



# FOUR AGAINST THE TITANS

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Illustrations by Andrea Sfiligoi

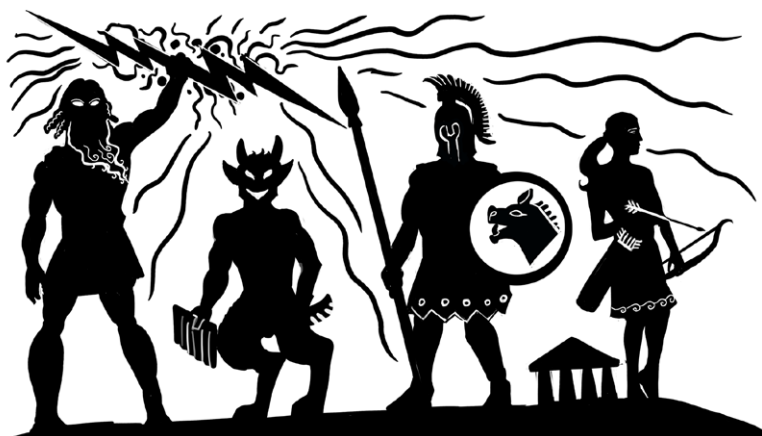
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Half of all author royalties generated from sales of these rules will be donated to the UNHCR, the United Nations refugee agency who protect and assist individuals and families displaced by war and persecution.

## OLYMPUS HAS FALLEN...

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*Olympus has fallen. War rages between the gods and the titans. The gods are on the back foot and Zeus himself, king of gods and men, has been defeated and imprisoned by the giant Typhon. It is up to the children of the gods – the result of so many promiscuous encounters with mortals – to take up the fight and forestall the destruction of Greece.*

## INTRODUCING 4AT

*Four Against the Titans (4AT)* is based on the acclaimed solitaire dungeon-delving pen and paper game *Four Against Darkness (4AD)*, by Andrea Sfiligoi. While *4AT* leans heavily on Andrea's original, it takes the players far from the subterranean depths and places them firmly in an open world of Greek mythology.

The game can still be played with minimum space and equipment. You'll need a pencil and eraser, three six-sided dice, this book and a sheet of paper. You control a party of

four heroes who travel around Greece, aiding mankind against monsters, completing quests and, ultimately, attempting to free Zeus from captivity. Each step of the way, the heroes' encounters are generated by dice rolls.

You can play it solo or co-operatively, sharing the characters with friends. You could even play with two players, each controlling their own party, taking turns to resolve encounters, and racing each other to save Greece from destruction.

## INSPIRED BY MYTHOLOGY

4AT is broadly inspired by Greek mythology. It makes no claim to be faithful to any particular version of any particular myth. Rather, it takes the tropes of the ancient writers and uses them as the basis for the game. For example, centaurs, traditionally associated with the highlands around Thessaly, can be most commonly found in that region and the surrounding areas, even if they might also pop up in Attica or the Cyclades. Likewise, heroes are as likely to come across the monstrous foes of Herakles as they are the opponents of Perseus or Theseus. Although a misnomer, the term titan is used here to categorise all the great monsters of Greek myth.

## FINISHING THE GAME

In order to finish the game, the party must defeat Typhon, the leader of the titans, who is holding Zeus captive on Mount Olympos. Before they can approach Olympos, however, they must first secure the blessing of the four great temples of Greece by completing temple quests.

## GAME TERMINOLOGY

**d6** – six-sided dice, usually defined as 1d6 (one die), 2d6 (two dice), 3d6 (three dice) which are always rolled simultaneously.

**Agora** – a market place, only ever found in a city.

**Bandits** – minor human foes that may ambush your heroes on journeys.

**City** – a centre of civilisation where you will find inns, gymnasia and agoras.

**Combat** – a fight occurring as the result of a hostile encounter, or when ambushed by bandits.

**Encounter** – a random event that occurs during an odyssey.

**Exploring** – the process of moving around within a region.

**Gymnasium** – a space for training and learning, only ever found in a city.

**Journey** – the process of moving between regions on the game map.

**Monster** – dangerous foes that may be encountered on journeys or when exploring regions.

**Odyssey** – each period between rests in a city.

**Region** – the sixteen geographic zones in Greece that can be explored.

**Rest** – a period of rest and recovery, staying at an inn in a city between odysseys.

**Titans** – the most powerful monsters found in Greece.

**Temple quest** – special quests that need to be completed before receiving the blessing of one of the four major sanctuaries.

## **THE BASIC PRINCIPLE – ONLY HEROES ROLL DICE**

All the rolls in the game are performed by the heroes. The potential danger of a monster is indicated by their 'level'. When the heroes attack, they perform attack rolls and compare them with the monster's level to determine if the monsters are killed. When it is the monster's turn to attack, your heroes perform Defence rolls against the monster's level, taking wounds if they fail.

**When rolling to attack or defend, a 1 is always a failure.**

## **EXPLOSIVE SIXES**

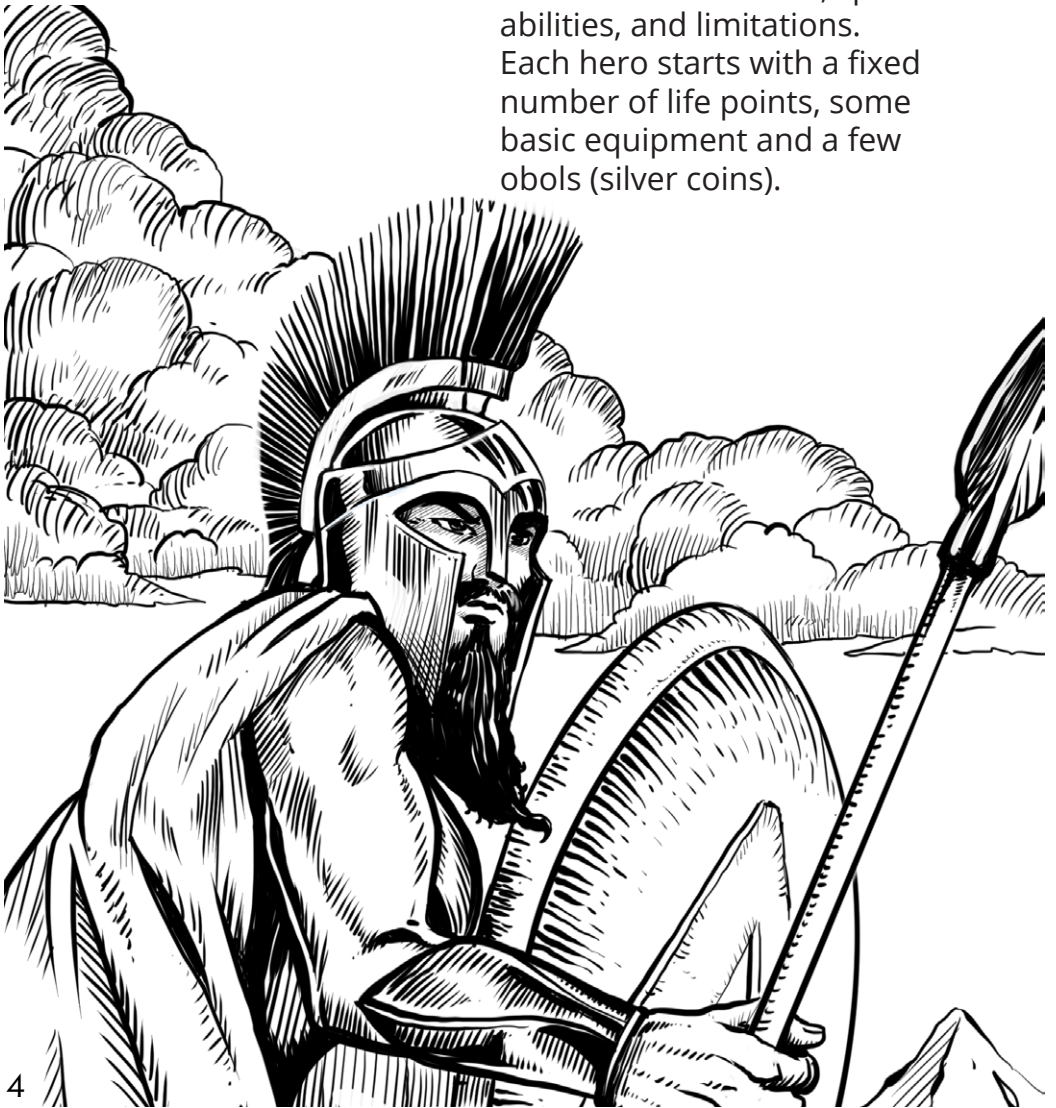
Whenever you roll a natural 6 when attacking or defending, immediately roll another d6 and add the result to your total. This is cumulative: if you roll another 6, add it to the total and roll again. With enough luck, you could potentially roll any number. In combat, this will let you kill multiple monsters with a single blow. In other situations, it will let heroes save against threats higher than level 6.



# RECRUITING YOUR HEROES

At the beginning of the game, you start with a party of four heroes. However, your heroes are only just starting out on their quest to aid the gods against the titans and, as such, all start at level 1. Each hero is the child of one of the gods;

they will most commonly be human, but may occasionally take other forms such as satyrs, nymphs and the like. Regardless of race, it is the heroes' inherited traits which differentiate one from the other. These inherited traits take the form of skills, special abilities, and limitations. Each hero starts with a fixed number of life points, some basic equipment and a few obols (silver coins).





**CHILD OF APHRODITE, GODDESS OF LOVE AND BEAUTY**

**Attack modifier:** None.

**Defence modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Defence rolls. For example, a 4<sup>th</sup> level child of Aphrodite defends at +2.

