

FORGEMASTERS FURY

An Ancient Greek God-Killing Robot TTRPG



Featuring work by **Richard Amm** and **Alexandra Morris**

PLAYER GUIDE

SETTING - Hephaestus was born with burning intelligence and bent and twisted legs. The gods of Olympus rejected him, flinging him into the sea to drown. But Hephaestus survived and swore an oath of vengeance. He crafted golden mechanical wonders, powered by ichor, the blood of gods and monsters. These living machines were to bring death and devastation to the gods themselves. (Content warning: Partial nudity, alcohol use, violence, snakes, & nightmarish imagery) To play this game you need paper, pencil and ideally several six sided dice.

STATS - **FIX**: Repair or modify devices and structures. **CON**: Sway things with lies, flattery or charisma. **SNEAK**: Avoid detection and minimise disruption. **SHOOT**: Kill at a distance. **BRAWL**: Kill up close. **SEARCH**: Investigate to uncover information. **TERRIFY**: Scare into compliance.

PLAYER TURN - For each round the GM will roll a number of dice equal to the highest enemy attack value plus one for each additional enemy. Each rolled dice that is 4-6 represents a point of damage enemies will do to your character unless you defend against them. Players now...

1. Form your dice pool (A D6 is a “normal” dice, one with 6 sides)

- Pick a stat (Add D6 dice equal to the number of that stat).
- Mark equipment you will use. Each mark gives a D6 and the final one gives 2D6. The equipment is destroyed after that.
- Add a dice for each “+” if the equipment condition is met.
- Pay for abilities with Ichor (Each ability gives a D6)
- Add a dice for each “+” if the ability’s condition is met. It’s up to you, the player, to decide if they think you have met a condition.

2. Roll your dice (1-3 are failures and are removed)

Each 4-5 counts as 1 success. Each 6 counts as 2 successes. If you roll fewer than 2 successes, once per session you may add a D6 and reroll.

3. Spend your successes (You can pick the same option multiple times) [Block an attack], [Further an objective], [Attack a threat], [Gain Ichor] For each narrate what your character does in the world. If you used equipment or abilities, add them to your story. This is where you build the world and tell over-the-top stories, it’s the main part of the game.

DAMAGE & HEALING - Ichor is what powers your abilities and allows you to heal yourself or your friends. Spend 3 Ichor to heal one mark of damage at any time, for any player. 1 or 2 unblocked attacks means you mark a single Injury. Choose which injury by rolling a D6 and pick the closest unticked box. 3+ undefended attacks means you mark an injury and are downed. The GM makes a secondary objective to rescue you, with a threat value equal to the number of players plus one. You can’t play until you are helped by another character. If the downed player is not rescued they will be captured by the enemy and need to be rescued in a future mission. It’s up to the GM and players to decide how this fits into their story. If you mark all injury boxes, then you’re dead! Roll 8 D6 to go out in a final blaze of glory. You can only ever have a max of 10 Ichor.

PROGRESSION - If you defeat a god/[BOSS] at the end of the mission, you unlock a new ability called an advance. When you finish an objective, players get the chance to find a new piece of loot. Decide with the GM the advantage conditions (when it’s extra powerful) and number of usages (how easily it breaks) and add your new loot to your character sheet under equipment.

OBJECTIVES AND THREATS - Objectives are the tasks and challenges players must overcome to complete their mission. Objectives have a rating reflecting how many successes need to be allocated to complete them. You can think of these ratings like a progress bar or clock.

Example: Objective: Destroy Olympus (2): [x] [x] [x] [x] [x] [] []
This was a 7 rating objective that is now at 2. Only 2 more successes until completion. When the objective’s rating reaches 0 the objective is complete.

Threats represent the enemy forces. Each threat has a rating, just like the Objectives, but Threats also have Attack dice. The higher the attack dice, the more dangerous the enemy is to the players. Attack dice are rolled by the GM and potentially cause injuries to the player. When a threat’s rating has been reduced to zero, the enemy has been killed or otherwise obstructed, but they aren’t gone for good as there will be reinforcements.

TALUS THE CLOCKWORK CYCLOPS

Big, Brutal, Boisterous.

FIX 2		ICHOR	
CON 2	☐		☐
SNEAK 1	☐		☐
SHOOT 3	☐		☐
BRAWL 4	☐		☐
SEARCH 3	☐		☐
TERRIFY 2	☐		☐

	DAMAGE	
1-2	☐ Glitched	☐ Can't use abilities
3-4	☐ Dented	☐ Can't use + dice
5-6	☐ Scuffed	☐ Can't make Ichor

