Clubs (**Damage:** Str+d6), Throwing Spears (**Ranges:** 3/6/12, **Damage:** Str+d6)

Special Ability

- *More Than A Bit Drunk:* +1 Toughness, +1 to Spirit, -1 to Agility, -1 to Smarts and related skills.



GURRUGUN THE CHIEFTAIN

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

Skills: Climbing d8, Fighting d10, Notice d8, Shooting d6, Stealth d8, Intimidation d10, Throwing d10, Survival d8

Pace 6 Parry 6(-1) Toughness 9 Pulse 20 Charisma -2

Hindrances: Illiterate

Edges: Brawny, Combat Reflexes, Command, Improved Nerves of Steel, Improved Sweep

Gear: Maul (**Damage:** Str+d8, AP 2, Parry -1, 2 Handed), (**Ranges:** 3/6/12, **Damage:** Str+d6)

Special Ability

- *More Than A Bit Drunk:* +1 Toughness, +1 to Spirit, -1 to Agility, -1 to Smarts and related skills.

SIDESHOW

Antiokus is a successful theatre and circus owner who has acquired a cyclops caught in the Corcyra Mountains. Though rare, it's not the first time that a cyclops has been caught, and the theater owner has been careful to secure it with very strong chains, locks and sturdy doors. Unfortunately he forgot to secure his very jealous wife. She has finally found a way to avenge his many extra-marital affairs, and has made a copy of the keys. In the dead of night, screams are heard from inside the circus.

POSSIBLE HOOKS

The easiest hook is simply to have the PCs be near the *Apollo's Joy* circus-theater at the moment the cyclops gets loose. Perhaps they're returning home from a late night party (perhaps even slightly drunk, which could add to the fun). Alternatively they could be sent there by an interested buyer / competitor / scientist who wishes to investigate this new attraction, sneaking in before dawn to get a look at the creature while everyone's asleep.

SCENE 1: A CRY FOR HELP

The PCs suddenly hear the voice of a woman crying for help from within the huge circus-theater, *Apollo's Joy*. As the PCs enter, they find the once impressive hall of the building completely ravaged. Smashed statues and torn draperies lie everywhere, and the impressive crystal chandelier that normally hangs in the center has been torn down from the ceiling. Peacocks, Macaws and other beautiful birds flutter about, their golden cages smashed. Shortly after the PCs enter, the cry for help is repeated. It's clear that it comes from one of the upper balconies of the circus.

SCENE 2: MONKEY BUSINESS

If the PCs investigate they find the third balcony level completely invaded by a family of baboons. Among them, dragged by the ankle by a large male baboon, is an attractive woman. Characters with knowledge about high society in Methone may recognize her as Agalia, wife of Antiokus. When she spots the PCs she will immediately

cry out for help again. The baboons will fight the PCs violently until they lose a couple of their numbers and then retreat while flinging objects. Once freed, Agalia will start to cry, and explain to the PCs that she only wanted to scare her husband and get him to swear to be faithful, but it all went wrong when the cyclops got loose.

SCENE 3: A REVENGE GONE BAD

At the exact moment Agalia mentions the cyclops, the PCs hear a loud crack from somewhere down in the arena and see the first ray of morning light come streaming in. Silhouetted against the light is the massive figure of a giant man, a statue of Zeus held like a club in one hand and the unconscious body of theater owner Antiokus in the other. A bestial cry of joy echoes across the still sleeping town.

It should be clear to the PCs that the beast needs to be stopped before it goes rampaging across town trying to make its way home to the Corcyra Mountains, far to the south. If the cyclops feels it's being followed, it will begin hurling things at its pursuers, starting with Antiokus - something that will most likely result in his death.

AFTERMATH

If the PCs manage to stop the cyclops before it does too much collateral damage, the local population will consider them heroes.

If Antiokus survives due to the actions of the PCs, he will reluctantly honor them with free tickets to his theater.

If Antiokus dies and the PCs keep quiet about Agalia's involvement in the events of the night, she will become a rich and influential widow and a potential ally.

If Antiokus dies and they reveal Agalia's dirty deeds, then the authorities will reluctantly believe them and sentence her to serve as a servant-priestess in a temple of Hera as punishment.



ANTIOKUS

Use Colony Governor stats (see page 142). He starts Incapacitated with 3 Wounds.



AGALIA

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

Skills: Knowledge (Athenian Culture/Art) d8, Notice d8, Persuasion d8

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma +2

Hindrances: Jealous

Edges: Attractive, Filthy Rich

BABOONS (3 PER PC)

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

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

Pace 8 Parry 6 Toughness 7 Pulse 5

Gear: Various loose objects (**Ranges:** 3/6/12, **Damage:** Str+d6)

Special Abilities

- **Teeth And Claws:** (**Damage:** Str+d6)
- **Leap:** Baboons can leap 1d6 inches, getting +2 to attack and damage, but suffering -2 Parry until their next action.
- **Hit 'n' Run:** Opponents rarely get a chance to strike back against the baboon tactics - opponents get no free attack when a baboon retreats.



CYCLOPS

(See page 146.)

THE HETAERA

The Olynthus ambassador in Methone has apprehended a hetaera of Zaraxian origin. He believes that she was spying on behalf of the Zaraxian government while she was in his house. Problem is she was spying not for the Zaraxian government, but for the Queen Mother Tryphosa and King Telemachos.

The ambassador has triumphantly revealed his catch to King Telemachos and has casually mentioned that he intends to torture the enemy

spy and extract all information he can from her. This could naturally lead to a dangerous diplomatic incident between Methone and its very important vassal polis Olynthus.

The Hetaera, Melitta, is a trained professional and will most likely resist and misguide her torturers for a while, but she will probably be broken at some point. Someone needs to get her out before that happens.

POSSIBLE HOOKS

There are only a very limited number of people who could possibly reveal this mission to the PCs, Queen Tryphosa, King Telemachos or possibly Polemarchos Cleomenes. The PCs will only be chosen to perform this deed if they have proven resourceful to one of those three characters in the past.

SCENE 1: THE BREAK IN

The ambassador's mansion is a large and impressive house in the middle of a meticulously kept garden, with a tall wall surrounding it. It has only one storey, so any torture chamber must be located either on the ground level or in a cellar somewhere.

The PCs have been told that King Telemachos has called the ambassador to a (fake) meeting regarding some trade agreements and will hopefully be gone for most of the night - they have six hours at the least. Unfortunately the ambassador has left half of his elite bodyguard at his mansion while he's gone. Most of them are either sleeping or resting, but they always have a handful doing rounds through the night. Most of the other servants and slaves have retired for the night, since the ambassador is gone.

SCENE 2: DISTRACTIONS

When the PCs enter the house they will find all sorts of very luxurious items and art objects. The ambassador is obviously *extremely rich*. As they search the house for Melitta, the PCs, especially those with the Greedy Hindrance, should be tempted to spend time collecting riches from various places.

Among the treasures, however, are hidden traps, mostly alarms, but also some more deadly

(poison darts, spring knives, etc). If the alarms are triggered, all the remaining guards will arrive at a rate of 1d6 every Round. To spot the traps the PCs will need to make a Notice roll at -2, and Lockpicking is needed to remove them without incident.

For those lucky/greedy enough, there are riches worth a fortune: On average 500 drachmas for each pound of loot the PCs can carry with them. Though it might be more trouble than it's worth, looting the ambassador's house might actually serve as a realistic cover for the whole affair. Break-ins have been attempted before.

SCENE 3: SADISTS

Melitta is being kept in a tiny chamber next to the wine cellar. Torturing her are two sadistic twins. They have only just begun breaking her down, using their favorite tool, Hades Blade Knives. And when the PCs enter, the Hetaera is completely covered in blood from fine cuts strategically placed. She is still relatively unharmed, but has 2 levels of Fatigue. The sadistic torturers are themselves covered in scars, something that is clearly visible as they are clad only in loincloths. It's also clear they are enjoying the torture way more than they should.

AFTERMATH

After she is freed, Melitta is quickly put on a spaceship and taken to a distant colony to recover peacefully. The PCs have earned yet another star with Queen Tryphosa, especially if they have managed to leave no witnesses to the affair and/or made it look like a common robbery.

OLYNTUS GUARDS (32 TOTAL)

Use Elite Hoplites (see page 141). One in eight is a leader who is a Wild Card and has Command.



MELITTA

Use Master Spy (see page 142) but add the Hetaera and Very Attractive edges.



SADISTIC TORTURER TWINS

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

Skills: Fighting d8, Intimidation d10, Knowledge (Advanced Torture) d10, Notice d8, Taunt d8, Throwing d10

Pace 6 Parry 7 Toughness 7 Pulse 15 Charisma -6

Hindrances: Bloodthirsty, Loyal, Mean

Edges: Block, Combat Reflexes, Command, Improved Level Headed, Improved Nerves of Steel, Olympic throwing, Quick Draw, Two Fisted

Gear: 8 Hades Blade Knives (**Ranges:** 6/9/15, **Damage:** Str+d4+2, **Damage:** Str+d6+2 when thrown, AP 4)



THE ACCOUNTANT

Archon Pelopidas, a governmental minister of Methone, is suspected of being corrupt. While this is nothing unusual among officials, Pelopidas is in charge of the Department of Armament, which has grown in importance due to the increased military tension between Methone and Zarax.

Construction of four new Invasion Barges has been delayed several times and has gone heavily over budget, but so far Pelopidas has been able to supply the royal bureaucrats with the necessary paperwork and Logician reports. However, the king's personal secretary, Erasmus is certain there is something that doesn't add up, so he's planning to get the Pelopidas' personal accountant questioned. If Pelopidas has been reallocating money to his personal coffers, the Logician accountant must know about it. It's rumored that Pelopidas has bought a barbarian Logician slave to this position, though nobody has actually seen him (or her as it turns out, see below).

Simply ordering Pelopidas to release his Logician to the king's secretary for questioning would be both rude and probably cause a lot of nervousness among

other less than morally pristine archons and officials at a time where it's in no-one's interest to rock the boat. So Erasmus needs another solution.

POSSIBLE HOOKS

The most obvious is for the PCs to be asked to help out either by Erasmus himself or by another high level contact within the court. Alternatively a PC could be remotely related to Pelopidas, and be charged by more honest parts of the family to "*root out the black sheep and clear our name.*"

SCENE 1: WELCOME TO THE PARTY

Pelopidas is the highest-ranking priest of Hephaestus in Methone. Each year he holds the celebration of the *Battle of Crete* in 145 ac where mankind was given the blood of Hephaestus and the secret of Bio-Ceramics. This is a massive party where 800 members of the Shapers Guild (Bio-Ceramic craftsmen) are invited. Acquiring or faking invitations should not be difficult, and since it's a celebration of the wonders of the forge god, wearing armor and helmets is not frowned upon and even small weapons are allowed.

The celebration is mostly a happy thing, but occasional rivalries between guild masters have resulted in a few fights over the years, so Pelopidas has hired an additional one hundred Gegamal Swordsmen to help his personal guard keep the peace and protect his property.

SCENE 2: LOVER'S QUARTERS

The party proper is concentrated in the central garden of Pelopidas' mansion and in the impressive private outdoor amphitheater. The rest of his mansion is off-limit with guards patrolling it.

The PCs can ask servants and house slaves for the location of the accountant, but most will be slightly confused if they use that title. If the PCs talk about Pelopidas' Logician, the house staff will be less confused and point the PCs to a remote chamber in the closed off area of the mansion.

When the PCs finally find Pelopidas' Logician accountant they find that she's an extremely

beautiful barbarian woman from Cihan called Taqana. Her duties include book keeping for his massive fraud schemes, but she's also his sex slave.

Taqana tries to get the PCs to take her with them out of the mansion in exchange for the information they want, but she can easily be forced to reveal everything without conditions. Revealing all damaging information using Speed Speak takes about 3 minutes or three hours in normal speech.

AFTERMATH

Once proof of his corruption has been found, Pelopidas is forced to resign and live out the rest of his days on a remote colony Garden. If he got killed by the PCs, then all the better. If the PCs save Taqana from her fate they get her eternal gratitude and 1 additional XP.



ARCHON OF ARMAMENT, PELOPIDAS

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

Skills: Fighting d8, Intimidation d8, Knowledge (Athenian Culture/History) d8, Knowledge (Battle) d8, Knowledge (Politics) d6, Knowledge (Economics) d8, Notice d6, Persuasion d8, Shooting d6, Throwing d6

Pace 6 **Parry** 8(1) **Toughness** 11(5) **Pulse** 20

Hindrances: Greedy

Edges: Block, Command, Imp. Level Headed, Priest, Filthy Rich

Gear: Gala Light Armor (+5 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Small Aegis Shield

TAQANA

Use Logician Teacher/Advisor (see page 140) but add Very Attractive and Speed Speak.

PELOPIDAS' PERSONAL GUARD (12 TOTAL)

Use Elite Hopliters (see page 141).

ADDITIONAL HOUSE GUARDS (100 TOTAL)

Use Gesmeronian Swordsmen (see page 144).

THE ANTIQUE

Two competing antique collectors are leading expeditions to the Ruins of Delphi following a lead to the famous Crimson Throne that was believed lost, provided to them by a greedy prospector (who sold the same info twice). Antique collecting has never been as dirty.