**Traits:**

*Winning smile* – May reroll one Monster reaction per level each odyssey.

*Charismatic* – Once per level, per odyssey, may encourage all other heroes in the party, granting them +1 to their next attack or defence roll.

*Jealous* – There may only ever be one child of Aphrodite in the party.

**Equipment restrictions:** May not wear armour.

**Starting equipment:** Light hand weapon and small shield.

**Starting wealth:** 3d6 obols.

**Life:** 3+ level. A 1<sup>st</sup> level child of Aphrodite has 4 life.



## CHILD OF APOLLO, GOD OF PROPHECY, ARCHERY AND THE ARTS

**Attack modifier:** Add their level to their Attack rolls when using a bow.

**Defence modifier:** None.

### Traits:

*Bow mastery* – Gains a second bow attack at the start of each combat after reaching level 3.

*Prophecy* – Roll 1d6 per level before each odyssey. Keep the dice off to the side. The hero can substitute each of the dice once for *any* die rolled during the odyssey.

**Equipment restrictions:** May not wear armour or use a two-handed weapon.

**Starting equipment:** Bow.

**Starting wealth:** 3d6 obols.

**Life:** 4+ level. A 1<sup>st</sup> level child of Apollo has 5 life.

## CHILD OF ARES, GOD OF VIOLENCE

**Attack modifier:** Add their level to their Attack rolls.

**Defence modifier:** None.

**Traits:**

*Rage* – Once per level on each odyssey, a child of Ares may perform a rage attack. During a rage attack, roll three Attack rolls and choose the best result.

**Equipment restrictions:** None.

**Starting equipment:** Choose either a two-handed weapon, a hand weapon and small shield, or a bow.

**Starting wealth:** 2d6 obols.

**Life:** 6+ level. A 1<sup>st</sup> level child of Ares has 7 life.

## CHILD OF ASKLEPIAS, GOD OF HEALING

**Attack modifier:** None.

**Defence modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Defence rolls. For example, a 4<sup>th</sup> level child of Asklepias defends at +2.

**Traits:**

*Healing* – May use their healing powers once per level on each odyssey. This allows the hero to heal a number of life points equal to their level +1d6. The hero may heal any member of the party (including themselves) at any moment, even during a fight, but may not attack in the same turn.

**Equipment restrictions:** None.

**Starting equipment:** Hand weapon.

**Starting wealth:** 2d6 obols.

**Life:** 4+ level. A 1<sup>st</sup> level child of Asklepias has 5 life.

## CHILD OF DIONYSOS, GOD OF WINE AND THEATRE

**Attack modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Attack rolls. For example, a 4<sup>th</sup> level child of Dionysos attacks at +2.

**Defence modifier:** None.

### Traits:

*Ekstasis* – At the start of every combat, roll 1d6. On a 1-3, the hero suffers a -1 modifier to all Attack and Defence rolls for the duration of the encounter. On a 4+, the hero goes into a frenzy. Each time they cause at least one wound against an opponent, they may immediately perform a second or subsequent attack.

*Bounty of the Vine* – Each time a child of Dionysos rests in a city they generate 1 wine skin.

**Equipment restrictions:** May not use a bow or sling.

**Starting equipment:** Two-handed weapon.

**Starting wealth:** 2d6 obols.

**Life:** 5+ level. A 1<sup>st</sup> level child of Dionysos has 6 life.





## CHILD OF HADES, LORD OF THE UNDERWORLD

**Attack modifier:** Add their level to Attack rolls against undead monsters.

**Defence modifier:** Add their level to their Defence rolls.

### **Traits:**

*Gift of Life* – May resurrect one member of the party each odyssey. Resurrection may only occur immediately after an encounter in which the party member was killed. A resurrected hero comes back to life with  $\frac{1}{2}$  their total number of life points, rounding down.

*Bounty of the Earth* – Each time a child of Hades rests in a city they generate 2d6 obols.

**Equipment restrictions:** May not use a bow or sling.

**Starting equipment:** spear.

**Starting wealth:** 4d6 obols.

**Life:** 5+ level. A 1<sup>st</sup> level child of Hades has 6 life.

## CHILD OF HEKATE, GODDESS OF MAGIC

**Attack modifier:** Add their level to their Attack rolls, but only when attacking outnumbered bandits or monsters, i.e. if the party is more numerous than a group of bandits or a group of monsters. This does not apply against titans.

**Defence modifier:** None.

### Traits:

*Fireball* – May cast one fireball per level each odyssey. A fireball works like a regular attack roll. The hero always adds their level to the roll. If used against bandits or monsters, the fireball slays a number of creatures equal to the hero's modified die roll, minus the level of the opponents. A minimum of one bandit/monster is always slain.

*Example: A level 2 child of Hekate casts a fireball at a group of satyrs (level 4). The hero rolls a 5 +2 (their level) = 7. 7-4 (satyr level) = 3, so three satyrs are engulfed in flames and killed.*

*Poison* – Once per odyssey, apply poison to any weapon in the party. The child of Hekate may only apply the poison during a combat, but may not attack in the same turn. The next time that weapon causes a wound, it will inflict 1d3 additional wounds. Note that poison will only be effective against titans, as lesser monsters only have a single life point anyway.

**Equipment restrictions:** May not wear armour, use a two handed weapon or bow, or carry any type of shield.

**Starting equipment:** Light hand weapon.

**Starting wealth:** 3d6 obols.

**Life:** 3+ level. A 1<sup>st</sup> level child of Hekate has 4 life.

CHILD OF HERMES, GOD OF TRAVELLERS,  
MERCHANTS, AND SHEPHERDS

**Attack modifier:** None.

**Defence modifier:** None.

**Traits:**

*Experienced traveller* – A child of Hermes may scout ahead. They may add or subtract 1 from rolls on Journey or Region tables once per level per odyssey.

*Sleight of hand* – Gains a second attack per turn at level 3, and a third attack per turn at level 5, but only when using a light hand weapon, hand weapon, or sling.

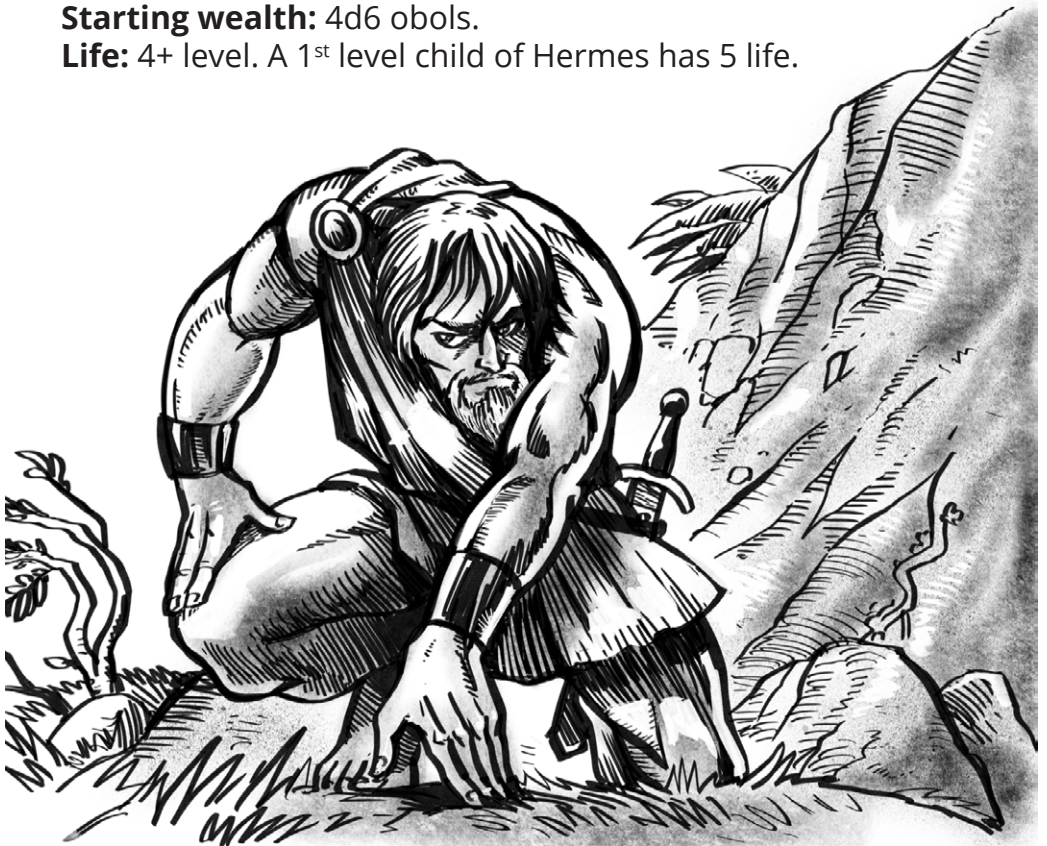
*Fleet of foot* – A child of Hermes rolls 3d6 when running away from a combat.

**Equipment restrictions:** May not wear armour or carry a large shield.

**Starting equipment:** Sling.

**Starting wealth:** 4d6 obols.

**Life:** 4+ level. A 1<sup>st</sup> level child of Hermes has 5 life.



## CHILD OF POSEIDON, GOD OF EARTHQUAKES AND THE SEAS

**Attack modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Attack rolls. For example, a 4<sup>th</sup> level child of Poseidon attacks at +2.

**Defence modifier:** None.

### Traits:

*Earth-shaker* – May cause the ground to shake beneath their feet once per level in each odyssey. Roll 1d6 for each bandit, monster, or titan in the combat. On a roll of 4+ they are knocked off their feet and will spend their next turn standing up, missing their chance to attack the party.