ABILITIES

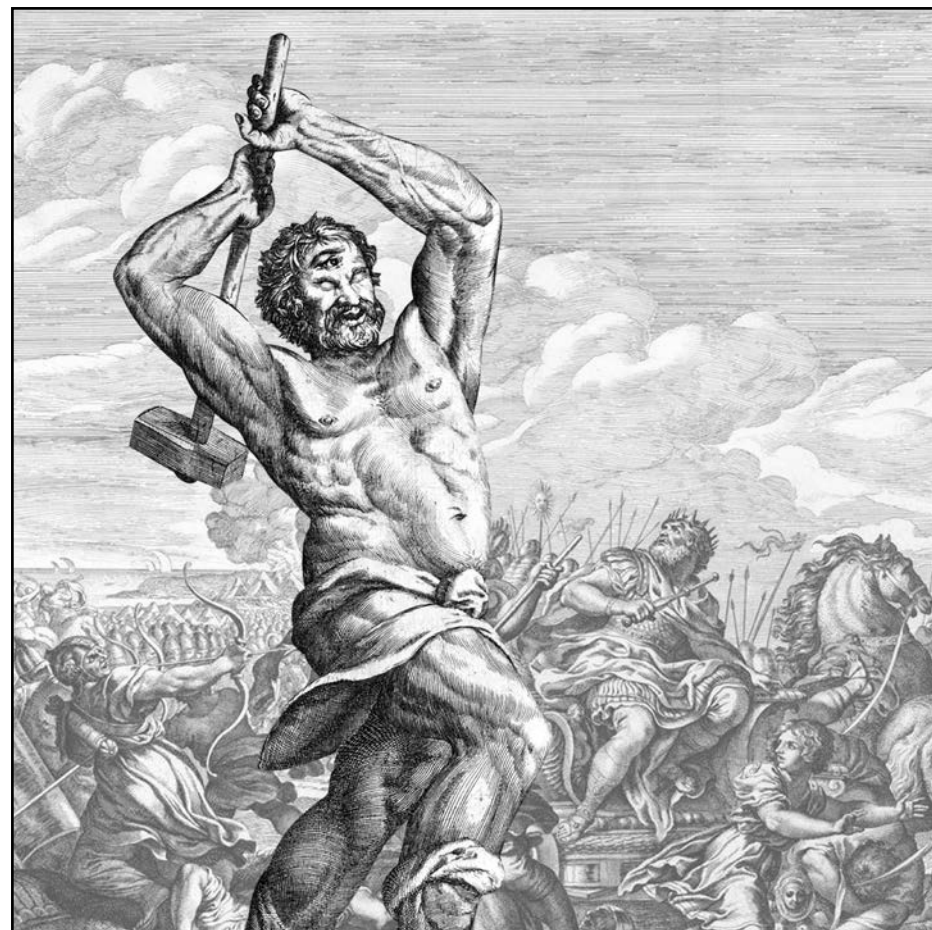
- **Blood Rage** - Spend 1 Ichor to get 1D6 (+ vs Gods)
- **Grisly Trophy** - When rolling TERRIFY, spend a 6 to get 4 successes.
- **Cannibalise** - Heal one point of your damage by damaging another player, with their consent.

ADVANCES

- ☐ **Eye Beam** - When rolling SHOOT, spend 2 Ichor, get 2D6, if enemy Threat rating is reduced to 0 they do not reinforce.
- ☐ **Hurl Boulder** - Spend 1 Ichor, when Rolling SHOOT, if 3 damage is dealt to an enemy, deal 1 damage to surrounding enemies.
- ☐ **Living Shield** - Once per session: When a teammate marks an Injury, you may take it instead.

EQUIPMENT

- ☐☐☐ **Blacksmith Hammer** (++ Ground Based Enemies)
- ☐☐☐ **Ash Tree Club** (++ Large Enemies)
- ☐☐☐ _____
- ☐☐☐ _____
- ☐☐☐ _____
- ☐☐☐ _____



1. Form your dice pool

- Pick a stat.
- Mark equipment.
- (Final mark counts as 2)
- Pay for abilities with Ichor

2. Roll your dice

- 1-3 are failures.
- 4-5 are successes.
- 6 counts as 2 successes.
- ☐ Reroll once per session

3. Spend your successes

- Reduce any Objective by 1
- Reduce any Threat by 1
- Block 1 Enemy Attack
- Gain 1 Ichor

Secondary Objective Rewards:

- Reduce primary obj by d6
- Reduce a threat by d6
- Reduce any attack by 2
- Reduce a challenge by 1
- Gain d6 Ichor
- Gain special loot if available
- Rescue downed player

THE MECHANICAL MAIDEN KELEDONES

Fast, Flying, Ferocious

FIX	2	ICHOR									
CON	3	☐	☐	☐	☐	☐	☐	☐	☐	☐	
SNEAK	2	DAMAGE									
SHOOT	4	1-2 ☐ Glitched	☐ Can't use abilities								
BRAWL	3	3-4 ☐ Dented	☐ Can't use + dice								
SEARCH	2	5-6 ☐ Scuffed	☐ Can't make Ichor								
TERRIFY	1										