POSSIBLE HOOKS

Theodore, a wealthy and eccentric antique collector, could hire the PCs. The PCs are offered 500 drachmas each, plus 2500 drachmas upon a safe return with the Crimson Throne of Delphi. Fees may be negotiated a little higher (but they are peanuts compared to what lies in wait at Delphi, see below).

SCENE 1: ORGANIZING THE EXPEDITION

The PCs are asked by their employer to organize the expedition for him and his 150 workers. They are given credits (not cash!) in his name worth 25,000 drachmas. Since the ruins of Delphi and the

surrounding area are officially outside Methonian control (it's considered an unholy and cursed site) there are many bandits and lawless people seeking cover there.

Whatever the PCs come up with for their expedition, the competing collector, Arkimedes, a wealthy and eccentric antique collector, matches. Have the PCs do a list of their purchases and the people they hire, then copy it. In addition, he

also hires a number of NPC Wild Cards that mirror the PCs in everything but name. Neither expedition is aware of the other.

Note to the GM: As soon as the expedition moves within 50km of the center of the Delphi ruins nobody can ask the gods for Aid; it's as if the gods have abandoned this place.

SCENE 2: GHOSTS OF THE PAST

The land around the ruins of Delphi is extremely wild and untamed. It's a bubble of completely wild land right in the middle of the Methonian heartlands. This polis was destroyed around seventeen years after Athena appeared close to its walls and wept at the deaths of so many of her Athenians – according to tradition this is also the first year of the Athenian calendar.

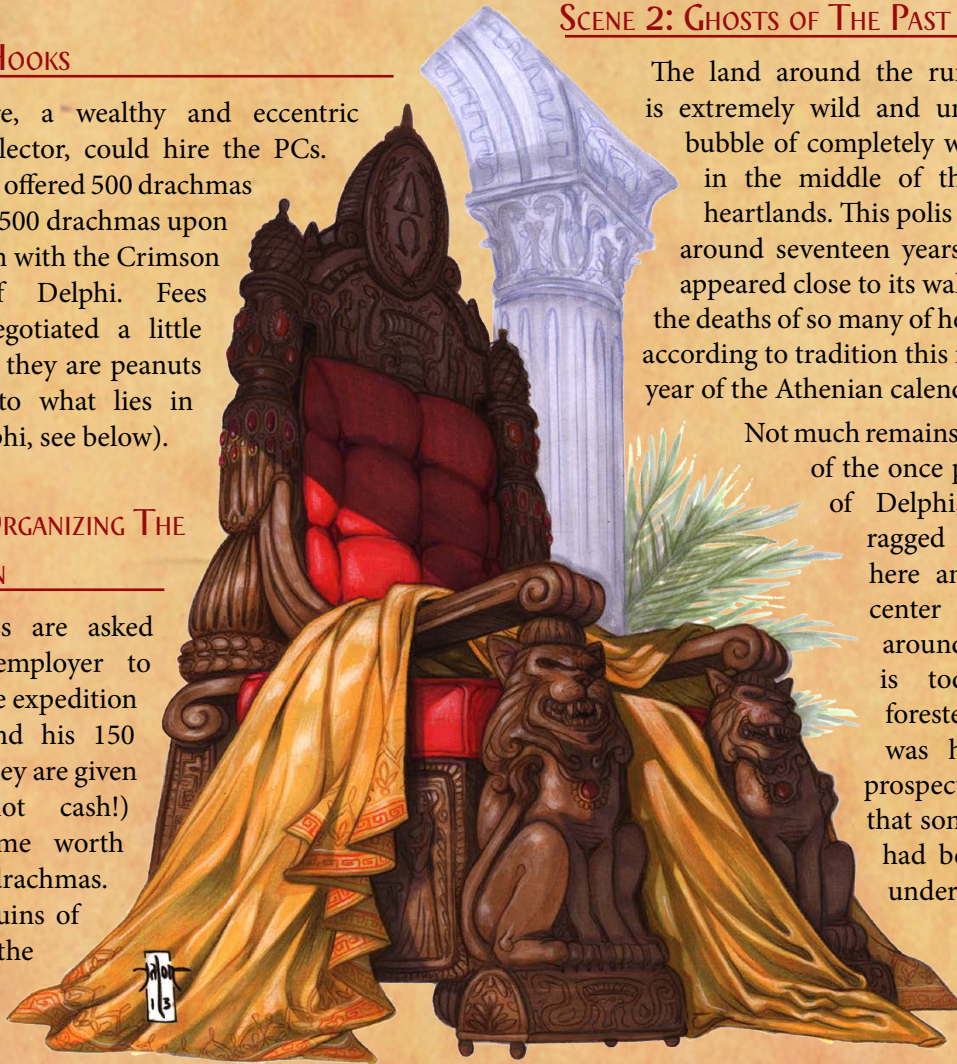
Not much remains above ground of the once powerful polis of Delphi, only some ragged ruins of villas here and there. The center of the polis, around the acropolis is today a large forested hill, and it was here that the prospectors found that some of the polis had been preserved under the soil.

There are several bands of outlaws, escaped

slaves and bandits using this area as a safe haven. One of the larger groups call themselves 'The Ghosts' and cover themselves in white mud to scare their enemies. Fifty or so of them will attempt a raid on the PCs expedition.

SCENE 3: WE GOT HERE FIRST

Once the PCs reach the digging site on the top of the acropolis, they will find Arkimedes' expedition.



It's possible to negotiate a truce for a while as the two teams dig for the Crimson Throne, but once they get through to the throne room peace becomes all but impossible in the face of the enormous treasure. Theodore and Arkimedes are both determined to be the sole owner of the Crimson Throne and many of the hired hands are probably also likely to go gold crazy.

It seems that the throne room was deliberately hidden by collapsing other rooms around it. Whoever did it, hoped to return one day and dig out the hidden treasure in there. The famous throne is a 200 lbs heavy, oak and red gold chair, with rubies strategically placed. Scattered around the room are silver coins, jewelry, silk and other treasures. Given the temptation, you can expect an almighty slaughter before the day is done.

AFTERMATH

Aside from the Crimson Throne there are valuables worth millions of drachmas in the room. If the PCs manage to get at least 600 lbs of the treasure home to Methone they get the "Filthy Rich" Edge for free. This lasts until they have sold off the whole loot or permanently if they invest (you're the GM- it's your choice).

The Crimson Throne is worth at least a few hundred thousand just from the gold and rubies, but to an antique collector such as Theodore (or Arkimedes) it's priceless.



ARKIMEDES/THEODORE

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

Skills: Fighting d6, Investigation d10, Knowledge (Athenian Culture/History) d12+2, Knowledge (Archeology) d12+2, Notice d8

Pace 5 Parry 5 Toughness 4 Pulse 15

Hindrances: Elderly, Greedy

Edges: Scholar

Gear: Polis Lance (**Damage:** 2d8, AP 2)

ARKIMEDES' EXPEDITION

See Scene 1.

THE GHOSTS OF DELPHI (50 TOTAL)

Use Normal Hoplite stats (see page 140) with Intimidation d8, Stealth d8, and Survival d8.

SURVIVORS

The PCs investigate a series of strange murders in a tiny village on the island of Kythnos. Here they find the remains of a tiny group of Sakalid soldiers, survivors from the invasion some fifty years ago.

POSSIBLE HOOKS

The king of Kythnos (he has been allowed to keep his title despite Kythnos being a dependent of Methone) has asked for help from a group of brave and skilled men. Someone at King Telemachos' court might have suggested the PCs, or if they're famous enough, King Euripides might have asked them directly for help. He promises a 5,000 drachmas reward if the murderer is apprehended.

SCENE 1: AN IDYLIC LOCATION

The village Xylon is located at the bottom of a beautiful fjord on the ragged north coast of the island Kythnos. As the name suggests (xylon = wood) its main export is trees, mostly the hard to get rock-hugging giants that grow on the steep slopes of the green mountains, but also giant bamboo and other sorts are cut down and shipped out.

Forestry in mountains is not for the faint of heart but recent events have spooked the local population. Five crews disappeared over the last month, no signs of wild animals, no corpses, nothing. And then, the straw that broke the camel's back - a [suitable time before the PCs arrive] ago an entire family was killed in the middle of the night, right in the middle of town, without anybody noticing. The corpses of the family were all found in their beds, untouched, even though their house had obviously been broken into. The superstitious locals are convinced that evil spirits are at work.

The bodies of the family have all been burned, but the PCs can investigate the house, which has been left untouched. Inside they might find a

broken clay pot that looks strangely out of place. Characters with even a little military training will recognize a Sakalid War Gas container. Just outside the house they will also find tracks from heavy iron-studded boots, completely different from the sandals or climbing boots normally used by the locals.

A few of the locals will volunteer to help the PCs follow the tracks up into the forested mountains.

SCENE 2: NEVER-ENDING WAR

Following the tracks deep into the mountain forest will eventually lead the PCs to a well hidden valley where a group of strangely clad men are camping. While they have only lean-tos and light tents as if they are just staying a night or two, signs suggest that they might have been there much, much longer.

The survivors are Sakalid warriors whose landing craft got a little out of course and landed just off the shores of Kythnos Island more than fifty years ago. Their inexperienced commander ordered they should wait until they got further orders and then he died from injuries sustained during the crash. His men, all one hundred and twenty of them, then followed his orders, staying hidden. Now there are only a handful of them left, even the youngest is pushing seventy, and they have tentatively tried to engage "the enemy", even going so far as to organize a nightly raid on the nearby "enemy stronghold".

They will attack the PCs immediately if they see them and fight to the death with a fanaticism that is even more sickening and pathetic coming from seventy year old men.

AFTERMATH

If the PCs take a few prisoners they will experience the complete and utter wrongness of the Sakalid soldier, up close and personal. Their skin is almost rotting away from their faces from the wear and tear of wearing gasmasks almost constantly for fifty years. They will not answer questions. As a matter of fact it's impossible to know if they understand the questions, even when they're put in the Sakalid language. It's like talking to someone delirious or in complete shock.

Someone with knowledge about Sakalids or modern military history will know that it was never possible to get a low-ranking Sakalid soldier to surrender or reveal anything, even under the most gruesome torture. Only the officers could sometimes be negotiated with.

THE SURVIVORS (24 TOTAL)

Attributes: Agility d6(-1), Smarts d4, Spirit d6, Strength d4(-1), Vigor d4

Skills: Fighting d6(-1), Notice d6, Shooting d8(-1), Stealth d8(-1), Survival d8, Throwing d8(-1)

Pace 5 **Parry** 6(1) **Toughness** 6(2) **Pulse** 15 **Charisma** -8

Hindrances: Elderly, Sakalids (-8 Charisma)

Gear: Chrysalis Armor (+2, all locations, ignores 4 points of AP from missiles), Gasmask With Helmet (+4 Armor, protects against gases), Needle Rifle (**Ranges:** 18/36/72, **Damage:** 2d8) with fixed bayonet (**Damage:** Str+d6, Reach, +1 Parry, 2 Handed). Five of them have Sakalid War Gas Grenades (**Ranges:** 5/10/20, Large Burst Template, Vigor roll at -2 or suffer 2d10 damage/Round)

Note: These elderly soldiers suffer -1 penalty from encumbrance.

Special Ability

- *Fearless:* Sakalids never show signs of fear, or much emotion at all for that matter.

OLYMPIC GAMES

The PCs are at the Olympic Games on Thasos.

Note to the GM: This is not an adventure or scenario in the traditional sense, but more a series of things to do or experience at the Olympic Games of 2404ac. You can use this setting as a structure for all manner of adventures.

POSSIBLE HOOKS

Invitations are needed to go to the Olympics. These can be bought (5,000 drachmas) or King Telemachos or his minister of Sports and

Entertainment, Archon Dunixi can give them, if they feel the PCs are worthy. Each ticket holder is allowed to bring 1 personal guard and 1 personal servant or slave.

THE TRY-OUTS

Hundreds of thousands of people arrive at the Olympic grounds in the days leading up to the event. Many of them are hopeful athletes who have begged or borrowed their way to a ticket for the try-outs, while others are just sports enthusiasts, reporters, officials, etc. Everyone can go to the try-out if they wish (as long as they have the money for the ticket) as private people, but each of six hundred named poleis is allowed to present a single athlete that will automatically pass the try-outs. To qualify, an athlete will have to speak Athenian fluently (by reciting a prayer to Zeus), meet certain physical standards (the Olympics celebrate the body, so no cripples), and defeat enough other challengers in their given discipline(s). The GM may set the standards, but they should be really, really high.

DAY ONE: PRAYERS AND WAGES

One thousand oxen are sacrificed in honor of Zeus and Athena in front of the two massive temples that lie at each end of the Olympic grounds. No events are held but each participant is introduced and paraded around the central stadium, kneels before the statues of Zeus and Athena, and takes an oath to do his best to win. An obscene amount of wagering is taking place at this time too and bookmakers adjust the odds from the way an athlete presents himself.

DAY TWO: THE FOOT RACES

Day two is primarily devoted to the running specialists. There are four qualifying heats to get through before the final, except in the long races, where there are only two qualifying heats.