**Equipment restrictions:** May not use a bow or a sling.

**Starting equipment:** spear.

**Starting wealth:** 2d6 obols.

**Life:** 6+ level. A 1<sup>st</sup> level child of Poseidon has 7 life.

## CHILD OF ZEUS, GOD OF THUNDER AND THE SKY

**Attack modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Attack rolls. For example, a 4<sup>th</sup> level child of Zeus attacks at +2.

**Defence modifier:** Add  $\frac{1}{2}$  their level (rounded down) to their Defence rolls. For example, a 4<sup>th</sup> level child of Zeus defends at +2.

### Traits:

*Thunderbolt* – May hurl one thunderbolt each odyssey. They gain a second thunderbolt at level 3, and a third thunderbolt at level 5. Hurling a thunderbolt works like a regular attack roll. The hero always adds their full level to the roll. If used against a titan, the thunderbolt doubles the number of wounds inflicted by the modified roll.

**Equipment restrictions:** May not use a bow or a sling.

**Starting equipment:** Hand weapon.

**Starting wealth:** 2d6 obols.

**Life:** 6+ level. A 1<sup>st</sup> level child of Zeus has 7 life.

## LEVELLING UP

Each time the party kills a titan, survives 10 encounters with monsters (not bandits) or completes a quest (including temple quests), one hero can be nominated as eligible to 'level up'. The choice of hero deemed eligible is up to the player.

In order to level up, the party must either attend the gymnasium in a city, or else visit the Grove of Cheiron in Thessaly.



Roll 1d6 for each eligible hero. If the result is higher than the hero's current level, the character gains a level. When attempting to level up in a gymnasium, an additional 50 obols (per hero) can be spent to hire a trainer who provides a +1 modifier to the die roll.

All eligible heroes may attempt to level up at the same time, although only one attempt may be made per hero. If the hero fails their levelling up roll, they are deemed ineligible for another attempt until the party kills another titan, survives another 10 monster encounters or completes another quest as above.

When heroes level up, their maximum life increases in accordance with their level and many heroes receive attack or defence bonuses, and/or additional uses of their traits as dictated by their parentage.

4AT is written for level 1-5 heroes. No hero may level up beyond level 5.



### **YOUR FOES GROW IN STRENGTH**

In order to ensure that the threat of your opponents remains a real feature in 4AT, the game has an inbuilt feature that strengthens bandits and monsters as heroes gain experience. Titan levels remain unaffected.

**As soon as any hero in the party rises to level 3, all bandits and monsters in the game add +1 to their base level as written in the book.**

**As soon as any hero in the party rises to level 5, all bandits and monsters in the game add +2 to their base level as written in the book.**

Note that the bandit/monster level increase is reliant on the presence of higher level heroes in the party. If all heroes of the required level are killed, the bandit/monster level increase is removed immediately.

## REPLACING DEAD HEROES

If a party loses heroes during their odysseys, they must visit a city in order to recruit a new member. Each time the party enters a city, roll 1d6 to determine the choice of heroes available. The party need not recruit one of the available heroes, but they can only roll once to check availability each time they visit a city. Only one new hero can be recruited during each city visit. Newly recruited heroes start at level 1.

### RECRUITING NEW HEROES (1D6)

- 1 The party may recruit a child of either Aphrodite or Apollo.
- 2 The party may recruit a child of either Ares or Asklepias.
- 3 The party may recruit a child of either Dionysos or Hades.
- 4 The party may recruit a child of either Hekate or Hermes.
- 5 The party may recruit a child of either Poseidon or Zeus.
- 6 The party may recruit a child of any of the gods.

## NON-PLAYER CHARACTERS

As the party journeys around Greece they may come across non-player characters (NPCs) who ask the heroes to escort them to different points on the map. NPCs temporarily join the party, but they are not heroes. They each have a set number of life points and can lose them if attacked, but they do not have their own level, and may never make their own attacks.

NPCs recover lost life in the same way as heroes, and at the same time. They will share in the party's meal, and stay with them if they rest at an inn. If they are killed, they can be resurrected by a child of Hades, but otherwise are lost and their quest cannot be completed.

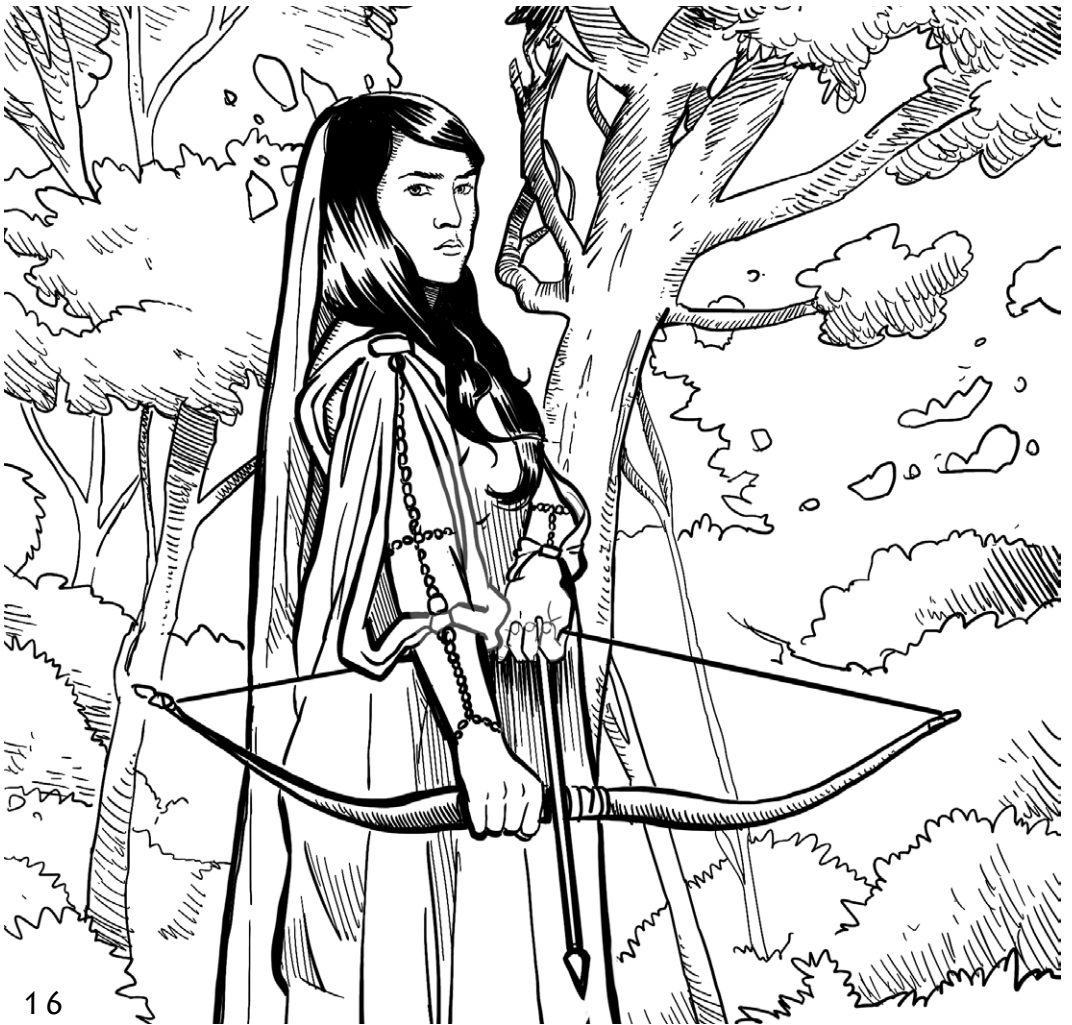


# OBOLS AND EQUIPMENT

Money in *4AT* is measured in silver coins known as obols. Obols may be used on an odyssey to bribe monsters, be donated to temples or travelling priests, paid to a gymnasium to train heroes, or used to buy weapons and equipment. Before and after each odyssey, the party may visit the local agora, or market

place, to sell their booty and spend their hard-earned obols.

Obols may be passed between different heroes at any time during or after an odyssey, except in the middle of combat. Obols may be pooled to allow the best equipment to be bought for the best heroes.



<b>Name</b>	<b>Cost</b>	<b>Description</b>
<b>Armour</b>	30	A full panoply of armour consisting of cuirass to protect your torso, grieves to protect your lower legs, and a sturdy helmet for your head. Armour provides a +1 Protection modifier while allowing the use of both hands.
<b>Bow</b>	10	A bow lets the hero perform a single attack before the monsters can attack. Then the bow may no longer be used as the monster/s and heroes are assumed to be in close combat. The bow-user will need to spend a turn to put away the bow and draw another weapon, or be treated as unarmed (-2 to Attack rolls). A bow requires two hands to use. Heroes equipped with a bow may not also hold a shield. You may assume that a hero carries all the arrows that they will need, and that their quiver will be replenished between odysseys.
<b>Bread</b>	2	Bread may be combined with cheese and a wine skin after each encounter. All three items must be consumed together, allowing each hero in the party to regain 1 Life.
<b>Cheese</b>	6	Cheese may be combined with bread and a wine skin after each encounter. All three items must be consumed together, allowing each hero in the party to regain 1 Life.
<b>Hand weapon</b>	10	This is a catch-all category for numerous types of bladed weapons such as swords and axes, used for stabbing, cutting and hacking. Hand weapons confer no positive or negative modifiers to Attack rolls.