ABILITIES

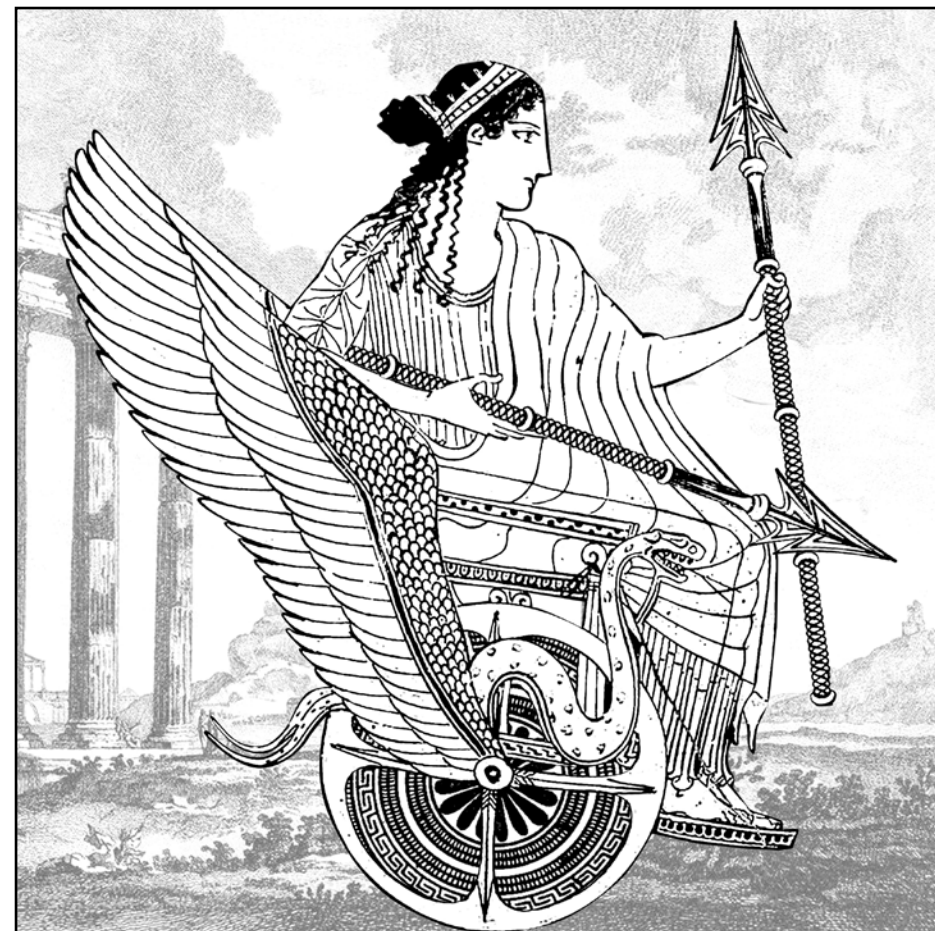
- **Harpoon Launcher** - Spend 1 Ichor to get 1D6 (+ vs winged).
- **Take Flight** - Spend 1 Ichor to get 2D6 when rolling BRAWL against ground based targets.
- **Resonance** - When you reduce a Threat's rating to 0, gain 2 Ichor.

ADVANCES

- ❑ **Serpent Poison Dispensers** - Spend 1 Ichor to add 1D6 to all SHOOT or BRAWL rolls.
- ❑ **Ultrasonic Scream** - Spend a 6 to reduce a Threat's Rating by 2 and gain 1 Ichor. (Ignores Challenge)
- ❑ **Charm Harmonics** - Spend 1 Ichor to get 2D6 when rolling CON

EQUIPMENT

- ☐ ☐ ☐ **Barbed Throwing Spears** (++ Winged target)
 - ☐ ☐ ☐ **Dropable Anvil** (++ Ground based target)
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____



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Secondary Objective Rewards:

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- Reduce a threat by d6
- Reduce any attack by 2
- Reduce a challenge by 1
- Gain d6 Ichor
- Gain special loot if available
- Rescue downed player

KRABBY THE KABEIRIKOI ROBOT

Crafty, Creative, Cunning.

FIX	3	ICHOR									
CON	2	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
SNEAK	3										
SHOOT	1	DAMAGE									
BRAWL	4	1-2 ☐ Glitched	☐ Can't use abilities								
SEARCH	2	3-4 ☐ Dented	☐ Can't use + dice								
TERRIFY	2	5-6 ☐ Scuffed	☐ Can't make Ichor								

ABILITIES

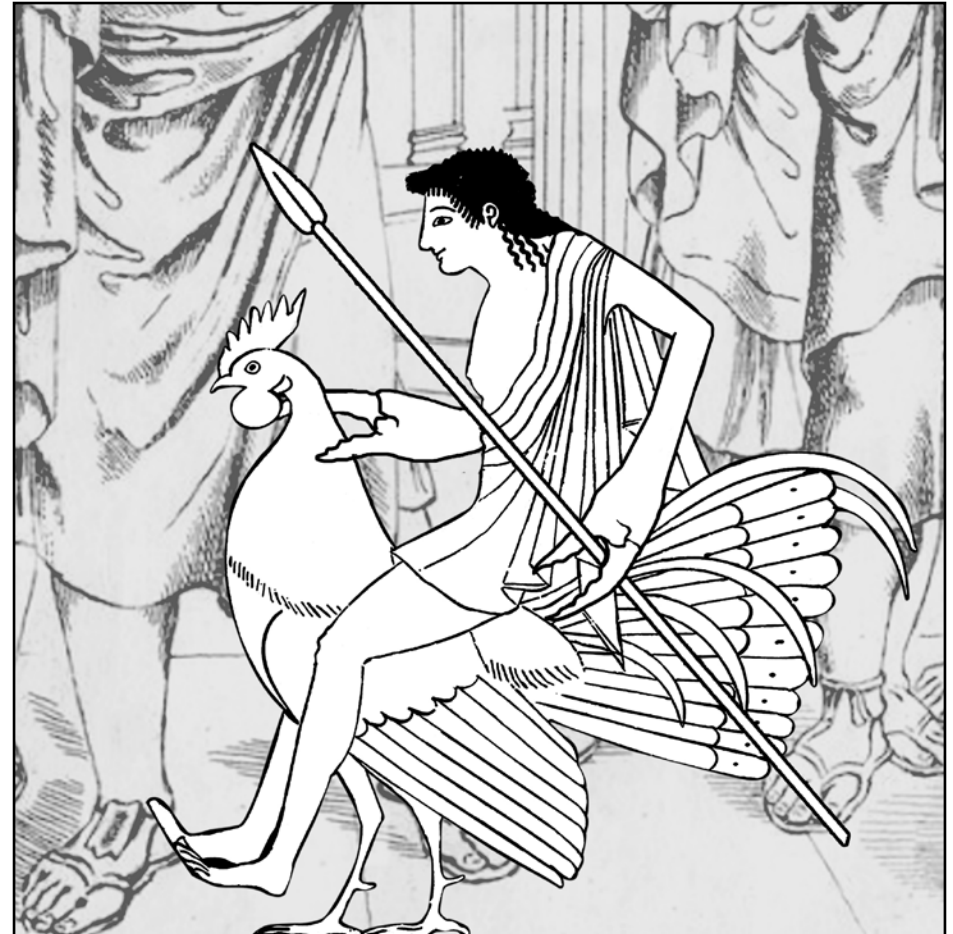
- **Shockbubble Punch** - Spend 1 Ichor to get 1D6, (+ Near water)
- **Crafting** - Spend 1 Ichor to get 2D6 when using FIX for combat.
- **High Pressure** - When you mark an Injury, one ally gains 1 Ichor.