Sprint: 200 meters.

Medium Race: 800 meters.

Long Race: 5,000 meters.

Hoplite Race: 800 meters with 60 lbs of armor and gear.

DAY THREE: THE FIGHTING EVENTS

This is the bloodiest of the five days. All fights, no matter the discipline, lasts until one side surrenders, is knocked out or dies. However, should a person die, he is immediately honored as the winner of the bout as he gave his life to Zeus (he is then moved on to the next round, which he then loses). There are no rounds or breaks, except if the sun goes down, in which case the match is postponed until sun-up. Whatever the discipline, six fights must be won to win a tournament.

Wrestling: No punches or kicks, may slap with an open hand, no pulling genitalia, or gouging out eyes.

Boxing: May only use fists, no strikes to genitalia or eyes.

Free Fighting (Pankration): Everything is allowed, except striking the genitalia or eyes.

DAY FOUR: HORSES AND CHARIOTS

These events are held at the huge hippodromes on the edge of the Olympic grounds. This is the only chance the human athletes get to rest a little, as the horses take over. While chariot racing is still the biggest event, simple horse races with one rider and a track with obstacles have become increasingly popular. Both types of race follow the same rules: no weapons except a whip or a straight stick may be brought by the rider/driver. Whipping or striking an opponent's horse results in immediate disqualification. The honor goes to the owner of the horse(s) not the riders or drivers, though they may compete in the pentathlon competition as winners. Each of the following competitions is held for both horse and rider and chariots with one, two, four and six horses (there are two men on this last chariot).

Short: 5 laps.

Long: 20 laps.

DAY FIVE: THE PENTATHALON

The Pentathlon (five-disciplines) is the final discipline. All athletes who have won a competition this year are allowed to participate in this ultimate discipline (i.e. potentially 18 people).

Only if the same person wins all five disciplines is a winner of the competition proclaimed.

Discus Throw: length only.

Sprint: same as the earlier competition.

Long Jump: running start.

Javelin Throw: the javelin must stay within a narrow path.

Wrestling: same as the earlier competition.

AFTERMATH

After sunset on the last day, the thousand oxen sacrificed on the first day are served at a massive banquet for the athletes and invited VIPs.

BLOCKADE RUNNERS

This scenario takes place after the war between Zarax and Methone has started. The Methone-allied fleets of Byzantium and Ephesus have blockaded Ialysus but blockade-runners are undermining their efforts.

HOOK

The war council will order the PCs on this mission. Refusal is treason...

SCENE 1: HEROES ONLY

From captured enemy scouts the Byzantine and Ephesian admirals have learned that a submarine is circumventing their blockade. Submarines are rare but not unheard of, and most are built as private leisure vessels to watch sea creatures. The difficulties of the pressure of the deep, propulsion and deep-sea navigation have limited their use by navies. But according to the captured scouts, the *Triteia* is so big that she can deliver Ialysus all the food it needs.

The PCs are to lead an elite group of hoplites (10 men strong) to a narrow and shallow part of the fjord that leads into the polis and there wait on the bottom of the fjord for the submarine to pass, get in it or on it and sink it. Needless to say, such a job is only for heroes...

The PCs are issued fully sealed hoplite armor with oxygen tanks (total weight 42 lbs, oxygen enough for 48 hours), swim fins (+2 Pace in water), powerful Helios Pack torches for underwater use, and

special underwater crossbows that can fire a powerful harpoon (**Ranges:** 3/6/12, **Damage:** 2d6, 10 inch long cable) to attach itself on the hull of the submarine.

SCENE 2: THE TRITEIA

The PCs get dropped off at the selected spot in the fjord and must sit and wait in the dark, cold water for a while before the submarine arrives. She looks like a mix between a surface ship and a spaceship, and is propelled by what looks like giant fins and a massive Bio-Ceramic whale's tail almost 30m wide. The submarine itself is perhaps 100m in length, 20m wide and about the same in height, except for the bridge that rises an additional 10m above the hull. There are external lights all over the hull, but most are turned off to create as little light as possible on the surface.

If the PCs think they can simply cut a hole in the thing and be done with it, they're sadly mistaken. The *Triteia* is not only shielded by Aegis Shields in exposed areas (such as the fins, tail and parts of the bridge, the rest of her hull is thick resistant Bio-Ceramics. She's also highly compartmentalized near the external hull. Sinking her from the outside is almost impossible.

So the PCs and their elite hoplites need to get inside and take out the crew, or perhaps destroy the engine (a rebuild pulse-drive engine from a Daidalos Shuttle that powers the mechanical fins and tail). Unfortunately, Captain Ornithes and his men are not cowards and they will fight bravely against the attackers.

Have the fights in the narrow corridors be difficult. Large shields are completely useless since they are too wide, and medium shields will give their defense bonus to the opponent as well, only small shields count as normal. For this reason, the crew has left their shields at home.

AFTERMATH

Capturing or destroying the *Triteia* is a massive morale victory to the besiegers, and while she didn't actually feed the entire city, the loss of the additional food she brought in is felt inside Ialysus. Refitted for

transportation of men rather than food, the Triteia might be useful in the war. It can transport a hundred or more elite soldiers unseen underwater.



CAPTAIN ORNITHES

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

Skills: Boating d10, Fighting d10, Healing d6, Intimidation d8, Knowledge (Athenian Culture/Sports) d6, Notice d8, Shooting d8, Stealth d6, Survival d6, Swimming d10, Throwing d10

Pace 6 Parry 8 Toughness 13(6) Pulse 15 Charisma +1

Hindrances: Overconfident, Sense of Duty (to Ialysus)

Edges: Ace, Block, Combat Reflexes, Command, First Strike, Hoplite, Improved Trademark Weapon (His Sword)

Gear: Sealed Hoplite Armor (+6 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

THE TRITEIA CREW

50 Veteran Hoplites (see page 141) with Boating d10 but no shields.

GUARDS AT THE PIERS

Normal Hoplites (see page 140).

BATTLE OF THE HOT LAKES

This scenario takes place after the war between Zarax and Methone has started. Early in the war (just after the siege of Larymna) the Zaraxian vassal Ambracia attempts to conquer the Methonian vassal of Therma in a lightning campaign. The PCs are sent to help defeat the



invaders along with seven additional phalanxes and three thousand Lokin Braves. Keeping Therma out of enemy hands will force Zarax to deploy additional forces to this northern front, forces that can't then be deployed elsewhere.

Hook

The war council orders the PCs; refusal is not an option.

SCENE 1: DEMOCRACY IN ACTION

The bureaucracy in Therma is effective and no-nonsense, unlike bureaucracies the PCs might have experienced in other democracies. The entire polis has been mobilized for war, and while its resources might be few (it has only about 250,000 citizens and 150,000 slaves and barbarians living within its walls), it has still managed to field a very respectable army, arming everyone who wishes to fight against the hated Ambracians. Virtually all civilian Daidalos Shuttles and Ikaros Planes have been handed over to the war effort, making the Thermian much more mobile.

The PCs and their entire army arrive via an Invasion Barge that makes the lift from the Methonian cosmoport to the Thermian cosmoport in only a few hours (most of which is spent preparing for take off and landing). An emissary from Polemarchos Cosimo who quickly reveals the state of affairs receives the PCs. They're then picked up by the seven Ikaros Planes of the Thermian army and flown to a small fishing village on the shores of the Hot Lakes.

In a gamble, Polemarchos Cosimo has moved his entire regular army to the southern borders to fight the enemy there, leaving the growing numbers of militia levies at home to guard the polis itself. He's betting that the Ambracians don't have enough Daidalos and Ikaros vehicles to circumvent the treacherous valleys and the famous Hot Lakes that gave Therma its name.

SCENE 2: MOVE, MOVE, MOVE

As the PCs arrive at the fishing village, they find themselves walking right into a large skirmish.

Cosimo is trying to hold the village for just a little

longer, as it's the only place with enough space at its piers to make good use of the cumbersome Ikaros Planes.

There are 5 Thermian phalanxes fighting 9 Ambracian phalanxes, with both sides having about 2,000 light barbarians. The PCs' arrival with their 7 phalanxes of veteran hoplites should turn the tide, but it's only a short respite, for the bulk of the Ambracian army is coming down on the village and the defenders need to move into the safety of the mountains.

SCENE 3: BATTLE OF THE HOT LAKES

Once joined with the bulk of the Thermian army, the PCs can begin talking strategy with Polemarchos Cosimo, a relatively young man for his position (he's only 52 years old). The actual battle can either be played as a series of mini-missions for the PCs or as a mass battle. To draw out the fight a little, it could be made into a series of minor mass battles rather than one big one.

AFTERMATH

Even if the Ambracian army is forced to retreat, Therma is by no means safe. However, it will require the help of the Zaraxian army, tying up considerable numbers of their men. Even if the battle at the lakes is lost, the remaining Thermian forces will retreat to defend the walls of their polis if possible, giving the PCs another chance to save the day perhaps.

1ST AMBRACIAN ARMY OF THE NORTH (10 TOKENS)

Commander: Polemarchos Lamachus

16,000 Hoplites in 70 phalanxes (8 tokens)

20,000 Barbarian auxiliaries (mixed, mostly Gameeli Volunteers and Wersundian Brawlers) (2 tokens)

39,000 Civilians and personnel in the train

3 Ikaros Planes (max lift 1,200 men, need water to land)

15 Daidalos Shuttles (max lift 600 men)

THERMIAN ARMY (5+4 TOKENS)

Commander: Polemarchos Cosimo

8,000 Hoplites in 65 phalanxes (4 tokens)

7,000 Barbarian auxiliaries (mixed, mostly Ashigaru) (1 token)

7 Ikaros Planes (max lift 3,100 men, need water to land)

45 Daidalos Shuttles (max lift 1,700 men)
(15,000 militia levies kept in reserve) (4 tokens in reserve)

METHONIAN FORCES (2 TOKENS)

Commander: One of the PCs.

1,400 Veteran Hoplites in 7 phalanxes (1 token)

3,000 Lokin Brave Barbarian Auxiliaries (1 token)

THE SHIPYARD (ASHTORM)

This scenario takes place on the Garden of Ashtorm some time after the events in Fourth Verse: Swords & Sandals of the campaign. Tegea and Methone have so far shared the massive shipyards at Aspadāna peacefully, but Agesilaus, the Tegean governor, had other plans. One of the biggest Methonian controlled shipyards was finishing the construction of twin Invasion Barges of the *Ares* class. Agesilaus had his right hand man, Thanos, steal them disguised as a member of one of the many rebel societies of Ashtorm. The PCs must find and free two missing 90,000 metric ton half-finished spaceships before they are lost for good.

POSSIBLE HOOKS

The PCs could be asked to go negotiate the release of the ships by the governor Meletios (see Fourth Verse: Swords & Sandals on page 76), or they could be going there with some of the crew of *The Daughter of Amphitrite* to get an Ikaros Plane fixed.

SCENE 1: THE ASPADANA SHIPYARDS

The Aspadana shipyards lie along the coast of the Aspadāna peninsula where it is narrowest. At this part of the peninsula there are thousands of canals, rivers, lakes making almost perfect wet-docks, and many of them can be changed into dry-docks with only a little help. Even before the Athenians arrived this was a boatbuilding area, a haven, largely free of the terrors of the wild beasts that roamed the rest of the Garden. Today it is the heart of shipbuilding for both the Methonian and Tegean colonies on Ashtorm. More than one thousand shipyards with over one million workers cover a huge area up and down the coast.

As the PCs arrive, the Athenian guild masters of the local Shapers, Boatbuilders, Engineers, and Drive Makers guilds, as well as the main architect and his Logician secretary, greet them. They are screaming about a local rebel group, the Black Tigers, who are responsible for the theft of the Invasion Barges.

When the PCs start questioning them about how two ships of that size could just disappear overnight, they reluctantly admit that they might have cut down the guard details to an absolute minimum in order to save costs. As a matter of fact there were only two guards posted to guard the wet-docks the entire night.

SCENE 2: A 90,000 TON NEEDLE IN A HAYSTACK

Since neither ship had been fitted with any type of propulsion, they must have been towed away somewhere. There are a couple of ways the PCs can begin searching for the barges:

Follow The Money: Shortly after the PCs arrive, a letter is delivered to the architect with a demand for 1 million drachmas in gold within five days and 1 million more each following day for the next twenty days or the Black Tigers will sink the barges. To accept the demands, the guild masters must light a fire on a certain hilltop that night. The PCs might try to convince the guild masters to fake the delivery of the gold and see if they can't capture the culprits and get them to reveal the location of the barges.

Searching The Shipyards: Start searching the one thousand shipyards of Aspadana one by one, and the natural fjords and bays where they might also be. By discounting the shipyards that are too small and using a Daidalos Shuttle to sweep over the rest, the PCs might shorten the list to about two-dozen possible locations. The rest is legwork (and a few elbows as well, to get into places they're not wanted).

SCENE 3: SHOWDOWN

Make sure the PCs feel the clock ticking. The Athenian colonists, both the Methonians and the Tegeans (who have no idea their own governor is behind this) are ready to attack the local population over this transgression; brawls break out with increasing regularity.