<b>Large shield</b>	30	This gives the user a +2 to their Defence rolls except when fleeing from combat. A shield requires one hand to use and therefore may not be equipped together with a bow or two-handed weapon.
<b>Light hand weapon</b>	8	A light hand weapon represents smaller bladed weapons such as daggers and knives. A light hand weapon gives the user a -1 to their Attack rolls.
<b>Sling</b>	6	A sling works in exactly the same way as a bow, except that it may be used together with a small shield. A sling confers a -1 modifier to the hero's Attack roll.
<b>Small shield</b>	16	This gives the user a +1 to their Defence rolls except when fleeing from combat. A shield requires one hand to use and therefore may not be equipped together with a bow or two-handed weapon.
<b>Spear</b>	12	A spear normally works the same way as a hand weapon. However, a hero may choose to throw their spear in close combat, gaining a +2 to that Attack roll and thereafter being unarmed (-2 to Attack rolls) until they spend a turn to equip a new weapon. A thrown spear will be recovered after the end of the combat if the heroes win, or be lost if the heroes flee from the encounter.
<b>Two-handed weapon</b>	16	A two-handed weapon confers +1 to Attack rolls. However, as they require both hands to wield, a two-handed weapon may not be equipped together with a shield.
<b>Wine skin</b>	8	A wine skin may be combined with bread and cheese after each encounter. All three items must be consumed together, allowing each hero in the party to regain 1 Life.

## CARRYING LIMITATIONS

Each hero may carry up to four weapons. One weapon must be noted as the hero's default weapon and this will be the weapon held in their hand at the start of any combat. Heroes holding a light hand weapon, hand weapon, spear or sling may also carry a shield in their off hand.

During combat, a hero may spend a turn to exchange weapons or equip a new one should they find themselves unarmed.

Heroes may wear a single set of armour, and may carry one extra set of armour *or* one unequipped shield. They may also carry up to three loaves

of bread, three cheeses and three wine skins each. There is no limit to the number of obols the party may carry.

## SELLING EQUIPMENT

If you sell equipment in the agora, you will always receive obols equal to half of the equipment's regular cost.

Unique items found or received during odysseys may be sold in an agora, but never bought. Each unique item may be sold 1d6 x100 obols. A party may roll to see how much they will receive before deciding to sell their rare and unique items, but may only attempt to sell each item once in each city.



# ENCOUNTERING MONSTERS

## **BANDITS AND MONSTERS AND TITANS**

In *4AT*, you will encounter bandits, monsters and titans and, sooner or later, you will have to fight them. Bandits and monsters normally come in groups. When encountered, they will have a d6 quantifier. 1d6 means that you roll one die and the score is the number of opponents the party is faced with (between 1 and 6); 2d6 means that you roll two dice, so the heroes will face between 2 and 12 foes; 1d6+2 means that you would roll one die and add two to the total, resulting in 3 to 8 monsters, and so on.

Bandits are human outlaws who have taken to attacking travellers or 'taxing' trade routes. The term is also used to cover pirates on sea journeys. Monsters range

from truly monstrous centaurs and satyrs, to beautiful nymphs, aggressive animals, the undead, and humans who live outside of normal Greek society like maenads and pygmies. They all have 1 life and 1 attack. The only difference between monsters and bandits in a combat is that bandits do not give heroes any experience towards levelling up.

Titans are larger and tougher than regular monsters. They are territorial entities and will only ever be encountered alone. Titans all have multiple life points and take wounds in the same way as heroes – most titans can make multiple attacks each turn. The term 'titan' is used as a catch-all for all such large creatures whatever these would be called in Greek mythology.

## ENCOUNTERS, REACTIONS AND COMBAT

When the party encounters opponents, combat is not a foregone conclusion - there is almost always a chance to avoid a direct fight.

When encountering any foes, **the player must always roll on the reaction table.**

Every opponent type has their own reaction table. Roll 1d6 on the table to determine what they will do.

**Bribe** - The opponents ask for a bribe or toll to allow the party to pass unhindered. They may ask for obols, blood, wine or food - the amount and the type is outlined in each table. If the party refuse to pay, the opponents choose to fight.

**Fight** - The opponents choose to attack. Fighting monsters are required to test for morale if their numbers are reduced below 50%. Opponents who fight and are killed, or fight and then are forced to flee, leave their treasure behind to be looted.



**Fight to the death** - The opponents fight to the death, asking for no quarter and giving none. Opponents who fight to the death never test for morale - they fight to the death and leave their treasure behind to be looted.

**Flee** - The opponents turn and run from the party, taking their treasure with them.

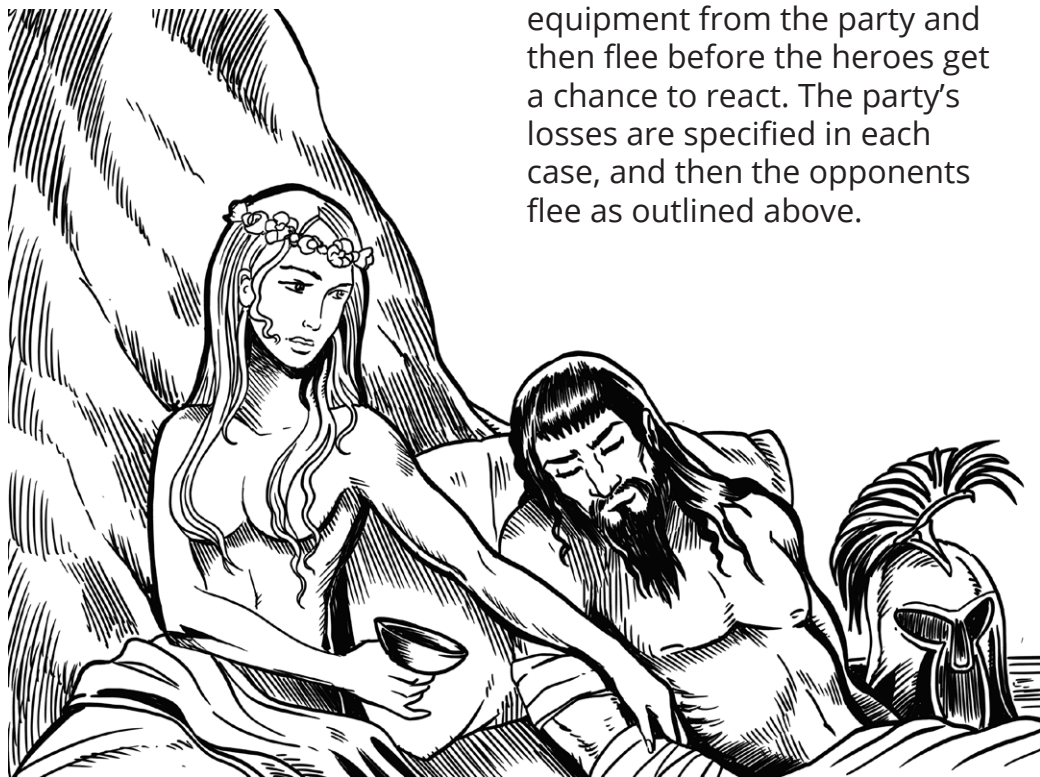
**Flee if outnumbered** - The opponents turn and run from the party, taking their treasure with them, but only if there are fewer foes than there are heroes. In all other cases, the opponents choose to fight.

**Invite the party to rest in their grotto** – Nymphs will sometimes invite heroes to come and relax in their sheltered grottos. The heroes will take the opportunity to eat and rest, and will each recover two wounds. After resting, the party will move on.

Any NPCs with the party also recover two wounds. However, before departing, roll 1d6 for each NPC. On a roll of 1, the NPC abandons their own mission and the party, and decides to remain with the nymphs.

**Riddle of the Sphinx** – The Sphinx may ask the party to answer a riddle. Each hero may take it in turn to answer it. To answer correctly, the hero needs to roll 6+ on 1d6, adding their level. If answered correctly, the party may pass into Thebes. Each hero whose modified total is 5 or less receives one wound. If no hero answers the riddle correctly, or if the party refuse to answer at all, the sphinx will then fight to the death.

**Snatch and run** – Opponents may quickly snatch obols or equipment from the party and then flee before the heroes get a chance to react. The party's losses are specified in each case, and then the opponents flee as outlined above.





### **WHO FIGHTS WHOM AND WHEN?**

If a fight occurs, the party and their opponents take it in turn to attack in the following order:

- 1) Heroes armed with bows or slings get to attack first;
  - 2) Bandits/monsters/titans attack;
  - 3) All surviving heroes now attack using melee weapons, use a special ability, or exchange the weapon they are holding for another in their possession;
  - 4) Any surviving opponents and heroes now alternate attacking each other until one side flees or is defeated.
- If there are more heroes than foes, the player chooses which heroes are attacked, as long as no hero is attacked more than once.
  - If there are the same number of heroes as opponents, each hero is attacked once.
  - If there are more monsters than heroes, each hero receives an equal number of attacks and you decide who receives any outstanding extra attacks.

## ATTACKING

Each opponent has a level, a measure of how dangerous it is. All attacks against an opponent are performed by rolling 1d6. **You must roll the level of the opponent to wound it.**

*Example: a pygmy is level 3, so you need to roll a 3 or better to wound him.*

Some heroes add their level or half their level (rounding down) to their attack rolls. The attack roll is also modified by weapon types. Unarmed attacks suffer a -2 penalty, slings and light hand weapons suffer a -1 penalty, bows, hand weapons and spears allow unmodified attacks, while two-handed weapons receive a +1 modifier.

**When an attack goes multiple times over an opponent's level, the attack causes more than one wound.** That means that a single attack can kill multiple bandits or monsters, or cause several wounds on a titan.