ADVANCES

- ❑ **Crusher Claw** - Spend 1 Ichor: Gain 1 D6 and ignore Challenge on your next action against a Threat.
- ❑ **Rooster Run** - Spend 1 Ichor: Gain 1 D6 and reduce the GM's successful Attack dice by 1 for each 1 you roll.
- ❑ **Surgical Strike** - Spend 2 Ichor to automatically rescue a downed teammate.

EQUIPMENT

- ☐ ☐ ☐ **Short Spear** (++ Enemies with ankles)
 - ☐ ☐ ☐ **Blacksmith tongs** (++ When used with other equipment)
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____
 - ☐ ☐ ☐ _____



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❑ Reroll once per session

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- Reduce any Threat by 1
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Secondary Objective Rewards:

- Reduce primary obj by d6
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- Reduce any attack by 2
- Reduce a challenge by 1
- Gain d6 Ichor
- Gain special loot if available
- Rescue downed player

TRIPODES THE KHRYSEOI AUTOMATA

Weird, Wonderful, Wrong.

FIX 2		ICHOR	
CON 2	☐		☐
SNEAK 1	☐		☐
SHOOT 3	☐		☐
BRAWL 4	☐	DAMAGE	☐
SEARCH 3	1-2 ☐ Glitched	☐ Can't use abilities	
TERRIFY 2	3-4 ☐ Dented	☐ Can't use + dice	
	5-6 ☐ Scuffed	☐ Can't make Ichor	

ABILITIES

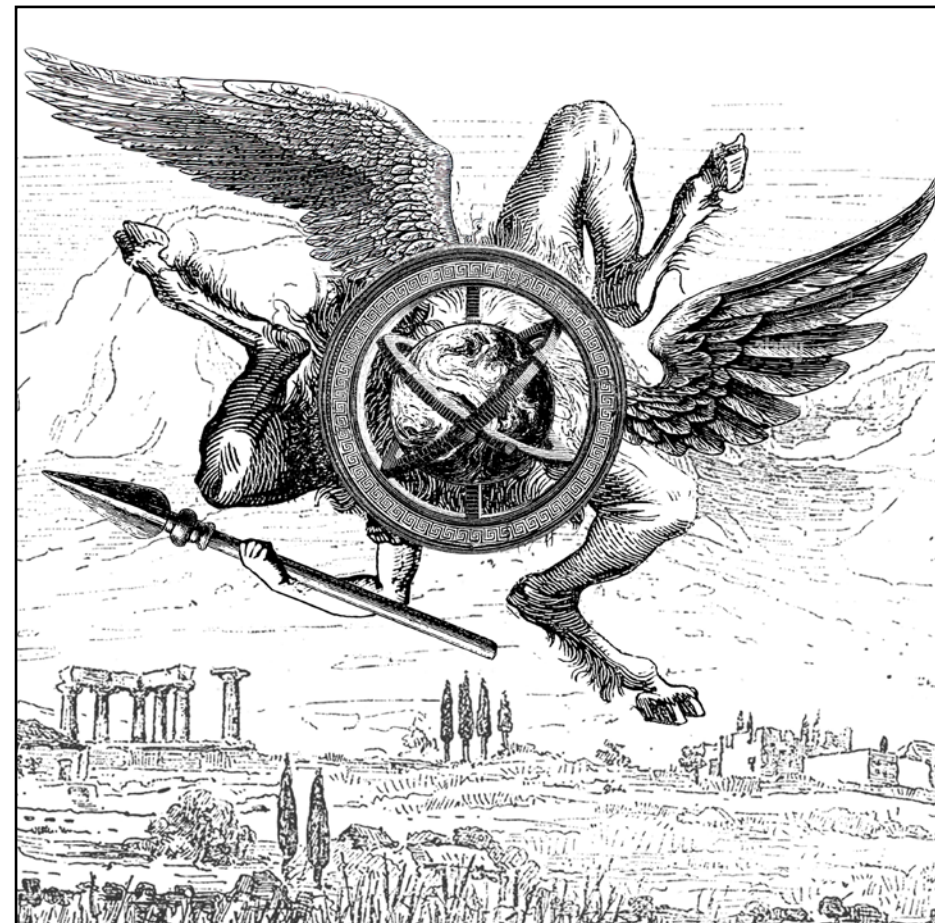
- **Reality Distortion** - Spend 1 Ichor to get 1D6, (+ vs Multiple heads)
- **Limb Fabrication** - Spend 3 Ichor to permanently swap the 4 stat with any other stat block.
- **Containment Breach** - Spend 1 Ichor and gain 2D6 if you have 3 or more injuries.