Whatever method the PCs use to locate the two barges, they finally find them in an abandoned shipyard (which, interestingly, has recently been bought by the Tegean governor, should anyone care to check it out). They are being repainted in Tegean colors, making it clear that Agesilaus has no intentions of honoring the deal even if he gets the ransom.

Greeting the PCs are Thanos and his hired muscle, as well as a couple of hundred working slaves. Thanos will not fight to the death, but rather try to get away in one of the Daidalos Shuttles that are moored next to the stolen Invasion Barges.

AFTERMATH

If the PCs capture Thanos they can get him to admit Agesilaus is behind the whole deal. This news will immediately relieve the tension between the colonists and the locals, though the Methonians will now be suspicious of their Tegeas neighbors. Alternatively, Thanos could mysteriously escape from custody before he's properly questioned, leaving the way open for an even more audacious plan by Agesilaus... the following Savage Tale!



THANOS

Use Master Spy (see page 142).

HIRED THUGS (50 TOTAL)

Use Normal Hoplite stats (see page 140) but they're all in light armor (+5 Armor, all locations) due to the heat.

THE FORTRESS CITY (ASHTORM)

This scenario takes place on the Garden of Ashtorm. Reading the political and military signals, the Tegean governor of the Ashtorm colonies, Agesilaus, believes he can move in and take complete control of the vital Fortress City of Damghanae pushing out the Methonian forces who are stationed there.

It's up to the PCs and a tiny group of elite hoplites to thwart these plans before they get underway. Being a very pragmatic (bordering on Machiavellian) polis, it's likely the plutocrats who rule Tegea will only support their appointed governor if they feel he's succeeding, and they're just as likely to leave Agesilaus hanging out to dry.

BACKGROUND

The Fortress City of Damghanae is perhaps the single best evidence of the immense wealth and power of the lost empire that once ruled Ashtorm. It guards the passage in and out of the Strait of Damghanae, the belt of water that divides the two continents of Ashtorm. At the core is the colossal building that bridges the two continents, a single stone edifice stretching over nine kilometers of water, yet is high enough over the water to allow most sailing ships through.

The rest of the city is built to most effectively defend this central structure, laying out rings of defensible sections in three layers, one on top of the next. This way, even if an enemy manages to completely overrun the ground defenses, the next level can keep pouring death upon them, and even then they have the option of retreating to even higher ground.

Logicians have calculated that the city could have been home to as many as three million people at its pinnacle, but today it only has a permanent population of about four hundred thousand.

Governor Agesilaus is well aware that he must produce a viable reason to violate the decades-old treaty that divides the control of Damghanae between Methone and Tegea or risk alienating even his own political masters. He has forged a letter in which the highest-ranking Methonian officer in the city, Taxiarchos Brasidas, is pleading for help from Agesilaus as he has *"lost control over the rampaging local hordes threatening the safety of the Methonian colonists"*. This message was sent to both the Methonian Governor Meletios in Khouribga and to Agesilaus' masters just as thousands of hired mercenaries descended on the Methonian controlled areas of the city. Unfortunately for Agesilaus, his forces haven't been able to get their hands on Brasidas, nor have they managed to root out all resistance.

SCENE 1: FINDING BRASIDAS

As rumors reach Khouribga that Brasidas might still be alive, 24 of the most elite hoplites Meletios can muster are assembled along with the PCs and given the mission to find Taxiarchos Brasidas before the enemy does and get him out safely. They're loaded into a Daidalos Shuttle and flown to the fortress city with all haste.

As the PCs arrive, fighting is still going on all over the Methonian areas, where the largely mercenary forces of Agesilaus have been spending just a little too much time looting rather than finishing off the scattered pockets of resistance.

As the PCs get further into the city they will hear rumors of the 'Brothers of Brasidas' who refuse to surrender and have barricaded themselves in some ancient baths surrounded by huge numbers of enemy forces.

SCENE 2: THE BATH

The public baths where Taxiarchos Brasidas and his 56 surviving hoplites are holding out are well

chosen. Approaches are few and tight, there are huge supplies of food, and burning the place down is next to impossible due to all the water.

The Tegean officers and the mercenary leaders have decided to simply surround the place and keep them there for the time being until they can come up with a good solution.

When the PCs arrive there are about 150 enemies scattered around the baths. From the time fighting erupts until the first reinforcements arrive, it will be at least a couple of minutes.

While there are thousands of enemies in town, they are scattered and poorly organized, so while it's by no means easy, it should not be impossible to lead Brasidas out to safety.

AFTERMATH

If the PCs fail to get to the trapped Taxiarchos then Agesilaus will be able to perpetuate the lie that he is acting to save the Athenian colonists abandoned by the Kingdom of Methone.

If the PCs get to Taxiarchos Brasidas and free him then things look much gloomier for Agesilaus. The Tegean plutocrats will most likely forsake him, leaving him to fight on his own. This could easily evolve into a mini-campaign where the PCs and Governor Meletios try to crush Agesilaus in his stronghold in Elamitae.

ELITE HOPLITES (24 TOTAL)

(See page 141.)



BRASIDAS

Use Elite Hoplite stats (see page 141) plus Command and Hold the Line!

BROTHERS OF BRASIDAS (56 TOTAL)

Use Veteran Hoplite stats (see page 141).

MERCENARIES AND TEGEAN HOPLITES

Use Normal Hoplites stats (see page 140).

PIRATES (KAOBIA)

This scenario takes place on the colony Garden of Kaobia, though it could easily be put anywhere pirates roam. With Strategos Diodotus, the commander of the Methonian forces on Kaobia hunting Mega Crabs far to the south, the pirate king Manu-Karu has planned a daring raid on the Bay of Triton, the colony capital. By arranging for a series of distractions, he hopes to lure enough forces away from the capital and raid it before they can return.

Hook

The PCs are really forced into this scenario simply by being in town during the attack.

SCENE 1: CRY WOLF!

Governor Hippias is well known for a complete disinterest in military affairs, and an impressive lack of strategic overview or tactical insight, but until the return of Strategos Diodotus all military decisions are his. And as Manu-Karu has expected, the governor overreacts when he hears about the diversions the pirate king has arranged in choice locations around the Bay of Triton. In no time at all he has sent all the capital's standing forces off in pursuit, using up the Daidalos Shuttles and Ikaros Planes available. This not only removes the forces, but also makes it very hard to recall them (remember that the Athenians do not widely use radios).

The PCs will see all this unfolding and may wonder what's going on. Let them hear all manner of rumors based on the diversions and feel the general sense of disorganization from the military as the troops are dispatched in multiple directions.

As night falls, only about a phalanx of hoplites (120 men) and two hundred barbarian policemen, mostly Gameeli Volunteers, are left to defend a town of some 90,000 people. Governor Hippias has kept his 50 Sharkwarriors as a personal bodyguard.

SCENE 2: NIGHT RAIDERS

When the sun tips over the horizon, a fleet of ships moves into the harbor. More than two thousand bloodthirsty pirates are unleashed on the unsuspecting town.

While they aren't picky, the Kaobian pirates are especially gruesome towards the Athenian colonists and those servants and slaves obviously not of Kaobian descent. The PCs are natural targets.

During the battle, PCs who speak Kaobian will hear the pirates reveal that their captain (or 'king' as they call him, using the Athenian title), is trying to get 'the fat man', and they might see a more organized looking group of pirates making their way directly towards the governor's mansion. It's entirely up to them if they want to help the governor out.

SCENE 3: SAVE THE GOVERNOR

Governor Hippias might not be a strategic genius, but he's well aware that he has been tricked. He orders some of his servants to run out and gather as many of the remaining forces to defend the governor's mansion (and most importantly, the treasury underneath it). Hippias is not a coward, and while he isn't prepared to sacrifice his life in a vain attempt to save his town, he is quite willing to fight as best he can when attacked.

Manu-Karu and about a hundred of his men are going directly for the governor's mansion and the colony's gold hidden there.

If Manu-Karu is killed, his men will immediately lose heart and attempt to run to the boats in the harbor with whatever loot they have already gathered, but as long as Manu-Karu is fighting his men will fight on.

AFTERMATH

If the PCs save Governor Hippias they will gain him as a contact within the Methonian bureaucracy and he will most likely reward them in some monetary fashion as well. If Hippias dies then Diodotus will become acting governor, though someone will need to go south and tell him.



GOVERNOR HIPPIAS

Use Colony Governor stats (see page 142) with Obese and Habit (Alcohol). He has put on his hoplite armor (giving him **Toughness** 12(6)) and has found his Pallas Lance (**Damage:** 2d10, AP 2).

KAOBIAN PIRATES

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

Skills: Boating d8, Climbing d8, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Swimming d10, Throwing d6

Pace 6 **Parry** 6(1) **Toughness** 6 (7 when within 5 inches of Manu-Karu) **Pulse** 10 **Charisma** -5

Hindrances: Barbaric, Illiterate, Mean

Edges: Steady Hands (while on boats only)

Gear: Small Turtle Shell Shield, Shark Teeth Sword (**Damage:** Str+d8), Harpoon (**Ranges:** 3/6/12, **Damage:** Str+d6+1)



MANU-KARU, THE PIRATE KING

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

Skills: Boating d8, Climbing d8, Fighting d10, Intimidation d10, Notice d6, Shooting d10, Stealth d6, Swimming d10, Throwing d8

Pace 6; **Parry** 9(2) **Toughness** 10(2) **Pulse** 20 **Charisma** -5

Hindrances: Barbaric, Illiterate, Overconfident

Edges: Brawny, Combat Reflexes, Command, Improved Frenzy, Hold the Line!, Iron Jaw, Nerves of Steel, Quick, Quick Draw, Improved Sundering Strike, War Cry

Gear: Turtle Shell Armor (+2 Armor, all locations), Medium Turtle Shell Shield, Shark Teeth Sword (**Damage:** Str+d8), Harpoons (**Ranges:** 3/6/12, **Damage:** Str+d6+1)

CRAB (KAOBIA)

This scenario takes place on the colony Garden of Kaobia. The PCs run into Strategos Diodotus and his entourage hunting a legendary Mega-Crab that, according to local lore, should be living in some hard to reach caverns.

“Please don’t pretend to know anything about seafood unless you have tried the Mega Crab of Kaobia...”

– Renowned culinary icon, Prophyrios of Metapont, 2399 ac

POSSIBLE HOOKS

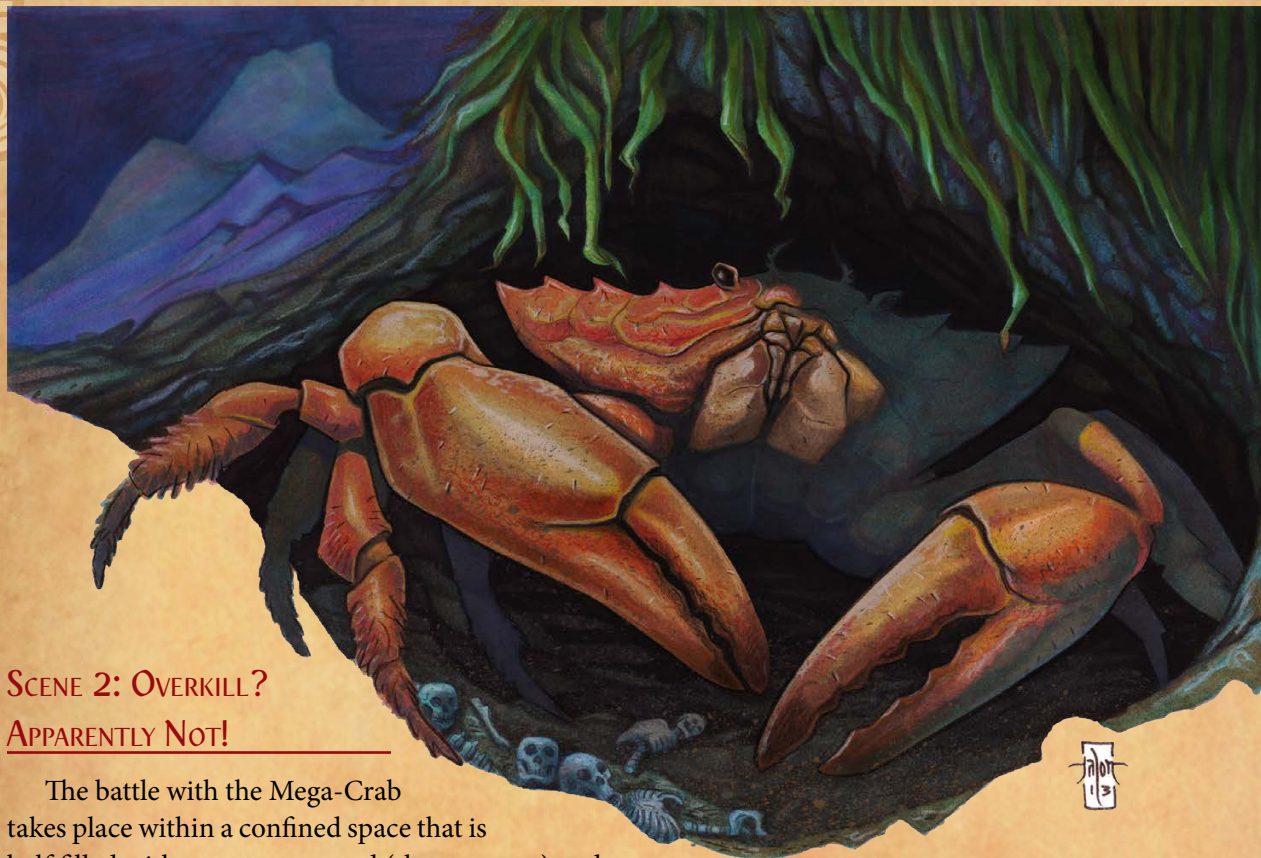
The PCs could be searching for Strategos Diodotus for some reason, or they could be searching for an opportunity to hunt a Mega Crab themselves.