*Example: Alkippe is a level 2 daughter of Ares armed with a two handed weapon. She attacks a group of five pygmies (level 3) and rolls a 5 and adds 2 (her level bonus as a child of Ares) and 1 (for the two handed weapon) for a total of 8.*

*The total of 8 means that Alkippe kills two pygmies: the first 3 points of the attack kills one pygmy and the next 3 points kill a second. The remaining two points are wasted since they are not enough to kill another pygmy.*

*If Alkippe made the same roll against centaurs (level 4), she would kill two monsters. Against a gorgon (level 5), the same attack would only cause one wound.*

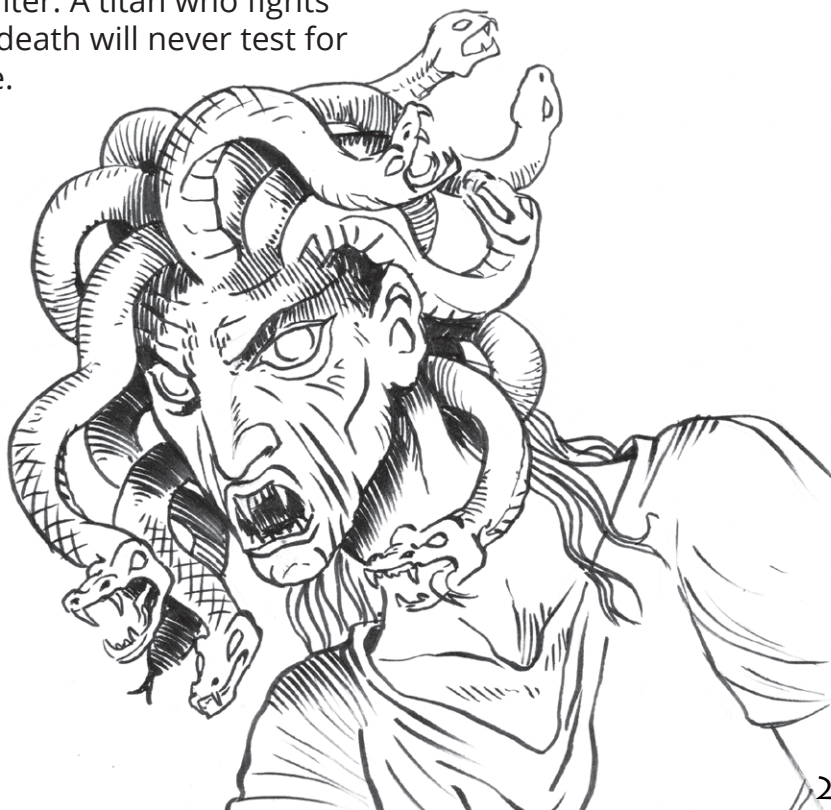
**When a group of bandits or monsters loses more than half their number, the remaining opponents must make a morale roll.** Roll 1d6 for the monsters. On a roll of 1-3, the remaining bandits/monsters flee, leaving their

treasure behind them. On a roll of 4+, they will fight on to the death. You only ever make one morale roll per encounter. Monsters who fight to the death will never test for morale.

**When a titan loses more than half its life points, its level immediately drops by one and it must make a morale roll.** Roll 1d6 for the titan. On a roll of 1-3, the titan flees, leaving its treasure behind. On a roll of 4+, it will fight on to the death. You only ever make one morale roll per encounter. A titan who fights to the death will never test for morale.

Note that more than half means just that. A group of eight monsters would not have to roll for morale until five of them have been killed. Likewise, a titan with 4 life would need to be wounded three times before its level dropped.

When all bandits or monsters have been killed or fled, or when a titan loses its last life, the encounter is over and the party can loot the dead of their treasure hoards.



## DEFENCE

When attacked by a foe, the hero defends by rolling 1d6.

**You must roll ABOVE the level of the opponent to defend against its attacks.**

*Example: a pygmy is level 3, so you need to roll a 4 or more to defend yourself from his attacks.*

Some heroes add their level or half their level (rounding down) to their Defence rolls. The attack roll is also modified by armour and shields. Armour and small shields each provide a +1 Defence modifier, while large shields add +2.

If the hero's modified roll is higher than the level of their foe, or if they roll a natural 6, the hero takes no damage from the attack. If the modified roll is equal to, or lower than the foe's level, or they roll a natural 1, the hero receives one wound.

## RUNNING AWAY FROM AN ENCOUNTER

After rolling an encounter and resolving the monster reactions, the party may decide that discretion is the better part of valour and run

away rather than start or continue a combat. Running away is only possible at the start of the party's turn. It may be part way through a combat, but you may not attack with some or all of the heroes and then immediately run away.

When running away, roll 2d6 for each hero (3d6 for a child of Hermes). Any hero who rolls 8+ has managed to escape from their opponents without being attacked. Any heroes who roll 7 or below have opened themselves up to a single attack before they escape. Roll for Defence as normal, but do not add any Defence modifiers for shields – your heroes are running away and not concentrating on their own defence.

Having run away from their immediate threat, the party will not, however, have progressed any further with their journey. In effect, they have not resolved the encounter. They must continue to roll on the Journey or Region table as appropriate.

# MOVING AROUND THE MAP

The map of Greece is divided up into sixteen regions. Each region has one or two major cities or sanctuary-cities that the party can visit, as well as unique locations, regionally dominant monsters and non-player characters offering side quests.

## STARTING OUT

At the beginning of the game, the party begins in any city from the following list: Naxos (Cyclades), Amyklai (Lakonia), Mycenae (Argolid), Orchomenos (Arkadia), or Iolkos (Thessaly).

The party's first task is to make their way towards one of the four sanctuary cities, Dodona (Epeiros), Delphi (Phokis), Eleusis (Attika), or Samothrace (Thrace), consult with the priests there, and receive their first temple quest.

## VISITING A CITY

Each region has one or two cities. As hubs of civilisation, cities are the most important political units within Greece. Cities have four areas which play a crucial role in *4AT*.

- Inns. Staying at an inn costs 20 obols for the entire party. It allows the heroes to rest in safety. They may each recover up to two wounds and reset all traits which can only be used a limited number of times each odyssey.
- Gymnasium. The gymnasium is the city's training ground. Heroes will have to visit there when they are ready to attempt to level up.
- Shrine of Athena. The party may leave offerings at the shrine of Athena, patroness of heroes, any number of times per visit. Offerings cost 50 obols. Roll 1d6 to determine how the offerings are received. On a roll of 4+, the party may reroll any one die on their next odyssey.
- Agora. The agora is the city's market place. Any buying or selling of equipment takes place there.

Cities are also the only place where the party can recruit new heroes to replace dead party members.



### **BESIEGED CITIES**

Some cities are besieged by titans. The party cannot enter the city until they resolve the titan engagement (defeat the titan or comply with their demands made through the reaction roll). If the titan is killed, the party will be able to enter the city uncontested in future. Otherwise, the titan will return next time the city is rolled.

If you have just defeated a titan that was besieging the city, the cost to stay at an inn is paid for by the city magistrates for this visit.

### **SANCTUARY CITIES**

A sanctuary city has all the same features as a regular city, but is also home to one of the four great temples in Greece. The high priests of each temple will ask the party to conduct special temple quests. Completing a temple quest will ensure the blessing of the high priest as they prepare for their struggle to defeat Typhon on Mount Olympus.

Each sanctuary will only ever issue a single temple quest. After completing the quest, the party as a whole will receive the blessing of the temple on their quest to defeat Typhon. The party also receives a special reward in the form of a roll on the Unique Items table.

## TEMPLE QUESTS (1D6)

### **1** **Votive Offering**

The high priest requires a votive offering of 1d3 x 100 obols to secure a blessing for the party.

### **2** **Votive Offering**

The high priest requires a votive offering of any unique item to secure a blessing for the party.

### **3** **Bring Me Its Head**

The high priest instructs the party to prove their worth by slaying a titan. After defeating a titan, return with its head to receive the blessing of the high priest.

### **Free a City**

**4** The high priest asks the heroes to free one of the cities currently under siege by a titan: Delphi (Phokis), Kalydon (Aitolia), Thebes (Boiotia), Athens (Attika), Argos (Argolid), Corinth (Isthmus). If all cities have already been liberated, reroll on the **Temple Quest** table.

### **Holy Embassy**

The high priest (life 4) has urgent business in another city. He calls upon the party to escort him safely to his destination. Only then will he bestow his blessing upon the party.

### **5-6**

Roll 1d6 to determine the destination:

1 Knossos (Crete), 2 Naxos (Cyclades), 3 Troy (Asia), 4 Sparta (Lakonia), 5 Mycenae (Argolid), 6 Amydon (Paionia).

If the party fails on the quest, they will have to return to the sanctuary city, collect the new high priest and attempt to escort him back to the same destination.

## JOURNEYING BETWEEN REGIONS

When the party wishes to journey from one region to another, roll 1d6 and consult the table below. Resolve any encounters or combats and

continue to roll on the Journey table until the heroes roll 5+ and pass through to their destination region. Journeys to or from Crete or the Cyclades count as sea journeys and have their own table.