ADVANCES

- ☐ **Expend Fuel Rods** - Spend 2 Ichor Gain 2D6 (+++ Used with fire related equipment).
- ☐ **Overload Core** - Mark an injury and gain 4 D6.
- ☐ **I'm Just Furniture Bro** - Spend 1 Ichor to gain 3 D6 when rolling SNEAK.

EQUIPMENT

- ☐☐☐ **Throwing Spear** (++ When using SHOOT)
- ☐☐☐ **Horseshoes** (++ When using BRAWL)
- ☐☐☐ _____
- ☐☐☐ _____
- ☐☐☐ _____
- ☐☐☐ _____



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- Pick a stat.
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- Reduce any Threat by 1
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- Reduce primary obj by d6
- Reduce a threat by d6
- Reduce any attack by 2
- Reduce a challenge by 1
- Gain d6 Ichor
- Gain special loot if available
- Rescue downed player

GAME MANAGER GUIDE

BUILDING A CAMPAIGN - You can choose how many encounters you want to play to scale how long your game will run. Each mission is two enemy encounters and a Boss fight and should probably take about two hours. To plan the whole campaign we recommend starting by choosing either Prometheus or Ares, then picking two out of Poseidon, Aphrodite or Dionysus, and ending with either Hades or Zeus. For more flavor, you can learn more about the setting through our free zine Ancient Greece & Disability here : <https://linktr.ee/disabilityark>

EACH ROUND - When players are trying to achieve an objective there is no determined play order, so the GM can let players pick who goes first. Each player takes a turn and when everyone has played, a new round begins. Here are the steps for the GM:

1. Form your dice pool (A D6 is a “normal” dice, one with 6 sides) Pick the highest threat engaged with players and add d6 equal to its attack rating. Add a D6 for every other enemy engaged with players.

2. Roll your dice and count your successes. Discard any failed dice (1-3 is a failure). 4-6 count as 1 success. (6s are not special for the GM). If the GM rolled zero successes, increase the highest threat's attack dice by one.

3. Players Turn, they form a dice pool, roll their dice, and use successes to defend against attacks, reduce objective rating, reduce enemy threat rating or gain ichor. They can also spend 3 ichor to heal a point of damage. 1,2,3 are repeated till each player has had a turn.

End of the round, once all players have gone, increase each active Threat's Attack by one (Or skip this step to play on easy mode). If an enemy threat rating has been reduced to zero. They are restored by 1D6 and their Attack set to half its starting value (rounded up). This represents the enemies bringing in reinforcements. Enemies with the tag Solo do not reinforce and are permanently dead.

CHALLENGE RATING - If an objective or threat has a challenge rating attached, it means that it's harder for players to defeat or achieve. Instead of players spending a single success to reduce by 1, they have to spend the rating level of successes first before spending a success to achieve a reduction by 1. So if an Objective is Challenge 2 and players assign 5 successes to it, they only reduce it's rating by 3.

SECONDARY OBJECTIVES - Secondary objectives are non-essential, bonus things players can try to achieve while completing the main objective. The reward for a secondary objective can be: Reduce a primary Objective by 1D6; Reduce a Threat by 1D6; Gain D6 Ichor; Reduce a Threat's Attack by 2; Reduce a Threat or Objective's Challenge by 1; Gain access to an unusual or powerful piece of equipment. A special type of secondary objective is when a player is downed and the reward for completing it is players rescuing the downed player.

EQUIPMENT - Generate your own or use the equipment roll table at the back. Consider making the equipment a part of an enemy or something likely found in that location. New equipment can be found at any time.

The players can choose the + conditionality text.

EG “Hydra tentacle (+watery)”

To assign the number of uses and conditionality dice roll 1D6.

1-5 means three ☐ uses with single + conditionality:

“Hydra tentacle (+watery) ☐☐☐”

6 means single use with three +++ conditionality:

“Hydra tentacle (+++watery) ☐”

MORE DETAILED RULES EXPLANATIONS - Our game uses the same engine as Eat the Reich which has more in depth rule explanations, both in it's book and in the free online resources made for that game. Our game is an independent production and is not affiliated with Rowan, Rook and Decard. It is published under the RR&D Community License. The ‘Eat The Reich’ game is copyright © 2023 Rowan, Rook and Decard. All artwork in the game is copyright © 2023 Will Kirkby. You can find out more and support these games at rowanrookanddecard.com.