SCENE 1: HUNTING IS SERIOUS BUSINESS

The tiny island of Tokanod is completely swamped by the Diodotus hunting party. Scattered along a once picturesque coast are now tents, lean-tos, beached ships, and hastily constructed lodges, and the nearby jungle has been reduced visibly by busy hands and machetes - it looks more like an invading army than a hunting party.

As the PCs arrive at the camp they find the whole thing is run with military precision and determination, with Diodotus planning the hunt as if it’s a war. To complete the picture he’s even poised over a map with his aides when the PCs first enter his temporary lodge on the beach.

The Strategos has finally managed to find the underwater entrance to the Mega-Crab’s cavern and he has equipped 16 of his best men with sealed space-suit hoplite armor so they can swim/walk into the lair. His show-off nature gets the better of him, and Diodotus eagerly invites the PCs to join him in his hunt. He will even arrange for them to get sealed suits for getting through the flooded tunnels into the crab’s cavern.



SCENE 2: OVERKILL? APPARENTLY NOT!

The battle with the Mega-Crab takes place within a confined space that is half filled with water at one end (the entrance) and slippery rocks at the other. There is nowhere for the beast to run and it will fight to the death.

If Strategos Diodotus has reason to feel the PCs are stealing his thunder he will cast caution aside and charge forward to deliver the killing blow.

And even in its death, the Mega-Crab has one last surprise left. When it fails its final test to stay alive it will fall into violent cramps and flail about with its gigantic legs, hitting randomly all over the cavern doing **Damage:** 3d10. To dodge or parry these random strikes a character must make an Agility roll at -4 or a Fighting roll at -6.

Letting their host get the glory is the politically smart thing to do, but if the PCs insist on proving their mettle and dispatch the Mega-Crab efficiently before Diodotus gets the chance, he'll be secretly impressed by their prowess in battle – something he might choose to call on at a later date.

AFTERMATH

Biggest gods-damned paella ever!



STRATEGOS DIODOTUS

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

Skills: Boating d6, Fighting d10(+2), Intimidation d8, Knowledge (Athenian Culture/History) d8, Knowledge (Battle) d10, Knowledge (Zoology) d10, Notice d8, Shooting d8, Stealth d8, Survival d8, Swimming d8, Throwing d8, Tracking d8

Pace 6 **Parry** 9(2) **Toughness** 14(7) **Pulse** 20

Hindrances: Arrogant, Overconfident, Stubborn

Edges: Combat Reflexes, Command, Level Headed, Filthy Rich, Hoplite, Improved Nerves of Steel, Improved Sundering Strike, Improved Trademark Weapon (Short Sword)

Gear: High Quality Sealed Hoplite Armor (+7 Armor, all locations), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), Phalanx Lance (**Damage:** 2d12, AP 2, Reach 2, can be wielded 1 or 2 Handed)

BODYGUARDS (16 TOTAL)

Use Veteran Hoplite sats (see page 141). All are equipped with sealed suits and have 48 hours of oxygen.



MEGA-CRAB

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d10

Skills: Climbing d8, Fighting d10, Notice d8

Pace 8 Parry 6 Toughness 21(9) Pulse 35

Special Abilities

- *Size +5:* This Mega-Crab weighs about two tons. Attackers add +2 to any attack rolls against a Mega-Crab due to its large size.
- *One Monster Of A Crab Shell:* The top shell of a Mega-Crab is very tough (+9 Armor) with softer spots underneath (+5 Armor) but those are at -2 to hit (rather than the usual +2 for the rest of the crab).
- *Aquatic:* Can breathe both in and out of water, and Pace is not reduced in water.
- *Claws:* (**Damage:** Str+d8, Reach 4)

- *Fear:* Anyone facing a Mega-Crab for the first time must succeed at a Spirit roll or be frightened.
- *Sonic Stun:* When fighting multiple targets, the crab will occasionally make a powerful sonic snap with its claw instead of attacking; all targets within a Large Burst Template of the claw must make a Vigor check at -2 or be Shaken. Under water this is even more powerful (Vigor -4). The attack can never cause a Wound, but on a critical failure or a result of less than 0 the target is deaf for 1d6 days.
- *Eye Stalks:* The main weakness of a Mega-Crab is its eyestalks, they have Toughness 14(2) and are at -2 to hit (rather than the usual +2 for the rest of the crab), or -4 when it retracts them into their sockets. A Wound will cut off an eyestalk, and when both are cut off the crab is blind.

MEN AND MONSTERS

IMPORTANT METHONIAN NPCs

What follows is a brief description of some of the most important public (and not so public) people of Methone.

KING TELEMACHOS (BORN 2370 AC, CROWNED KING IN 2394 AC)

In his tenth year on the throne, King Telemachos is still a very popular king, though there has been a minor tax rebellion and uprising of the Methone mining slaves. As is tradition, the king is also high priest of Zeus, and the highest-ranking male priest of the temple of Athena; so far the omens have been good at every religious festival he has personally led. The only worry among most people is that Telemachos is already in his mid thirties and has yet to produce an heir.

Physically King Telemachos is an impressive man. Had he not been a prince he would have had a fair shot at the pentathlon title at the Olympics. He personally led a phalanx against a barbarian rebellion on Kaobia at the age of 18. It was coincidence that the only heir to the throne was there at the time, and it earned Telemachos much respect. He trains with his bodyguards, and at least once has survived an assassination attempt purely because of his steely physique.

Telemachos has a very confident nature; he doesn't suffer from the megalomania that many young kings seem to be afflicted with, nor is he overwhelmed with insecurity and responsibility. He has a very rare gift among leaders: he actually trusts his subjects. As a matter of fact, this slightly naïve streak may be his biggest weakness.

The two women of his life have a very important influence on his personality; his mother, Queen

Tryphosa, keeps him humble and reminds him he is nothing more than a very lucky boy and that he should watch for Hubris. Selena, his lover and widow of his best friend, is the source of his personal courage and seemingly impenetrable armor of social confidence.



KING TELEMACHOS

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

Skills:

Fighting d12, Healing d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Politics) d8, Notice d8, Persuasion d8, Riding d10, Shooting d10, Stealth d8, Swimming d8, Taunt d8, Throwing d10

Pace 8 Parry 11(3) Toughness 19(10) Pulse 30 Charisma +5

Hindrances: Heroic, Quirk (very trusting, but violently angry if he feels betrayed), Sense of Duty (Methone), Vow (be the best ruler possible)

Edges: Armored Pankration Fighting, Attractive, Brawny, Charismatic, Combat Reflexes, Connections (nobles, allied and vassals poleis), Crushing Blow, Excellent Gymnasium, First Strike, Fleet-Footed, Improved Frenzy, Hard to Kill, Hoplite, Inspire, Iron Jaw, Nerves of Steel, Noble, Olympic Training, Filthy Rich (many times over), Penetrating Strike, Improved Sweep

Gear: *In wartime:* Legendary Hoplite Armor (+10 Armor, all locations), Large Aegis Shield, Pallas Lance (**Damage:** 2d10, AP 2, Reach), Hades Blade Long Sword (**Damage:** Str+d8+2, AP 4). *In peacetime,* he usually only carries a Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4) for personal protection.



Special Abilities

- **Heroic Entity:** This ability grants Telemachos all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for his own use, enhanced recovery rates, and so on.

SELENA – THE KING’S LOVER (BORN 2378 AC)

The beautiful Selena is the king’s solitary lover, which she has officially been since the death of her husband, Strategos Isocrates, earlier in 2404 ac (see the campaign for more on that). Despite the tragic circumstances surrounding the beginning of their affair, both the king and Selena seem to be completely happy, and their contagious bliss has spread to the entire court.

Around the 6th month of 2404 ac it will be obvious to everyone that Selena is pregnant.



SELENA

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

Skills: Healing d8, Notice d8, Persuasion d12, Stealth d6, Swimming d6

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma +6

Hindrances: Loyal (to Telemachos)

Edges: Charismatic, Rich, Fatal Beauty, Very Attractive.



Gear: Expensive clothes and jewelry.

QUEEN TRYPHOSA – MOTHER OF THE KING (BORN 2349 AC)

Still quite young for a widowed queen, Tryphosa does not live up to her name (it means “soft” or “delicate”); if anything her nature is stern and no-nonsense, bordering on the tyrannical. She was very young when she married the aging King Diocles, who had already seen two wives pass away, leaving him no heirs. Tryphosa hurried up and delivered the male heir Diocles needed, and then (according to the rumors) barred the king from her bedroom from then on. When Diocles died, eleven years ago, she was still in her forties and not done with her life.

Tryphosa is very tough on her son, something that at times leads to snickering in the corners of the royal court, but she is constantly working to strengthen his rule in every manner possible. An attractive woman herself, she does not seem to be jealous of Selenas beauty, and will do anything to defend her son’s love. Rumors abound about Tryphosa’s own lovers, some undoubtedly true, but she is a master of courtly life and handling rumors.

As a personal project, Queen Tryphosa is also trying to keep her inept younger brother on the throne in her native Byzantium. While it’s almost an impossible task to rule a polis via letters and couriers, if anyone can pull it off, it would be Queen Tryphosa.

As the Queen, Tryphosa is high priestess of the temples of Hera and Athena (though she will give up this last title, should the king marry).



QUEEN TRYPHOSA

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6

Skills: Gambling d8, Intimidation d10, Lockpicking d10, Knowledge (Economics) d10+2, Knowledge (Politics) d12+2, Notice d10+2, Persuasion d10, Stealth d10, Streetwise d8, Taunt d12

Pace 6 **Parry** 2 **Toughness** 5
Pulse 20 **Charisma** +4

Hindrances: Loyal (to Telemachos), Sense of Duty (to Byzantium and Methone), Stubborn

Non-Hindrance: Hard of Hearing (she pretends; she actually hears better than most)

Edges: Alertness, Attractive, Charismatic, Connections (spy network), Danger Sense, Diplomat, Excellent Gymnasium, Noble, Reader, Scholar (Politics and Economics), Strong Willed.

Gear: Expensive clothes and jewelry, specially crafted lockpicks concealed as hairpins.



ERASMUS – PERSONAL SECRETARY TO THE KING (BORN 2364 AC)

Erasmus is the perfect image of a Logician. He is a pale and skinny man with vision-correcting goggles on his hawkish nose and a complete lack of fashion sense.

Many people at court underestimate him for those very reasons, acting on the Athenian notion that beauty and intelligence is somehow related. Erasmus may be one of the uglier Logicians at court, but he is by far the wisest. He was personally selected by King Diocles to become his son’s personal secretary and is specially trained in keeping secrets (though as a precaution a member



of the Royal Guard is always close to Erasmus with strict orders to make him shut up if asked a direct question relating to the king).

Erasmus is also responsible for controlling and selecting Logicians to work in the Methonian bureaucracy and military.



ERASMUS

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

Skills: Daidalos Piloting d6, Fighting d10, Healing d10, Ikaros Piloting d6, Investigation d12, Knowledge (Astro-Navigation) d6, Knowledge (Athenian Culture/History) d12+2, Knowledge (Economics) d10+2, Knowledge (Athenian Technology) d10, Knowledge (Medicine) d10+2, Knowledge (Politics) d8+2, Languages: (Gegamal Prime d8, Sakalid d6, Cihan d8), Notice d10, Repair d6, Shooting d8, Stealth d10, Throwing d8

Pace 6 Parry 7 Toughness 5 Pulse 30 Charisma -3

Hindrances: Big Mouth (Truthfulness reduced through rigorous training), Habit (stares at people without blinking), Loyal (to Telemachos personally)

Edges: Improved Dodge, Healer, Logician, Logician Fighting: Improved, Master (Smarts), Scholar (Politics, Economics), Speed Speak, Thasopolis Academy (Athenian Culture and Medicine)

Gear: Always carries around a note-book and a pen (but he never takes notes)

SORICLES – MINISTER OF FINANCE (BORN 2347 AC), MEMBER OF THE ROYAL COUNCIL

The Minister of Finance is naturally a very important position in Methone. It is also one of the most stressful ones, and Soricles is a stressed man. He's a workaholic, but trying to keep control of an entire empire worth of finances and taxes is

impossible, especially if you're not a Logician. Soricles doesn't trust his army of Logicians, so he double-checks everything.

Soricles feels that while he is burning the midnight oil, everyone else seems to live carefree lives. As a result, he's growing increasingly bitter.