### JOURNEYS (1 D6)

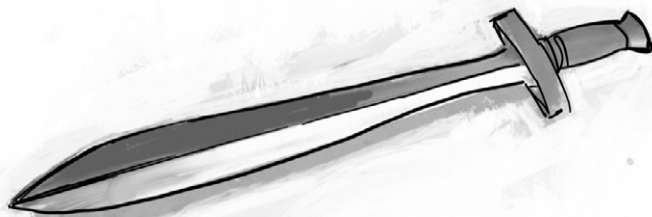
- |     |  |
|-----|--|
| 1-2 | Roll on the <b>Wilderness Encounters</b> table.<br>2d6 <b>Bandits, level 3</b> , treasure -1     |
| 3   | Reactions: 1 flee if outnumbered, 2 snatch and run (1d6 obols), 3-5 bribe (2d6 obols), 6 fight.  |
| 4   | The party continues on their journey without incident.   |
| 5-6 | The party passes through to the destination region. Roll on the appropriate <b>Region</b> table. |

### SEA JOURNEYS (1 D6)

- |     |   |
|-----|---|
| 1   | Roll on the <b>Strange Island</b> table.  |
| 2   | Roll on the <b>Storms</b> table. If the party includes a child of Poseidon, they add +1 to their Storm roll.<br>2d6 <b>Pirates (Bandits), level 3</b> , treasure -1 |
| 3   | Reactions: 1 flee if outnumbered, 2 snatch and run (1d6 obols), 3-5 bribe (2d6 obols), 6 fight.   |
| 4   | The party continues on their journey without incident.  |
| 5-6 | The party passes through to the destination region. Roll on the appropriate <b>Region table</b> .   |

## WILDERNESS ENCOUNTERS (2D6)

- 2-3** Travelling merchant. The party can buy and sell equipment as if visiting an agora.
- 4** Itinerant priests of Kybele. Donate 20 obols to their cause or be cursed, with each hero suffering -1 to their Protection rolls in their next combat.
- 5-6** The party meets a lone traveller (3 life). If you escort them safely to the next city you visit, they will reward you with a +1 roll on the **Treasure** table.
- 7-9** The party encounters monsters. Roll on the **Monsters** table.
- 10** Tomb of an ancient hero. The party may ignore it and move on, or investigate it.  
To investigate, roll 1d6: 1-2 disturb 1d3 Restless Shades, 3-4 nothing but dust and old bones, 5-6 +2 roll on the **Treasure** table.  
1d3 **Restless Shades (undead), level 4**, no treasure  
Due to the ethereal nature of shades, all heroes except children of Hades, suffer -1 to Attack dice.  
Reactions: 1-4 bribe (1 wound to each hero), 5-6 fight to the death.
- 11-12** The party encounters a wandering titan. Roll on the **Titans** table.



## MONSTERS (2 D6)

2 1d3+2 **Restless Shades (undead), level 4**, no treasure  
Due to the ethereal nature of shades, all heroes except children of Hades, suffer -1 to their Attack dice.  
Reactions: 1-4 bribe (1 wound to each hero), 5-6 fight to the death.

3 1d6 **Dragon's Teeth Warriors (undead), level 4**, treasure -1  
After defeating all the Dragons Teeth warriors, roll 1d6 per warrior. On each roll of 1 or 2, one warrior re-animates and must be fought a second time.  
Reactions: Always fight to the death.

4 2d6+3 **Stymphalian Birds, level 2**, no treasure  
As they dart in and out, the birds are hard to hit. Unarmed attacks, light hand weapons, hand weapons, spears and two-handed weapons all suffer an additional -1 to their Attack dice. Bows and slings may be used to attack throughout the combat with no additional modifiers.  
Reactions: 1 flee, 2 snatch and run (all bread held by the party), 3-5 bribe (1 bread for every four birds), 5-6 fight.

5 1d3 **Harpies, level 5**, treasure +1  
Bows and slings may be used to attack throughout the combat with no additional modifiers or penalties.  
Reactions: 1 snatch and run (all bread, cheese and wine held by the party), 2-4 bribe (3d6 obols), 4-6 fight.

6 1d6 **Nymphs, level 3**, normal treasure  
Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

- 1d6+2 **Satyrs, level 3/4**, treasure -1
- 7 If combat occurs, roll 1d6. Due to their excessive drinking, satyrs are treated as level 3 on a roll of 1-3, or level 4 on a roll of 4-6.
- Reactions: 1-4 bribe (1d3 wineskins), 5-6 fight.
- 1d6 **Centaur**s, **level 4**, treasure +1
- 8 Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.
- Reactions: 1-3 bribe (1 wineskin *or* 2d6 obols), 4-5 fight, 6 fight to the death.
- 1d6+3 **Maenads, level 3**, no treasure
- 9 Maenads attack in a wild Dionysiac frenzy. Any hero rolling a 1 on a defence roll takes 1d3 wounds.
- Reactions: Always fight to the death.
- 1d6 **Amazons, level 4**, normal treasure
- 10 Before any combat, the heroes receive a number of attacks equal to the number of Amazons (bow fire) before they get to make any attacks themselves (including their own bows and slings).
- Reactions: 1 flee if outnumbered, 2-3 bribe (2d6 obols), 4-6 fight (or fight to the death if the party includes any male heroes).
- 2d6 **Pygmies, level 3**, normal treasure
- 11 Heroes wounded by pygmies must roll 4+ on a 1d6 or suffer an additional wound due to the poison that is often daubed on pygmy weapons.
- Reactions: 1 flee if outnumbered, 2-4 bribe (1 cheese for every four pygmies), 5-6 fight.
- 1d3 **Gryphons, level 6**, treasure +2
- 12 Reactions: 1 snatch and run (all obols held by one randomised hero), 2-4 bribe (3d6 obols), 5-6 fight.

## TITANS (2D6)

**Chimera, level 6**, 6 life, 3 attacks, two treasure rolls

2-3

Every turn, roll 1d6. On a 1 or 2, the Chimera breaths fire instead of making multiple attacks. Roll 5+ on 1d6 for each hero or receive a wound.

Reactions: Always fight to the death.

Chimera is a unique creature. If the party kills her, treat any further rolls of 2-3 as 4-6 (Giant).

4-6

**Giant, level 5**, 6 life, 7 attacks, normal treasure

Reactions: 1-3 bribe (4d6 obols), 4-6 fight.

7-8

**Cyclops, level 6**, 5 life, 2 attacks, treasure +1

Each hit from a cyclops inflicts two wounds.

Reactions: 1-4 bribe (1d3 wineskins + 2d6 obols), 5-6 fight to the death.

**Gorgon, level 5**, 4 life, 3 attacks, treasure +1

At the beginning of the combat, each hero must roll 3+ on a 1d6 or be turned to stone by the gorgon's stare. A petrified hero is lost permanently and cannot be revived. Any equipment or money they are carrying is also lost.

Reactions: Always fight to the death.

9-10

There are a total of three Gorgons: Stheno, Euryale, and Medusa. If the party confronts and kills all three, treat further rolls of 9-10 as 4-6 (Giant).

*Unique item* – **Gorgon's Head**. After slaying a gorgon, one hero may cut off its head to be used later. Each gorgon head may be revealed during a combat, once per game. Roll 1d6 for every opponent; on a roll of 3+, the opponent is petrified and defeated. Typhon is immune. However, you must also roll 1d6 per hero in the party; each must score 2+ to avoid being petrified themselves. The gorgon head must be equipped and requires one hand to use.

**Echidna, level 7**, 5 life, 4 attacks, two treasure rolls at +2

**11-12**

Echidna oozes pestilence and decay. Any time a hero is wounded by Echidna, they need to roll 3+ on a 1d6 or have their maximum Life points reduced by 1. Note that should a hero whose maximum life has been reduced by Echidna subsequently die and be resurrected, they will no longer suffer the affects of Echidna's pestilence.

Reactions: Always fight to the death.

Echidna is a unique creature. If the party kills her, treat any further rolls of 11-12 as 4-6 (Giant).



## STRANGE ISLANDS (2D6)

Islands of the Hesperides.

Titan – **Ladon, level 5**, 4 life, 1 attack, treasure: Apples of the Hesperides

Every turn, roll 1d6. On a 1 or 2, Ladon breaths fire instead of making a regular attack. Roll 5+ on 1d6 for each hero or receive a wound.

Reactions: Always fight to the death.

- 2** *Unique item* – **Apples of the Hesperides**. The party collects 1d3 apples from the Garden of the Hesperides. They may be distributed among the party or all kept by one hero. Each apple may be used in one of the following ways: dropped when fleeing from an encounter, ensuring that the whole party escapes without being attacked; given to bandits, monsters or titans to resolve any type of bribe; sold for 1d2 x100 obols; or donated to a temple to resolve a votive offering temple quest.

An island with a tomb of an ancient hero. The party may ignore it and move on, or investigate it.

To investigate, roll 1d6: 1-2 disturb 1d3 Restless Shades, 3-4 nothing but dust and old bones, 5-6 +2 roll on the **Treasure** table.

- 3-5** 1d3 **Restless Shades (undead), level 4**, no treasure

Due to the ethereal nature of shades, all heroes except children of Hades, suffer -1 to Attack dice.

Reactions: 1-4 bribe (1 wound to each hero), 5-6 fight to the death.

- 6-9** Uninhabited island. The party collect water and move on. Roll 1d6. If the result is a 1, the water was bad and each hero suffers one wound.

That's no island! The party is attacked by a Ketos.

Titan – **Ketos, level 5**, 5 life, 3 attacks, no treasure

- 10** If the party includes a child of Poseidon, you may reroll the reaction dice twice.

Reactions: 1-2 flee, 3-6 fight.

Island of Polyphemos.

Titan – **Polyphemos the Cyclops, level 6**, 6 life, 3 attacks, treasure +2

- 11** Each hit from a cyclops inflicts two wounds.

Reactions: 1-4 bribe (1d6 wineskins), 5-6 fight to the death.

Kirkes's Island.

One by one, in an order determined by the player, each hero approaches the luxurious home of the enchanting witch Kirke and rolls 1d6, adding their level (a child of Hekate adds double their level).

- 12** 1-6, the hero is welcomed and provided with drugged wine which turns them into an animal appropriate to their personality. There is no way to transform back against Kirke's will. Continue to send heroes to Kirke until one of them resists her magic.

7+ the hero resists Kirke's magic. She reverses the spell cast on any other members of the party and rewards the hero with a roll on the **Unique Items** table.

The Islands of the Hesperides, Polyphemos and Kirke may only ever be visited once. If the party has already been there, reroll.