Medusa - Threat 5, Attack 3

Objective: Find the hidden entrance to the forge (5)

Second Objective: Search the statues for shiny armor (4)

Lava Fields: [Smouldering] [Ash] [Rocky] - A fractured hellscape of rivers of molten rock sharp obsidian. Stone statues in battle poses surround the base of the volcano. The Medusa prowls her collection, a roughly human figure made of a mass of hundreds of snakes.



Sphinx - Threat 4, Attack 3

Optional Sphinx Riddle: "There is one father and twelve children; of these each has twice thirty daughters of different appearance: Some are white to look at and the others black in turn; They are immortal and yet they all fade away." (The answer is the year and its days and nights.)

Objective: Find salvageable weapons (5)

Second Objective: Shout some of your own riddles (4)

Forge: [Smokey] [Abandoned] [Embers] - Ancient tongs, moulds and anvils half-swallowed by cooled lava suggest this was once a place of terrible industry. The Sphinx, a winged lion with a human face, crouches atop the great central furnace. None may pass without answering her riddle.



Vulture - Threat 4, Attack 2

Sentient chains - Threat 6, Attack 2

Objective: Rescue Prometheus (5)

Second Objective: Infuse yourself with volcano energy (4)

Crater: [Hot] [Smoking] [Windy] - The tunnel from the forge opens up in the crater of the volcano. The air is filled with ash and ripples with the heat. Prometheus, the titan, is chained to a stone altar at its centre, His jailor, an enormous vulture, turns its beady eyes in your direction and hisses menacingly.



Bronze Hydra head - Threat 5, Attack 2

Gold Hydra head - Threat 6, Attack 2

Silver Hydra head - Threat 5, Attack 2

Rapid regeneration - When a Threat is reduced to 0, it spawns 2 new enemy heads with these stats: Threat 2, Attack 1.

Objective: Escape inland (5)

Second Objective Build a sand castle (4)

Beachhead: [Splintered] [Smoking] [Sandy] - Dozens of warships and fishing boats have been hurled ashore and heaped into a half-mile of splintered timber and shredded sails. You hear a cacophony of screeches and screams emanating from a hydra, a dragon with multiple serpent-like heads.



Cavalry - Threat 2, Attack 5, Challenge 1, Solo

Hoplite Soldiers - Threat 5, Attack 3

Battlefield: [Bloody] [Chaotic] [Loud] - With the churned mud and the clash of metal on metal, the battlefield is a mass of spears. The line between the two armies is unclear. These men were fighting before you arrived and they will be fighting after you leave.

Objective: Punch a hole through (5)

Second Objective: Attempt To negotiate safe passage (4)



ARES, God of War [BOSS] - Threat 5, Attack 3,

Giants - Threat 5, Attack 2,

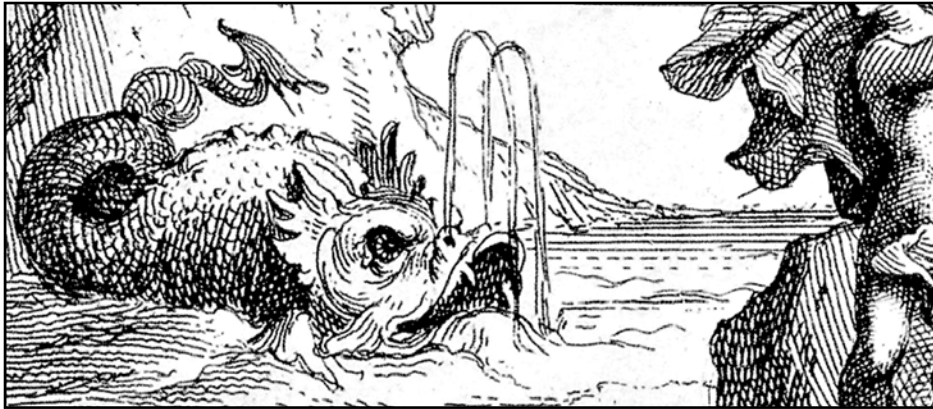
Martial Prowess - Enemy rolls of 3,4,5,6 all count as successes.

If Ares is killed then unlock an Advance.

Objective: Storm the city and get out the other side (5)

Second Objective: Repurpose some siege equipment (4)

Siege: [Firey] [Devastation] [Intimidating] - The city is burning. Standing between two armoured giants is Ares, the god of war. He is in the thick of it, armour dented and red, grinning like a man at a feast. He has broken two swords already.



Whale Shark - Threat 1, Attack 3, Challenge 1, Solo
Sharks - Threat 5, Attack 2
Electric eels - Threat 6, Attack 2

Objective: Navigate to the eye of the storm (6)

Second Objective: Attempt to quieten waves with a song (5)

Storm: [Raging] [Salty] [Dark] - Forty-foot waves in every direction. Lightning without pause. The horizon has disappeared. Three ships are visible. Only one is still upright. Cetus, the whale-shark circles in the deep, is vast enough that its shadow darkens the sea.



Scylla - Threat 4, Attack 3, Challenge 1, Solo

Whirlpool - Threat 5, Attack 3

Tangled - One Ability is blocked each turn, roll D6 to see which.
 1-2 First, 3-4 Second, 4-6 Third.