Finance Minister Soricles could well be the father, uncle or even brother of one of the PCs. He's probably not the type that spends much time with his family, but he wasn't always as secluded and bitter as he is now.



SORICLES

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

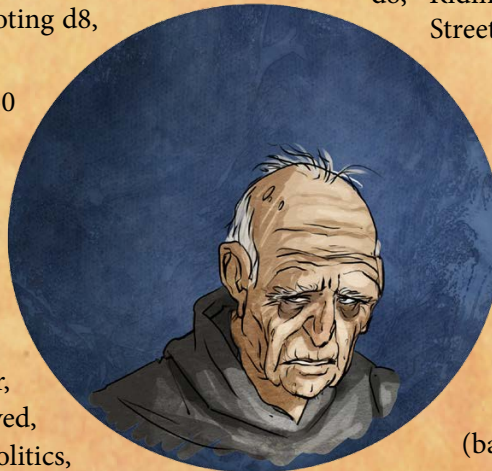
Skills: Fighting d6, Intimidation d8, Investigation d10, Knowledge (Economics) d10, Knowledge (Politics) d8, Notice d6, Persuasion d8, Riding d6, Shooting d6, Streetwise d8, Throwing d6

Pace 5 Parry 5 Toughness 4 Pulse 15 Charisma -1

Hindrances: Elderly, Habit (workaholic), Habit (major, coca leaves), Sense of Duty (Methone)

Edges: Connections (bankers and financiers), Filthy Rich, Noble

Gear: Hades Blade Dagger (**Ranges:** 3/6/12, **Damage:** Str+d4+2, AP 4), slide ruler, Lokin-grown Coca Leaves



CLEOMENES – POLEMARCHOS OF THE METHONIAN ARMY (BORN 2347 AC), MEMBER OF THE ROYAL COUNCIL

Currently the highest-ranking Methonian officer, Cleomenes is also the high priest of Ares and Apollo in the polis. He is a veteran of the Sakalid War, and he's one of a group of very capable Methonian commanders that emerged from that war. He continued to win victories in the colonies, selecting

his battles more wisely than his rival strategoi, and caught the eye of King Diocles, who named him head of his Royal Guard in 2388 ac.

He has been the overall commander of the Methonian armies for twelve years now, and is constantly trying to improve organization and effectiveness. Truth is that Cleomenes is an even better organizer and politician than a field commander, though he would never admit such a thing. Another well-kept secret is his twenty-year-long affair with Queen Tryphosa.

Cleomenes could be a relative to the PCs. He is quite a warm and funny man when he is not in official business (which is most of the time, unfortunately).



CLEOMENES

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

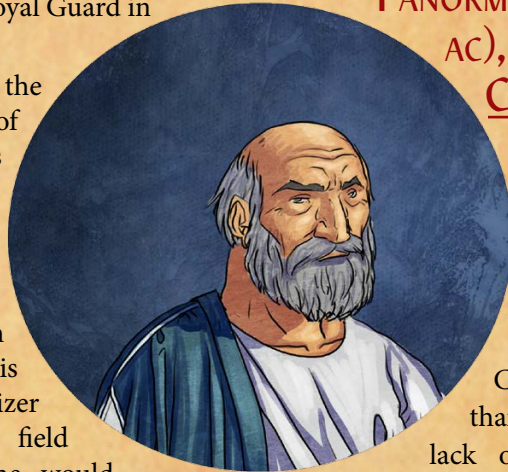
Skills: Fighting d12, Gambling d8, Healing d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Politics) d8, Notice d8, Persuasion d8, Piloting d6, Riding d8, Shooting d10, Streetwise d8, Swimming d8, Taunt d10, Throwing d8

Pace 6 Parry 12(2) Toughness 12(6) Pulse 15 Charisma +3

Hindrances: Loyal (to Queen Tryphosa), Sense of Duty (to Methone)

Edges: Improved Block, Brawny, Charismatic, Combat Reflexes, Command, Connections (military spy network), Diplomat, Hoplite, Noble, Filthy Rich, Improved Sweep, Trademark Armor: Improved.

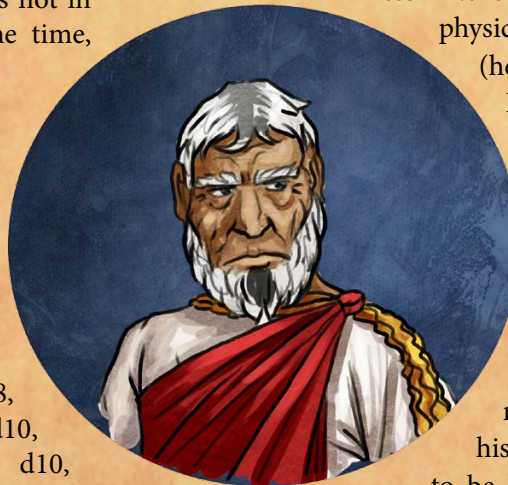
Gear: Heirloom Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach), Hades Blade Long Sword (**Damage:** Str+d8+2, AP 4).



IAGOS – STRATEGOS OF THE PANORMOS ARMY (BORN 2343 ac), MEMBER OF THE ROYAL COUNCIL

Second in command after Cleomenes, Iagos is a career soldier. He fought in the closing engagements of the Sakalid War, emerged alongside several other famous Methonian strategoi such as Macharios, Orion and not least his eternal rival Cleomenes. He was a better commander than his peers, but Iagos suffered a distinct lack of political cunning, something that repeatedly hurt his career.

In his older days Iagos has settled down as Strategos of the Panormos Army, and the rivalry between him and Cleomenes has become somewhat less intense. He's elderly, but physically very capable (hence no Elderly Hindrance).



Strategos Iagos could very well be related to one of the PCs. He is a professional soldier deep in his soul, so relationships with his relatives are likely to be somewhat awkward when it comes to emotions.



IAGOS

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

Skills: Fighting d10, Healing d8, Intimidation d10, Knowledge (Battle) d12, Notice d8, Persuasion d6, Riding d10, Shooting d8, Swimming d6, Throwing d8

Pace 6 Parry 7 Toughness 12(6) Pulse 25

Hindrances: Heroic, Sense of Duty (to Methone)

Edges: Born Leader, Command, Common Bond, Excellent Gymnasium, Fervor, Hold the Line!, Hoplite, Inspire, Improved Level Headed, Natural Leader, Noble, Phalanx Commander.

Gear: Hoplite Armor (+6 Armor, all locations), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

ORION – SKY ADMIRAL (BORN 2344 AC), MEMBER OF THE ROYAL COUNCIL

Officially his title is Strategos Orion, Archon of the Arial Fleet, but he prefers 'Sky Admiral'. As a young Lokhagos in the final days of the Sakalid War, Orion seemed to have a knack for using air vehicles and parachutes in creative ways. His flashy methods were not always as effective as those of his peers, but they always made good stories.

King Diocles never liked Orion, but the public pressure to make him Polemarchos of the Methonian armies was very strong in the early 2390s. Instead of buckling, however, the king instead made a new independent rank, Archon of the Arial Fleet, making Methone the only major polis to have an independent organization of ground and air forces. Lately Orion has worked hard to make the Arial Fleet much more than a transportation service for the ground forces.

Orion could also well be related to the PCs. He is well known to have plenty of extra-marital affairs, so a bastard child is a possibility. Orion has a very flamboyant nature; he would probably be a great uncle but not so great a dad.



ORION

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d10, Knowledge (Air and Space Crafts) d12, Knowledge (Battle) d10, Notice d8, Persuasion d10, Piloting d12, Repair d8, Shooting d10, Swimming d8, Taunt d10, Throwing d8

Pace 5 Parry 8(1) Toughness 10(5) Pulse 15 Charisma +4

Hindrances: Overconfident, Quirk (flirts with all women).

Edges: Attractive, Charismatic, Combat Reflexes, Connections (high society families), Followers (fans), Harder to Kill, Great Luck, Noble, Filthy Rich, Fearsome Presence

Gear: Special Bio-Ceramic Lightweight Armor (+5 Armor, all locations), Uniquely Crafted Hades Blade Scimitars In The Shape Of Wings (**Damage:** Str+d8+2, AP 5), Small Aegis Shield

TITHEROS – COLONIAL LIAISON (BORN 2350 AC), MEMBER OF THE ROYAL COUNCIL

The only high ranking member of the court that is not completely Athenian, Titheros was born to an Athenian father and a Brukwender mother. Born on Brukwenn, he was sent to Athens to get his education at an early age. Here he soon impressed his teachers and soon got appointed as an aide to the Methonian ambassador in Knossos. He did not stay long, however, being appointed as ambassador to Sicyon at the early age of 30.



Perhaps the best diplomat of his generation, Titheros was appointed Colonial Liaison by Telemachos only days after his inauguration. Titheros is much more important than his title suggests. He alone knows how much is produced by the colonies, how the mood is among the natives - and the governors - and he is the most important advisor for appointing new governors in the colonies.

Titheros could well be a relative of one of the PCs, he is a very busy man, but his natural diplomatic abilities make him a pleasant character to be around.



TITHEROS

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d10, Intimidation d12, Investigation d8, Knowledge (Economics) d12, Knowledge (Languages: *Old Brakan* - an almost extinct language from Brukkwenn, *La Linga* - main language on Gegamal Prime, *Gesmeronian*, *Nihongo* - main language on Pengara, and *Sakalid*) d8, Knowledge (Politics) d12, Knowledge (Xenology) d10, Notice d10, Persuasion d12 + 2, Shooting d6, Streetwise d10, Taunt d10

Pace 6 **Parry** 4
Toughness 5 **Pulse** 30 **Charisma** +6

Hindrances: Quirk (Atheist, though he



keeps it a secret), Sense of Duty (Methone), Vengeful (major, another secret he hides well)

Edges: Alertness, Very Attractive, Charismatic, Connections (spy network), Connections (organized crime), Diplomat, Dirty Fighter, Excellent Gymnasium, Jack-of-all-Trades, Level Headed, Noble, Master (Persuasion), Filthy Rich, Scholar (Economics and Politics), Sway The Masses. Trait Perfection: Heroic (Persuasion)

Gear: Modest but elegant clothes, rarely armed

NPC EXTRAS

These are the regular folk, soldiers and barbarians of the realm:

WOMEN & CHILDREN

These stats are for completely helpless citizens such as women and children. They are useful for giving the bad guys a meat shield or being someone that needs saving.

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

Skills:
Knowledge (of choice) d6, Notice d4, Stealth d4

Pace 6 **Parry** 2
Toughness 4 **Pulse** 10

Hindrances:
Varies

Edges: Varies

Gear: Varies

COMMON CITIZEN

Not quite as defenseless as the women and children, but still not a threat to an armored hero, the common citizen is just that; a common citizen. These stats can also be used for servants and slaves.

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

Skills: Fighting d6, Knowledge (Trade) d8, Notice d6, Persuasion d6, Shooting d4, Stealth d4, Streetwise d6, Taunt d6, Throwing d4

Pace 6 Parry 5 Toughness 5 Pulse 10

Hindrances: Varies

Edges: Varies

Gear: Knife or Club (**Ranges:** 3/6/12, **Damage:** Str+d4), a few coins

LOGICIAN TEACHER/ADVISOR

The basic version of Logician, who you might find in any polis in numerous roles.

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

Skills: Investigation d10, Knowledge (2-4 in subjects many and varied) d10+2, Notice d6

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma -2

Hindrances: No Sense of Humor, Sense of Duty (home polis), Socially Inept, Truthful

Edges: Logician, Scholar, Thasopolis Academy

Gear: None

LOGICIAN NAVIGATOR

Astro-navigator Logicians are well respected and extremely well trained. They're also necessary if you want to get from A to B across space.

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

Skills: Boating d6, Healing d6, Knowledge (Astro-navigation) d8, Knowledge (Gardens of the Athenian Hegemony) d8+2, Knowledge (Astronomy) d8+2, Knowledge (Xenology) d8, Notice d10, Piloting d8, Repair d8

Pace 6 Parry 2 Toughness 5 Pulse 15 Charisma -2

Hindrances: No Sense of Humor, Sense of Duty (home polis), Socially Inept, Truthful

Edges: Logician, Thasopolis Academy

Gear: None

MILITIA HOPLITE

The least trained hoplites, these stats can either represent completely green recruits, reluctant levies or other non-professional hoplites.

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

Skills: Fighting d6, Gambling d4, Intimidation d6, Notice d6, Shooting d4, Stealth d4, Throwing d4

Pace 6 Parry 7(2) Toughness 11(6) Pulse 10

Hindrances: Varies

Edges: Varies

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

Notes: Common Militiamen and levies are encumbered with the above equipment, giving them -1 to any Agility or Strength-based Skills.

NORMAL HOPLITE

The vast majority of Athenian hoplites are either young professional soldiers planning a life of military service or men spending a few years of honorable service to their polis before returning home to settle down. Many poleis require citizens to have done military service before they are allowed to take certain jobs or gain certain positions in society.

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

Skills: Fighting d8, Gambling d6, Healing d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6.