## STORMS (1D6)

- 1** The party's ship is wrecked. They find themselves washed up on the shores of the Cyclades.  
All heroes lose half their current life (rounding down), all foodstuffs, and all non-unique armour and shields.
- 2** The party's ship is blown off course and is grounded off the coast of Eperios. As the party swims to shore, all cheese, bread and wine is lost.
- 3** The party's ship is blown off course and is grounded off the coast of Arkadia. As the party swims to shore, all cheese, bread and wine is lost.
- 4** The party's ship is blown off course and is grounded off the coast of Paionia. As the party swims to shore, all cheese, bread and wine is lost.
- 5** The party's ship is blown back to the region it was coming from.
- 6** The party's ship is blown directly across to their destination.
- 7** Triton, herald of Poseidon, rises above the waves, secures the ship, and carries it safely to *any* region in Greece. The choice of destination is up to the player.

## TREASURE (2D6)

- |                  |   |
|------------------|---|
| <b>3 or less</b> | 1d6 obols   |
| <b>4</b>         | Shield (roll 1d6: 1-4 small, 5-6 large)   |
| <b>5</b>         | Foodstuff (roll 1d6: 1-2 bread, 3-4 cheese, 5-6 wineskin)                               |
| <b>6-8</b>       | 2d6 obols   |
| <b>9</b>         | Weapon (roll 1d6: 1-2 light hand weapon, 3-4 hand weapon, 5 spear, 6 two handed weapon) |
| <b>10</b>        | 3d6 obols   |
| <b>11</b>        | Armour  |
| <b>12</b>        | 2d6 x10 obols   |
| <b>13+</b>       | 3d6 x10 obols   |

## UNIQUE ITEMS (1 D6)

**1 Hades' Helmet of Invisibility.** The shadowy helm is worn as armour but provides no bonus to Defence. The wearer cannot be attacked in combat until they first kill or wound an opponent.

**2 Lyre of Orpheus.** The user may attempt to lull a group of bandits or monsters to sleep once per level per odyssey instead of attacking. The lyre must be equipped and requires two hands to use. Roll 1d6 (A child of Apollo adds their level to the roll). If the roll is equal or higher than the level of the enemy, 1d6 foes fall asleep (count as slain). Typhon is immune.

**3 Crown of Helios.** A glowing radiate crown which provides no physical protection, but allows the wearer to reroll the first die roll of 1 each combat. The crown may not be worn if the hero also wears armour.

**4 Pan's Pipes.** These simple reed pipes can be blown once per odyssey instead of attacking. The pipes must be equipped and require the use of one hand. Roll 1d6 (A child of Hermes adds their level to the roll), if the roll is higher than the level of the opponent/s, they scatter and flee (count as slain). Typhon is immune.

**5 Zeus' Adamantine Harpa.** A vicious hand weapon which grants a +2 Attack modifier.

**6 Aegis.** The scaled aegis is worn in place of armour. It provides +1 defense and allows the wearer to ignore the first wound received each encounter.

If a party is rewarded with an item already in their possession, they may choose to either re-roll the die, or take 1d6 x100 obols instead.



## REGIONS

The map of Greece is divided into 16 regions. When the party passes into a new region you must roll 2d6 for the relevant region (below) and resolve the result before journeying on to an adjoining region. However, the party is free to explore the same region multiple times (by rolling 2d6) so long as they resolve each result before rolling again or moving on.

There is no fixed order in which regions must be explored; it is entirely up to the player. The only exception is Olympus which may not be visited until the party has received blessings from the high priests of all four sanctuary cities – Dodona (Epeiros), Delphi (Phokis), Eleusis (Attika) and Samothrace (Thrace).

## AITOLIA

This rough country in the west of Greece has a fertile coast line, backed by harsh and unproductive mountains. The fields and groves around Kalydon are plagued by a giant boar which tears down grape vines and attacks farmers in their fields.

2-4) 1d6 **Nymphs, level 3**, normal treasure

Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

5) The party encounters a wandering titan. Roll on the **Titans** table.

6) 1d6 **Centaur**s, level 4, treasure +1

Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.

Reactions: 1-3 bribe (1 wineskin or 2d6 obols), 4-5 fight, 6 fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *Besieged city* – Kalydon.

*Titan* – **Kalydonian Boar, level 6**, 3 life, 3 attacks, treasure: Spear of Artemis.

Reactions: Always fight to the death.

*Unique item* – Spear of Artemis. This unique item is a spear which gives a +1 Attack in melee, and a +3 Attack when hurled.

## ARGOLID

Long held to be the cultural heartland of Greece, the Argolid has two of civilisation's finest cities in Argos and Mycenae – the homes of so many Greek heroes. Although suffering occasional satyr attacks coming down from neighbouring Arkadia, the Argolid was relatively peaceful before the coming of the titans.

2-4) *City* – Mycenae.

5) 1d6 **Nymphs, level 3**, normal treasure

Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

6) 1d6+2 **Satyrs, level 3/4**, treasure -1

If combat occurs, roll 1d6. Due to their excessive drinking, satyrs are treated as level 3 on a roll of 1-3, or level 4 on a roll of 4-6.

Reactions: 1-4 bribe (1d3 wineskins), 5-6 fight.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9) The party encounters a wandering titan. Roll on the **Titans** table.

10-12) *Besieged city* – Argos.

*Titan* – **Lernaean Hydra, level 5**, 7 life, 1 attack, treasure: hydra blood

The hydra gets +1 attack for each wound it suffers.

Reactions: Always fight to the death.

*Unique item* – **Hydra blood**.

The hydra blood may be applied once to any weapon in the party. Applying the hydra blood during combat takes up the hero's whole turn. The next time that weapon causes a wound, it will inflict 1d3+1 additional wounds. Note that poison will only be effective against titans, as lesser monsters only have a single life point anyway.

## ARKADIA

Long a by-word for idyllic rural beauty, cities are few and far between in Arkadia. The craggy highlands are the haunt of wild satyrs and beautiful nymphs, while the lowland Stymphalian swamps are inhabited by flocks of fierce birds.

2-3) The party encounters a wandering titan. Roll on the **Titans** table.

4-5) 1d6 **Nymphs, level 3**, normal treasure

Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

6) 2d6+3 **Stymphalian Birds, level 2**, no treasure

As they dart in and out, the birds are hard to hit. Unarmed attacks, light hand weapons, hand weapons, spears and two-handed weapons all suffer an additional -1 Attack. Bows and slings may be used to attack throughout the combat with no additional modifiers.

Reactions: 1 flee, 2 snatch and run (all bread held by the party), 3-5 bribe (1 bread for every four birds), 5-6 fight.

7) The party encounters monsters. Roll on the **Monsters** table.

8) 1d6+2 **Satyrs, level 3/4**, treasure -1

If combat occurs, roll 1d6. Due to their excessive drinking, satyrs are treated as level 3 on a roll of 1-3, or level 4 on a roll of 4-6.

Reactions: 1-4 bribe (1d3 wineskins), 5-6 fight.

9) The party continues on their journey without incident.

10-12) *City* – Orchomenos.



## ASIA

Older than Greece, the civilisations of Asia have nevertheless come to respect their western neighbours – even if they do not wholly trust them. Away from the settled coastal areas, the Asian hinterland is the home of the nomadic and proudly independent Amazon tribes.

2-3) *Quest* – You come across a balding, fat satyr with a donkey laden with wineskins. He asks you to escort him and his donkey first to the temple at Samothrace (Thrace), and then onto Thebes (Boiotia). If you can get him and his donkey to both destinations safely, he will present you with a unique item (roll on **Unique items** table).

Papa Silenos (4 life), the donkey (4 life).

4) The party runs into a band of itinerant priests of Kybele. Donate 20 obols to their cause or be cursed, with each hero suffering -1 to their Protection rolls in their next combat.

5) The party encounters a wandering titan. Roll on the **Titans** table.

6) 1d6 **Amazons, level 4**, normal treasure

Before any combat, the heroes receive a number of attacks equal to the number of Amazons (bow fire) before they get to make any attacks themselves (including their own bows and slings).

Reactions: 1 flee if outnumbered, 2-3 bribe (2d6 obols), 4-6 fight (or fight to the death if the party includes any male heroes).

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *City* – Troy.

## ATTIKA

The arid soils of the peninsular of Attika have turned many of its people into fishermen and merchants and the city of Athens is growing into a major trading emporium. What fertile lands there once were along the east coast are now ravaged by a great bull which uproots olive trees and tramples fields. The Mysteries of Demeter and Persephone are celebrated at the sanctuary city of Eleusis.

2-4) *Sanctuary city* – Eleusis.

Roll on the **Temple Quest** table.

5) The party encounters a wandering titan. Roll on the **Titans** table.

6) 1d6+3 **Maenads, level 3**, no treasure

Maenads attack in a wild Dionysiac frenzy. Any hero rolling a 1 on a defence roll takes 1d3 wounds.

Reactions: Always fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8-9) The party continues on their journey without incident.

10-12) *Besieged city* – Athens.

*Titan* – **Bull of Marathon, level 6**, 5 Life, 1 Attack, treasure: Mirror Shield of Athena

Each time the bull hits and wounds a member of the party, his charge continues and he may attack another party member. No hero or NPC may be attacked more than once each turn.

Reactions: Always fight to the death.

*Unique item* – **Mirror Shield of Athena**. This allows the user to ignore the gaze of the Gorgons and conveys a +2 to their regular Defence rolls except when fleeing from combat.

## BOIOTIA

Boiotia is famed for the Parnassos and Helikon mountains, and for its dour and conservative population. It is also the centre of the Maenadic movement which sees roaming bands of frenzied women attack man and beast alike, literally tearing their prey limb from limb. The approach to the great city of Thebes is guarded by the ruthlessly quizzical sphinx.

2) The hapless hunter. The party comes across a strange scene – a stag-headed hunter fighting two majestic hounds. The party may attack the hounds, (level 4), or the hunter (level 5).