Objective: Survive the passage (6)

Second Objective: Try to befriend some dolphins (5)

Whirlpool: [Swirling] [Narrow] [Cliffs] - There is a narrow passage between an enormous whirlpool and jagged rocks. Scylla, a beast with six tentacled human heads, probes the water from the cliff face while every eye is fixed on the spinning void to port.



POSEIDON, God of the Sea. [BOSS] - Threat 5, Attack 2

Trident - Threat 2, Attack 4, Challenge 1, Solo

Drenching Waves - Equipment is water-logged so final uses only count for 1 instead of usual 2. If Poseidon is killed then unlock an Advance.

Objective: Navigate away while he tries to kill you (6)

Second Objective Hurl fish related insults (5)

Reef: [Wet] [Cold] [Rocky] - A cathedral of ancient coral, thrumming with life every colour in the rainbow. Poseidon, the god of the sea, does not come with a trident raised. He comes the way a tide comes, gradually, then all at once.



Sirens - Threat 4, Attack 3,
Song - Threat 5, Attack 2, Challenge 1, Solo
Seagulls - Threat 5, Attack 2
Draining Willpower - If a player is damaged they also lose an Ichor

Objective: Resist the song of the sirens (6)

Second Objective Impress them with your own singing (5)

Shoreline: [**Loud**] [**Rocky**] [**Tempting**] - A beautiful stretch of beach has sun bleached bones half-buried in the sand. Catchy music filled with unbearable longing drifts from somewhere ahead. The Sirens are part human part bird, and their song promises all you have yearned for. Come closer. Come.



Circe the Sorceress - Threat 1, Attack 3, Challenge 1, Solo
Pigs - Threat 5, Attack 2
Boars - Threat 6, Attack 2

Objective: Break the magic, turn the pigs back into people (6)

Second Objective: Try to talk to some other farm animals (5)

Farm: [**Welcoming**] [**Aromatic**] [**Wild**] - A grand estate gone feral — overgrown gardens, broken statuary, a hall that still smells of good food and bad magic. The animals that roam freely watch the newcomers with unnerving intelligence. Circe is the sorceress and monster maker, who wields powerful transformative magic on all who offend her.



APHRODITE, Goddess of Love. [BOSS] - Threat 5, Attack 3
Temple guard - Threat 4, Attack 3, Challenge 1, Solo
Cherub archers - Threat 2, Attack 4, Challenge 1, Solo
Love Charm - For each 6 rolled, Aphrodite has that many Challenge points. If Aphrodite is killed unlock an Advance.

Objective: Steal something nice and get out (6)

Second Objective: Ponder the meaning of what it is to love (5)

Temple: [**Loving**] [**Flowery**] [**Warm**] - The rose marble building has a warm welcoming glow and there is the scent of blooming flowers on the breeze. Aphrodite, the goddess of love, is surrounded by her retinue. Obsessions flower and loyalties shift in her presence without anyone feeling manipulated.



Maenads - Threat 5, Attack 3

Bulls - Threat 4, Attack 3

Snakes - Threat 5, Attack 2, Challenge 1, Solo

Fawns - Threat 5, Attack 2

Forest Objective: Lose them in the forest (6)

Second Objective: Start a forest fire (5)

Forest: [Dark] [Loud] [Dense] - A forest of old-growth trees with abandoned wine-cups on every root. Drums somewhere, getting closer. Maenads, frenzied, bestial revellers, can as easily dance or kill in a state of pure ecstasy. Outsiders tend not to last long.



Satyrs - Threat 4, Attack 4, Challenge 1, Solo

Nymphs - Threat 6, Attack 3

Goats - Threat 4, Attack 3, Challenge 1, Solo

Playing rough - Players may take 1 damage point to get an extra 4D6.

Objective: Ruin the party (6)

Second Objective: Play a game (5)

Vineyard: [Scented] [Sunny] [Warm] - Immense, heavy-fruited vines on a sun-drenched hillside; the smell of fermenting grapes hangs in the warm air. Laughter carries from somewhere down the slope — too much laughter, for too long. Satyrs, part human and part goat, they drink and fight and play.



DIONYSUS, God of Wine [BOSS] - Threat 4, Attack 3

Drunken Revelers - Threat 1, Attack 3, Challenge 1, Solo

Karaoke Singers - Threat 2, Attack 5, Challenge 1, Solo

Drunken Fighting - Each point of damage to Dionysus also damages another player. Unlock an Advance if Dionysus is killed.

Objective: Escape the Island (6)

Second Objective: Belt out a song (5)

Clearing: [Luxury] [Golden] [Drunken] - An area transformed by sheer accumulated excess. There is a river of wine and a garland strung palace made of solid gold. Dionysus, the god of wine, is full of something that smells of Summer with a floral note and a touch of earthiness.



Three hound heads - Threat 8, Attack 3
Serpent tail - Threat 6, Attack 3

Objective: Open the gates (7)

Second Objective: Try to pet him (5)

Hellmouth: [Metal] [Brimstone] [Smoke] - Enormous black iron gates bar the way. Nothing decorative; nothing welcoming. The passage between the living world and whatever lies beyond requires exactly one thing: getting past what guards it. Cerberus, an elephant-sized dog with three heads and a serpent tail.



Ferryman - Threat 3, Attack 4, Challenge 1, Solo

Hungry ghosts - Threat 8, Attack 3, Challenge 1, Solo

Pulled Overboard - If ichor is 0 at end of round take 1 damage.