Pace 6 Parry 8(2) Toughness 12(6) Pulse 10

Hindrances: Varies but often Loyal (to phalanx), Sense of Duty (to home polis)

Edges: Hoplite

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4)

VETERAN HOPLITE

Veteran hoplites are professional soldiers who have been experienced at least a couple of campaigns. Phalanxes of veterans often make up the backbone of a polis' army.

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

Skills: Fighting d10, Gambling d6, Healing d6, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Swimming d6, Throwing d8

Pace 6 Parry 10(2) Toughness 13(6) Pulse 15

Hindrances: Loyal (to phalanx), Sense of Duty (to home polis).

Edges: Armored Pankration Fighting, Brawny, Block, Combat Reflexes, Hoplite, Trademark Weapon (Lance)

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4). Some are armed with Recurve Blasters (**Ranges:** 18/36/72, **Damage:** 2d8) including 2d6 Blast Arrows (AP 4) or 1d6 Power Javelins (**Ranges:** 5/10/20, **Damage:** 2d8, AP 2)

ELITE HOPLITE

This is the best of the best. Royal guards, politicians' bodyguards, etc are made up of elite hoplites. They are rare and only large poleis actually field entire phalanxes made up elite hoplites.

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

Skills: Fighting d12, Gambling d6, Healing d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Swimming d8, Throwing d10

Pace 6 Parry 11(2) Toughness 14(6) Pulse 20 Charisma +1

Hindrances: Loyal (to phalanx), Sense of Duty (to home polis)

Edges: Armored Pankration Fighting, Block, Brawny, Combat Reflexes, First Strike, Frenzy, Hoplite, Lunge, Improved Trademark Weapon (Lance).

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach 2), Medium Aegis Shield, Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4, Reach)

SPARTAN HOPLITE

Elite hoplites might be the best of the best, but Spartan mercenary hoplites are better than the best. These warriors are often Wild Cards. Individual Spartans are trained for specific situations, such as bodyguards, shock troops, paratroopers, etc. In every variant they're killing machines and you should feel free to give them any and all combat Edges he feels is right for the situation. Presented here is an average Spartan Hoplite.

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

Skills: Fighting d12+1, Healing d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10, Survival d10, Swimming d8, Throwing d12

Pace 6 Parry 12(2) Toughness 15(6) Pulse 30

Hindrances: Loyal (to phalanx), Sense of Duty (to home polis)

Edges: Armored Pankration Fighting, Improved Block, Brawny, Combat Reflexes, Improved First Strike, Improved Frenzy, Hoplite, Lunge, Professional (Fighting), Penetrating Strike, Improved Sweep, Tough as Nails

Gear: Hoplite Armor (+6 Armor, all locations), Pallas Lance (**Damage:** 2d10, AP 2, Reach 2), Medium Aegis Shield, Hades Blade Long Sword (**Damage:** Str+d8+2, AP 4, Reach)

Special Ability

- *Spartan Weapon Training:* Spartans are trained to use all weapons. They count as having Improved Trademark Weapon with any Athenian weapon

OFFICERS

The leaders of hoplites and phalanxes usually share stats with their soldiers, with a few command Edges added, in addition they are sometimes Wild Cards:

Ouragos and Hoplomachos (commands one file): Command

Tetrarch (commands at least four files): Inspire

Lokhagos (commands an entire phalanx): Inspire, Hold the Line!

ARMY COMMANDER

The following stats can be used for generic leaders of larger forces. While not complete 'armchair generals', they rarely lead from the front and these stats are not for a true front line commander. They are often Wild Cards. Remember the Athenian command titles are; Polemarchos (commands an entire army or an army group), Strategos (commands an army or several divisions), Taxiarchos (commands a division or several regiments), and Syntagmatarkhis (commands a regiment or several phalanxes).

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

Skills: Fighting d8, Gambling d6, Intimidation d8, Knowledge (Battle) d8, Knowledge (Logistics) d6, Notice d6, Persuasion d6, Riding d6, Shooting d6

Pace 6 Parry 6 Toughness 11(6) Pulse 15 Charisma +3

Hindrances: Varies, but often Elderly and Sense of Duty (home polis)

Edges: Charismatic, Command, Connections (various), Level Headed, Rich (or Noble)

Gear: Impressively Decorated Hoplite Armor (+6 Armor all locations, +1 Charisma), Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4), battle plans and maps, usually a beautiful horse as well

COLONY GOVERNOR

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

Skills: Fighting d6, Intimidation d8, Knowledge (Battle) d6, Knowledge (Politics) d8, Knowledge (Xenology) d6, Notice d6, Persuasion d8, Shooting d6, Taunt d8

Pace 6 Parry 5 Toughness 5 Pulse 10

Hindrances: Varies, but often Elderly and Sense of Duty (home polis)

Edges: Connections (various), Filthy Rich

Gear: Expensive Clothing or Ceremonial Garb

SPY

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

Skills: Climbing d8, Fighting d6, Gambling d4, Intimidation d6, Knowledge (varies) d8, Lockpicking d8, Notice d6, Persuasion d8, Shooting d6, Stealth d8, Streetwise d6, Throwing d6

Pace 6 Parry 6 Toughness 6 Pulse 10

Hindrances: Wanted (by enemies)

Edges: Acrobat, Thief

Gear: Hades Blade Short Sword (**Damage:** Str+d6+2, AP 4) or Polis Lance (**Damage:** 2d8, AP 2, -1 to Notice if hidden)



MASTER SPY

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

Skills: Climbing d8, Fighting d10, Gambling d6, Intimidation d8, Knowledge (varies) d8, Lockpicking d8, Notice d8, Persuasion d10, Shooting d8, Stealth d8, Streetwise d8, Throwing d8

Pace 6 Parry 8 Toughness 6 Pulse 10 Charisma +2

Hindrances: Wanted (by enemies)

Edges: Acrobat, Ambidextrous, Charismatic, Combat Reflexes, Danger Sense, Improved Dodge, First Strike, Level Headed, No Mercy, Quick Draw, Thief, Two-Fisted

Gear: Hades Blade Short Swords (**Damage:** Str+d6+2, AP 4) or Polis Lance (**Damage:** 2d8, AP 2, -1 to Notice if hidden)

BARBARIAN MERCENARIES

The following barbarians are commonly found as auxiliaries in the army of one polis or another. Not all of them will speak Athenian, but many will have some use of the language and almost all of the officers will speak Athenian well.

AXE ZEALOTS (KAR)



These fanatics are actually priests of the Axe God of Kar. They happily fight anyone and anything and often seem quite surprised when they get paid for fighting. As a matter of fact, they often make their contracts so they'll be paid extra if there is no fighting. They

abhor guard duties of any kind, but still they've become a staple in many Athenian armies since the end of the Sakalid War.

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

Skills: Fighting d8, Gambling d6, Notice d8, Stealth d6, Intimidation d8, Throwing d6, Survival d8

Pace 6 Parry 6 Toughness 8(1) Pulse 10 Charisma -1

Hindrances: Habit (really violent behavior), Illiterate, Vow (only use axes in combat)

Edges: Brawny, Berserk, Trademark Weapon (Their Axe), Giant Killer, Controlled Barbarian Rage

Gear: Battle Axe (**Damage:** Str+d8), Throwing Axes (**Ranges:** 3/6/12, **Damage:** Str+d6), Furs (+1 Armor, torso), Holy Symbol (miniature axe), Blessed Wetting Stone

MOUNTED ARCHERS (KIKKERUTZ)

Kikkerutz mercenaries have served the Athenians since their Garden was discovered. They complement the Athenian lack of cavalry and mobile archers. While there are also Kikkurutz footmen and foot archers, it's their mounted archers that have made them famous.



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

Skills: Fighting d6, Gambling d6, Intimidation d6, Notice d8, Riding d10, Shooting d8, Survival d6, Throwing d6.

Pace 6 Parry 5 Toughness 8(2) Pulse 10 Charisma -1

Edges: Steady Hands

Hindrances: Greedy, Habit (sleep with horses)

Gear: Boiled And Banded Leather Armor (+2 Armor, all locations), Kikkurutz Compound Bow (**Ranges:** 15/30/60, **Damage:** 2d6+1), Short Sword (**Damage:** Str+d6), Kikkurutz Warhorse

LOKIN BRAVES (LOKIN)



More and more often Lokin Braves are offering their services to Athenian armies. They are quite versatile mercenaries, capable of fighting both as close combat and as missile troops, and are equally at ease on foot as on horseback. They are often armed with

their Thunder Guns, one of the few barbarian weapons that demands respect from the Athenians.

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

Skills: Fighting d8, Gambling d6, Intimidation d6, Notice d6, Riding d8, Shooting d6, Stealth d8, Survival d6, Throwing d8, Tracking d6

Pace 8 Parry 7 Toughness 6 Pulse 10

Hindrances: Stubborn, Loyal

Edges: Block, Fleet Footed

Gear: Tomahawk (**Ranges:** 3/6/12, **Damage:** Str+d6), Thunder Gun (**Ranges:** 10/20/40, **Damage:** 2d8, AP 2) with 10 shots

WALLBREAKERS (GESMERON)

Gesmeron has delivered a large proportion of the Athenian auxiliaries since long before the Sakalid War. Of these, the Wallbreakers have a special position. They are expert sappers and front line fighters in one highly respected package.

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

Skills: Climbing d8, Fighting d10, Gambling d6, Intimidation d8, Knowledge (Engineering) d10, Knowledge (Siege Warfare) d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace 6 Parry 6/7 Toughness 11(3) Pulse 10 Charisma -2

Hindrances: Greedy, Mean, Loyal (to unit)

Edges: Brawny, Combat Reflexes, Sweep

Gear: Plate Corselet (+3 Armor, torso), Helmet (+3 Armor vs. head shot), Two-Handed Pick, Maul or Sledge Hammer (**Damage:** Str+d8, AP 2, Parry -1, 2 Handed), Short Sword (**Damage:** Str+d6), Crossbow (**Ranges:** 15/30/60, **Damage:** 2d6, AP 2), Engineering Tools

Special Abilities

- *Elite Sappers:* Wallbreakers count as five times their normal numbers when calculating tokens for siege combat and if they make up at least one token's worth of troops their side gets +2 to their Knowledge (Battle) roll.

GESMERONIAN SWORDSMEN (GESMERON)

Great numbers of Gesmeronian swordsmen serve all over the Athenian Hegemony. They're quite loyal as long as the pay is good, and often more disciplined than other barbarians. As a result, they often get used as a police force as well as combat auxiliaries.

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

Skills: Fighting d8, Gambling d6, Throwing d6, Shooting d6, Notice d6, Taunt d8, Intimidation d6, Survival d6

Pace 6 Parry 8(2) Toughness 8(2) Pulse 10 Charisma -2

Edges: Trademark Weapon (Their Long Sword)

Hindrances: Greedy, Mean

Gear: Chain Mail Shirt (+2 Armor, Torso), Medium Shield, Long Sword (**Damage:** Str+d8), Knife (**Ranges:** 3/6/12, **Damage:** Str+d4)

SHARKWARRIORS (KAOBIA)

Despite their disgusting habit of eating raw fish and general poor behavior, the Sharkwarriors of Kaobia are quite common in Athenian armies, especially in those stationed close to large bodies of water. They wield their shark-teeth-swords faster than most people wield a knife and make for a disturbing enemy in their spiked turtle armor.

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

Skills: Boating d8, Climbing d8, Fighting d10, Gambling d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Swimming d10, Throwing d8

Pace 6 Parry 9(2) Toughness 8(2) Pulse 15 Charisma -3

Hindrances: Illiterate, Mean

Edges: Combat Reflexes, Improved Frenzy

Gear: Turtle Shell Armor (+2 Armor, all locations), Medium Turtle Shell Shields, Shark Teeth Sword (**Damage:** Str+d8), Harpoon (**Ranges:** 3/6/12, **Damage:** Str+d6+1)

WERSUNDIAN BRAWLER (WERSUND)

The biggest and most brutal looking tribesmen from Wersund can often find work as bouncers or city guards in Athenian poleis. They are often huge and scary looking, but most of the time quite manageable as long as they get their pay. The fact that glass beads and other barter items are happily accepted as pay is another reason for their popularity.

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

Skills: Climbing d6, Fighting d6, Gambling d4, Intimidation d8, Notice d8, Shooting d6, Stealth d8, Survival d8, Throwing d6, Tracking d8

Pace 6 Parry 7(2) Toughness 8(1) Pulse 10 Charisma -2

Hindrances: Clueless, Illiterate, Ugly (in a scary caveman way)

Edges: Natural Adaptation (+1 to Survival)

Gear: *When acting as guards:* Furs (+1 Armor, all locations), Padded Club (**Damage:** Str+d4, damage taken is non lethal), Medium Wooden Shields. *In times of war:* add War Clubs (**Damage:** Str+d4+1), 1d6 Javelins (**Ranges:** 3/6/12, **Damage:** Str+d6) and Bows (**Ranges:** 12/24/48, **Damage:** 2d6)

Special Ability

- **Size +1:** Wersundian Brawlers are among the biggest specimens the human race has to offer.