Objective: Make it to the other side (7)

Second Objective: Spot somebody you previously killed (5)

River: [Cold] [Wet] [Dark] - The Styx is an icy swirling void, with no starlight to reflect. The spirits of the dead crowd around the boat, threatening to capsize it. A press of faces, each one with an urgent, endless request. They have waited an eternity to be heard.



HADES, God of the Dead [BOSS] - Threat 4, Attack 5, Challenge 2, Solo

Persephone - Threat 4, Attack 5, Challenge 1, Solo

Lifedrain - Equipment marking and Ichor costs are doubled for no increased effect. Unlock one advance if Hades is killed.

Objective: Escape the underworld (7)

Second Objective: Spit in the face of death itself (5)

Palace: [Marble] [Quiet] [Freezing] - Every surface, arch and keystone is polished black stone. Grand in scale and completely without warmth. This is the bottom of everything. Hades and Persephone, the Gods of the Underworld are seated beside each other in the throne room.



Furies of Vengeance - Threat 3, Attack 5, Challenge 1, Solo

Furies of Anger - Threat 8, Attack 3

Furies of Jealousy -Threat 7, Attack 2, Challenge 2, Solo

Blood for blood - Once, at the start of the scenario, lose Ichor equal to the number of gods killed so far. If price can't be paid, mark an injury.

Foothills Objective: Ascend the mountain (7)

Second Objective Do not look down (5)

Foothills: [Blasted] [Steep] [Misty] - The landscape at the base of Mount Olympus is scorched and cracked from lightning strikes. The path upward is steep and narrow. The Furies know your dark purpose, the three women are girded with serpents and shining with the light of righteous rage.



Storm Harpy - Threat 2, Attack 5, Challenge 1, Solo

Nest Harpy - Threat 8, Attack 3

Talon Harpy - Threat 7, Attack 2

Swift Harpy -Threat 8, Attack 2

Summit Objective: Scramble to the temple (7)

Second Objective: Steal eggs from a nest (5)

Summit: [Windy] [Stark] [Rocky] - The wind at this altitude is strong enough to lift a person bodily from the rock. Below, the world is a map. The harpies, human except for the wings, talons and fangs, come screaming in fast from the blind side of the sun.



ZEUS, Father of the Gods [BOSS] -Threat 8, Attack 3

Lightning - Threat 3, Attack 5, Challenge 1, Solo

Hera - Threat 2, Attack 5, Challenge 2, Solo

Crackling Discharge - Any equipment marked is instantly destroyed.

Unlock one advance if Zeus is killed.

Throne Objective: Defeat all enemies

Second Objective: Destroy the throne (5)

Throne: [Cold] [Bright] [Stormy] - A palace of clouds held together with coursing lightning. At the centre, two thrones. Both are occupied. Zeus and Hera, the parents of the gods. Power radiates off them like the sun. The air sizzles with electricity as sparks leap from every surface.

EQUIPMENT ROLL TABLE (ROLL 2D6)

11. Summonable Volcano (++++ If near water) □
12. Flamethrower (+ vs multiple heads) □□□
13. Greek Fire (+ vs land based) □□□
14. Fire Orb (+ Explosive) □□□
15. Claw of Archimedes (+ vs non-gods) □□□
16. Napalm Grenade (++ vs land based) □□
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21. Burning Spear (+ If using BRAWL) □□□
22. Flaming Sword (+++ If using BRAWL) □□
23. Bow With Fire Arrows (+ If using SHOOT) □□□
24. Blazing Javelin (+ If using SHOOT) □□□
25. Hellfire Slingshot (+ If using SHOOT) □□□
26. Red-hot Poker (++ If using BRAWL) □□
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31. Werewolf (+ vs Gods) □□□
32. Pegasus (+ Flying kick) □□□
33. Sea Nymphs (+++ Dolphin attack) □
34. Unicorn (+ If enemy has Challenge) □□□
35. Minotaur (+ A-maze-ing) □□□
36. Phoenix (++ On final use Roll 1D6, if 6 get it back) □□
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41. Bronze Mechanical Bull (+ Fire Breath) □□□
42. Golden Lion automata (+ Biteable) □□□
43. Pandora's box (+ Doing something evil) □□□
44. Surprise Trap Throne (+++ vs humanoids) □□
45. Silver Dog robots. (+ Biteable) □□□
46. Gold Horse (++ Fire Breath) □□
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51. Eris's Apple of Discord (+ Bring Chaos) □□□
52. Shield of Achilles (+ Absorbs damage point) □□□
53. The Armor of Heracles (+ Deflects damage point back) □□□
54. The Thunderbolts of Zeus. (+ Grounded enemies) □□□
55. Throwable boulder (+++ Human or smaller enemies) □
56. Golden Fleece Cape. (++ Regal authority) □□
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61. Invisibility Helmet of Hades. (++ If using SNEAK) □□
62. Harmonia's Cursed Necklace (++ Misfortune) □□
63. The Trident of Poseidon. (++ Control Water) □□
64. Winged Sandals of Hermes (++ Take flight) □□
65. Hermes's Caeducus Staff (++ Tactical logistics) □□
66. Hammer of Hephaestus (++++ The power of a god) □□