GAMEELI VOLUNTEERS (GAMEEL)

Poor male Gameeli are increasingly seeking their fortune in mercenary units. Less barbaric than most mercenaries, the Gameeli Volunteers are unfortunately also among the poorest quality troops employed by the Athenians. They are cheap, however, so they are excellent as guard troops or as a supplement to reduced armies.



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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace 6 Parry 7(2) Toughness 6(1) Pulse 10 Charisma -2

Hindrances: Greedy, Mean

Gear: Leather Armor (+1 Armor, all locations), Knife (**Ranges:** 3/6/12, **Damage:** Str+d4), Spear (**Ranges:** 3/6/12, **Damage:** Str+d6), Medium Shield or Bow (**Ranges:** 12/24/48, **Damage:** 2d6)

RONIN (PENGARA)

Every few decades, usually as a result of civil wars, large numbers of Ronin emerge from Pengara and seek service in Athenian armies. They often fight with a complete disregard for their own life, as if they have something to prove.



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

Skills: Fighting d10, Gambling d6, Intimidation d8, Knowledge (Battle) d8, Notice d6, Riding d10, Shooting d10.

Pace 6 Parry 8 Toughness 10(3) Pulse 20 Charisma -1

Hindrances: Habit (seemingly emotionless about killing), Loyal (to new master)

Edges: Block, Combat Reflexes, Frenzy, Level Headed, Trademark Weapon (Their Katana)

Gear: Katana (**Damage:** Str+d6+2, AP 2), Wakashi (**Damage:** Str+d6, AP 1), Kikou Armor (+3 Armor, all

locations), Pengaran Bow (**Ranges:** 15/30/60, **Damage:** 2d6, may ignore 1 point of called shot or range penalty if using the Aim action)

ASHIGARU (PENGARA)

A common way for the Daimyo of Pengara to pay tribute to their Athenian overlords is by giving them large units of their peasant warriors known as Ashigaru. While not particularly dangerous individually, these units are capable of simple spear formations and can be deadly to cavalry. Alternatively, some units are armed with bows.

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

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

Pace 6 Parry 6 Toughness 6(1) Pulse 10

Hindrances: Clueless

Gear: Leather Armor (+1 Armor, all locations), Yari (**Damage:** Str+d6+1, Reach 2, 2 Handed) or Bow (**Ranges:** 12/24/48, **Damage:** 2d6) and Short Sword (**Damage:** Str+d6)

BEASTS & MONSTERS

Each of beasts seen in the wild areas of Athens was placed in the wilderness by the Formers as part of their plan to produce an 'authentic' Greek experience for their humans. Unknown to them, the Formers were acting on the wishes of the Olympian gods, guiding their hand when creating the Garden of Athena. The following are the most iconic of the mythological monsters. Each is a special entity from Mount Olympus, and hence a Wild Card.



CYCLOPS

Cyclopes resemble their mythological cousins of Earth closely. They are giant humanoids, often quite obese, with a single eye. Unlike the Homeric version of these creatures, the Athenian version doesn't herd sheep and goats, though they seem fond enough of eating such animals. Philosophers discuss whether or not they're intelligent, but as with the other legendary beasts, it has yet to be determined.

Attributes: Agility d6, Smarts d6(A?), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d6, Throwing d8

Pace 8 Parry 7 Toughness 16(5) Pulse 15

Gear: Huge Club (**Damage:** Str+d10, Reach), Thrown Boulders (**Ranges:** 10/20/40, **Damage:** Str+d8)

Edges: Improved Sweep

Special Abilities

- **One Eye:** -2 to all Trait rolls involving depth perception, such as Throwing.
- **Size +4:** Cyclopes tower over normal men, taking up a 2x2 inch space. Attackers add +2 to any attack rolls against a cyclops.
- **Layers of blubber and strong bones:** +5 Armor, all locations.
- **Hardy:** Cyclopes take no Wounds from a second Shaken result.
- **Fear:** Anyone facing a cyclops must make a Spirit roll or suffer from Fear (as per *Savage Worlds*).
- **Knock-Back:** The power of a cyclops is such that anyone hit is pushed back 1d6 inches and must make an Agility test in order to stay on his feet. If the victim is Shaken or Wounded by the attack he automatically fails this test and is considered prone.
- **War Cry:** A cyclops can choose to have his Intimidation affect a Large Burst Template centered on him. This costs him 3 Pulse.



MINOTAUR

Minotaurs resemble a cross between a man and a bull, but there are many variations of Athenian minotaurs, from geographical (they have more fur in cold climates) to individual (some are less strong but faster, some are cautious, some are not, etc). Unlike the minotaur maze spirits of Mount Olympus (see *Savage Suzerain*), these are very real creations and almost always belligerent. These minotaurs are designed to replace the stats in the *Savage Worlds* rule book.

Attributes: Agility d6, Smarts d4(A?), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Notice d12, Intimidation d12+1

Pace 8 Parry 8 Toughness 11(2) Pulse 10

Gear: Great Axe (**Damage:** Str+d8)

Special Abilities

- *Size +2:* A minotaur is a massive creature, and all muscle.
- *Gore:* A minotaur can use his horns to gore an opponent, dealing **Damage:** Str+d6 If a minotaur charges at least 6 inches in a straight line before goring, he gets +4 to damage.
- *Tough Hide:* +2 Armor, all locations.
- *Hardy:* Minotaurs take no Wounds from a second Shaken result.



CENTAUR

These creatures have been created from mixed DNA samples, making the archetypal half man half horse. Though less imposing than minotaurs or a cyclops, they are none-the-less quite dangerous, especially since they can move much faster and use ranged weapons. Rumors have even talked about some centaurs using captured Recurve Blasters, a truly terrifying prospect.

Attributes: Agility d6, Smarts d8(A?), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Notice d8, Intimidation d8, Shooting d10, Stealth d8, Throwing d8

Pace 10 Parry 8(1) Toughness 12(1) Pulse 10

Gear: Spear (**Ranges:** 3/6/12, **Damage:** Str+d6, Parry +1, Reach) and Bow (**Ranges:** 12/24/48, **Damage:** 2d6). More rarely a centaur will have a Pallas Lance (**Damage:** 2d10, AP 2, Reach) and a Recurve Blaster (**Ranges:** 20/40/80, **Damage:** 2d12+1), mostly with Bio-Ceramic arrows

Edges: Fleet Footed

Special Abilities

- *Size +3:* A centaur is the size of a warhorse.
- *Tough Skin:* +1 Armor, all locations.
- *Kick:* A centaur can kick with its hind legs (**Damage:** Str+d6).
- *Charge:* A centaur can use the rules for mounted charge at any time (see the *Savage Worlds* rule book).



HARPY

The Harpies of Athens are ugly looking creatures the size of an eight year old child. They have woman-like features but are covered in feathers from the waist down. They have razor sharp claws on their feet and wings where their arms should be. Despite their scrawny looks, they are surprisingly strong and should not be underestimated.

According to legend, the harpies are spirits sent by Zeus to snatch people or things away from the mortal realms. Though they can't individually carry a full-grown man, they often swarm around a single target and carry individuals to their mountain lairs.

Though they do not actually articulate words, their shrieks and gestures are often very provocative or obnoxious, and more than a few people have been driven to the brink of insanity by taunting harpies.

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

Skills: Climbing d10, Fighting d8, Notice d10, Stealth d10, Taunt d8, Throwing d8

Pace 3 Parry 8(2) Toughness 5 Pulse 10

Special Abilities

- *Flight:* (Pace 12, Climb 4) or half this speed if carrying 5xStr, or more.
- *Size -1:* A harpy is the size of a child and weighs very little.
- *Claws:* (**Damage:** Str+d6, AP 4)
- *Swoop:* A harpy's favorite attack is a swoop followed by a solid grapple - it gets +4 to hit when performing this type of attack from at least 6 inches above the target.
- *Iron Grip:* If a harpy makes a successful grapple on a person or object it can lock its claws in place with incredible force: the harpy is considered having Strength d12+2 when grappling.
- *Stunning Shriek:* The harpy may expend 2 Pulse to let out a paralyzing shriek in a cone-template. All creatures under the Cone Template must make a Spirit roll at -2 or be Shaken.
- *Flutter:* As long as they are airborne, harpies are difficult to hit (+2 Parry) due to their irregular flight pattern.

THE GALAXY



CHAOS



ASHTORM

Slaves

Copper

Dates

Wine

Shushtar

MAJOR COLONIES AND SPHERES OF INFLUENCE

- Zarax
- Methone
- Tegea
- Important cities
- Economic sites

WESTERN ERG



ATHENS

5000 kilometers





METHONE



Ruins of
Phigalia

THE PHILOMELA
HILLS

Proknes Forest

Ganymedes'
Rest

The Pillars
of Atlas

Ruins of Delphi

THE DELPHI
HEIGHTS

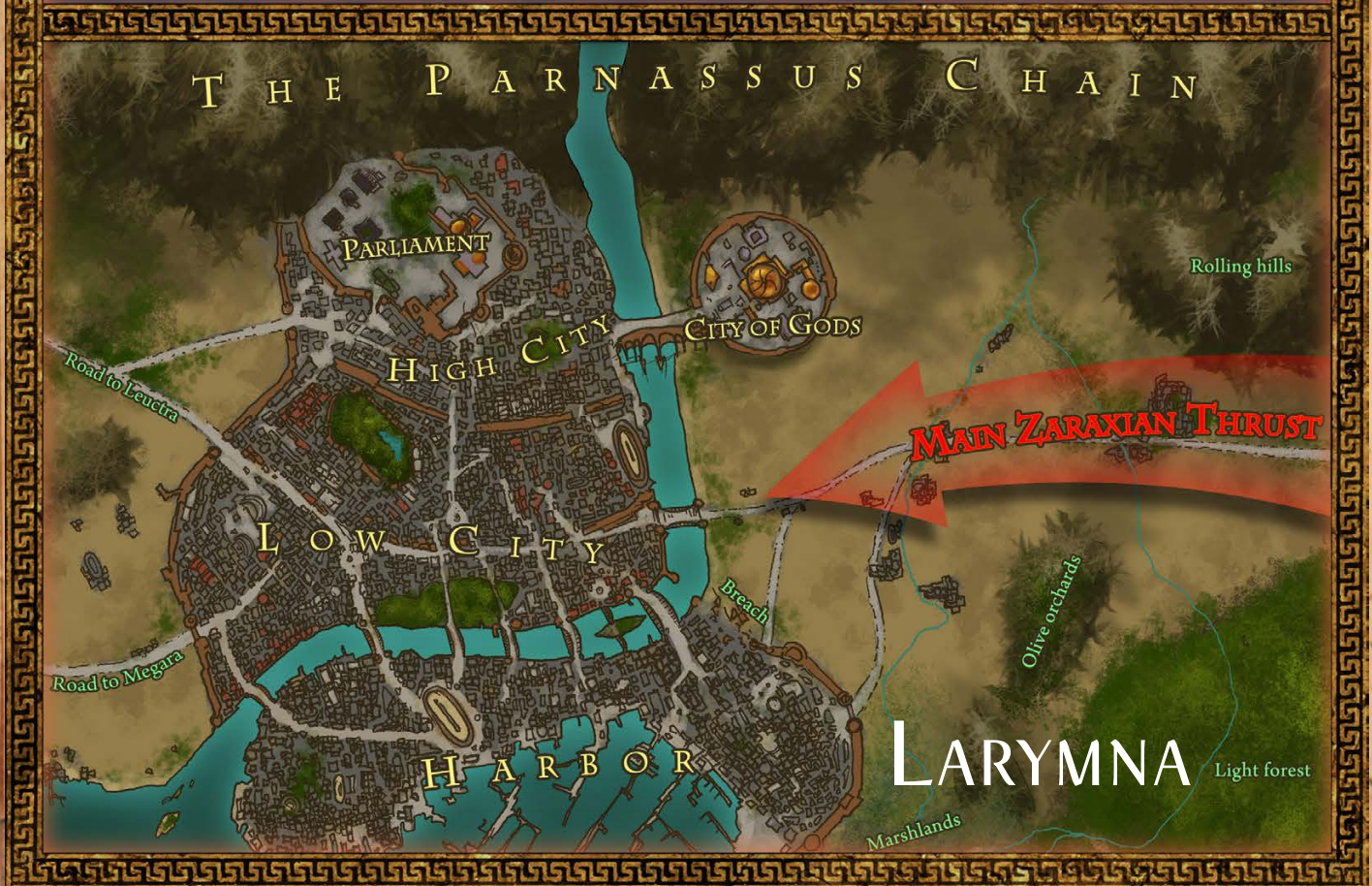
THE
SALT
WASTES

Cosmoport
Crater

The Great
Helios Mines

250 kilometers





For this Savage realm of Suzerain think 'Spartans in space' meets Frank Herbert's classic Dune.

The Garden world of Athena is a bold mix of sci-fi and classic Greek mythology, politics and action. Nearby barbarian planets are subdued, mostly, and the city states are at the height of their power. Yet all is not well in the state of Methone.

Be a Hero where politics and sword-play are the same thing.

Inside you'll find all you need to create characters in this unique setting, a wealth of background information, a plot point campaign for Novice characters, heaps of Savage Tales, and stats for all manner of new NPCs and critters.