If the hunter is killed, the party adopt the hounds. If the hounds are killed, the hunter rewards the party with 2d6 x 100 obols. If a 2 is rolled in Boiotia in future, roll on the **Monsters** table instead.

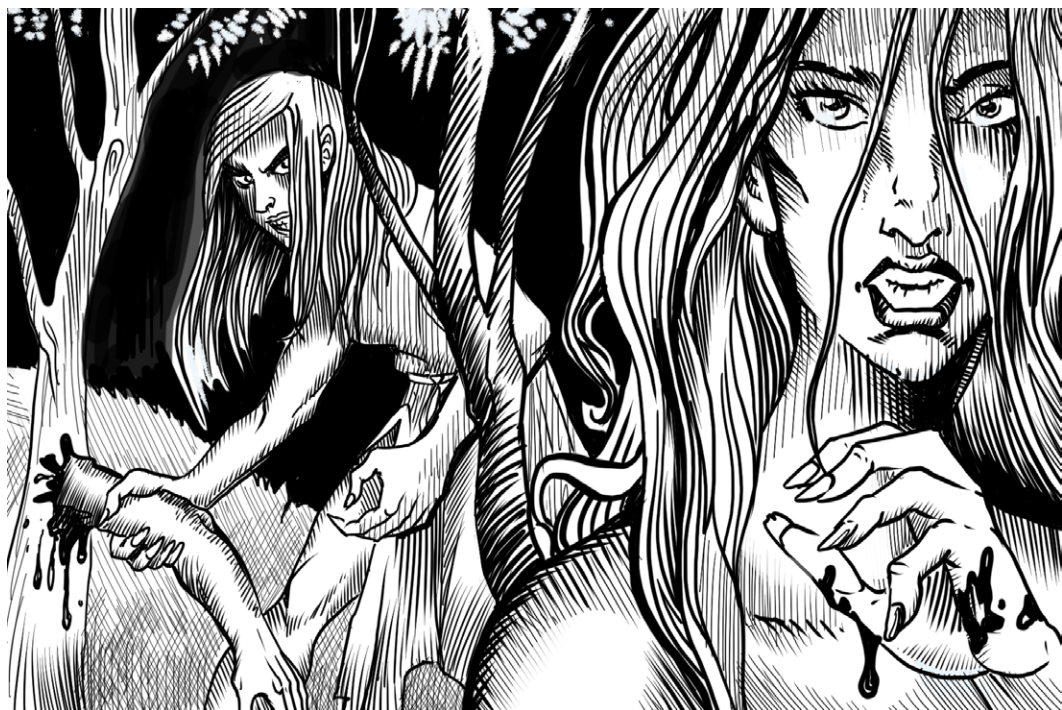
*Unique item* – **Hounds of Aktaion**. These loyal hounds will defend their new master, causing one wound to any attacker that wounds the hero when the hero rolls a natural 1 in defence.

3) The party encounters a wandering titan. Roll on the **Titans** table.

4) 1d6 **Dragon's Teeth Warriors (undead)**, level 4, treasure -1

After defeating the Dragons Teeth warriors, roll 1d6 per warrior. On each roll of 1, one warrior re-animates and must be fought a second time.

Reactions: Always fight to the death.



5-6) 1d6+3 **Maenads, level 3**, no treasure

Maenads attack in a wild Dionysiac frenzy. Any hero rolling a 1 on a defence roll takes 1d3 wounds.

Reactions: Always fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *Besieged city* – Thebes.

*Titan* – **Sphinx, level 7**, 4 Life, 6 Attacks, treasure: Pendant of Semele

Reactions: 1-5 Riddle of the Sphinx, 6 fight to the death.

*Unique item* – **Pendant of Semele**. The pendant gives the wearer +2 to their maximum life.

## CRETE

The beautiful island of Crete with its many grottos was once the nursery and playground of Zeus himself. Now, its palaces are refuges from the chaos that is sweeping Greece. Even the mighty minotaur, once safely imprisoned in the labyrinth beneath Knossos has escaped and takes his revenge.

2-3) *City* – Phaistos.

4) 2d6 **Pygmies, level 3**, normal treasure

Heroes wounded by pygmies must roll 4+ on a 1d6 or suffer an additional wound due to the poison that is often daubed on pygmy weapons.

Reactions: 1 flee if outnumbered, 2-4 bribe (1 cheese for every four pygmies), 5-6 fight.

5) The party encounters a wandering titan. Roll on the **Titans** table.

6) 2d6 **Bandits, level 3**, treasure -1

Reactions: 1 flee if outnumbered, 2 snatch and run (1d6 obols), 3-5 bribe (2d6 obols), 6 fight.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9) 1d6 **Nymphs, level 3**, normal treasure

Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

10-12) *Besieged city* – Knossos.

*Titan* – **Minotaur, level 7**, 4 Life, 2 Attacks, treasure: Axe of Minos

Because of his powerful charge, the Minotaur's first attack of the encounter is calculated at level 8.

Reactions: 1-3 bribe (4d6 obols), 4-5 fight, 6 fight to the death.

*Unique item* – **Axe of Minos**.

The axe is a two-handed weapon which gives a +2 Attack modifier.

## CYCLADES

Consisting of more than 200 islands, the scattered Cyclades provide convenient stepping stones for voyages between the Greek mainland, Crete and Asia.

2-3) Roll on the **Strange Island** table.

4) The party encounters a wandering titan. Roll on the **Titans** table.

5) 1d3 **Harpies, level 5**, treasure +1

Bows and slings may be used to attack throughout the combat with no additional modifiers or penalties.

Reactions: 1 snatch and run (all bread, cheese and wine held by the party), 2-4 bribe (3d6 obols), 4-6 fight.

6) 2d6 **Pirates (Bandits), level 3**, treasure -1

Reactions: 1 flee if outnumbered, 2 snatch and run (1d6 obols), 3-5 bribe (2d6 obols), 6 fight.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *City* - Naxos.





## EPEIROS

Situated in the far northwest, Epeiros lays claim to two of the most important sites in Greece. The oracle of Zeus at Dodona is said to be the oldest of the great sanctuaries; its priests interpret the will of the gods through the movement of the leaves on sacred oak trees. The Nekromanteion – the oracle of the dead – lies at the entrance to the underworld. Many heroes have ventured there to speak with the dead and divine their future. Not everyone has returned.

### 2-3) **Nekromantieon.**

One member of the party may descend into the Nekromanteion and consult with the dead. The hero must sacrifice 1 wound and 20 obols.

Roll 1d6: 1 the dead are angry and the party is attacked by restless shades (treat as a roll of 4-6 on the Epeiros region table), 2-3 the hero can make no sense of what they hear, 4-5 the hero is blessed with +1 maximum life, 6 the hero is blessed with a permanent +1 to their Defence.

If they do not like the first result, they may sacrifice another wound to re-roll, but must then accept the second result. A child of Hades may add +1 to their re-roll if they choose.

4) The party encounters a wandering titan. Roll on the **Titans** table.

5-6) 1d6+2 **Restless Shades (undead), level 4**, no treasure

Due to the ethereal nature of shades, all heroes except children of Hades, suffer -1 to their Attack dice.

Reactions: 1-4 bribe (1 wound to each hero), 5-6 fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *Sanctuary city* – Dodona. Roll on the **Temple Quest** table.

## ISTHMUS

The narrow neck of the Isthmus joins the mass of the Peloponnese to the south, with the bulk of the mainland to the north. As a major thoroughfare between the cities of the Argolid and Attika, its rocky paths are plagued by bandits.

2-3) *City* – Megara.

4) The party encounters a wandering titan. Roll on the **Titans** table.

5-6) 1d6 **Bandits, level 3**, treasure -1

Reactions: 1 flee if outnumbered, 2 snatch and run (1d6 obols), 3-5 bribe (2d6 obols), 6 fight.

7-8) The party encounters monsters. Roll on the **Monsters** table.

9) The party continues on their journey without incident.

10-12) *Besieged city* – Corinth.

*Titan* – **Nemean Lion, level 6**, 5 life, 3 attacks, treasure: Nemean Lionskin

Reactions: Always fight to the death.

*Unique item* – **Nemean Lionskin**. The lionskin is worn in place of armour and gives +2 Protection.



## LAKONIA

Not known for wasting their words, the people of Lakonia find themselves ever on alert. The fertile Eurotas river valley draws the constant threat of raiders from the north and west who spill down from the hills to pillage the citrus groves.

2-3) *City* – Amyklai.

4) The party encounters a wandering titan. Roll on the **Titans** table.

5) 1d6 **Nymphs, level 3**, normal treasure

Reactions: 1-2 invite the party to rest in their grotto (heroes recover 2 life each), 3-4 flee, 5-6 fight.

6) 1d6+2 **Satyrs, level 3/4**, treasure -1

If combat occurs, roll 1d6. Due to their excessive drinking, satyrs are treated as level 3 on a roll of 1-3, or level 4 on a roll of 4-6.

Reactions: 1-4 bribe (1d3 wineskins), 5-6 fight.

7-8) The party encounters monsters. Roll on the **Monsters** table.

9) The party continues on their journey without incident.

10-12) *City* – Sparta.



## OLYMPOS

Mount Olympos is the highest mountain in Greece and the home of the principal gods. The titan Typhon has conquered the divine palace and imprisoned Zeus within. The party may only approach Mount Olympos after securing the blessing of all four sanctuary-cities, Dodona, Delphi, Eleusis and Samothrace.

*Titan – Typhon, level 8, 8 life, 5 attacks.*

Every turn, roll 1d6. On a 1 or 2, Typhon breaths fire instead of making multiple attacks. Roll 5+ on 1d6 for each hero or receive a wound.

Heroes wounded by Typhon's regular attacks must roll 4+ on a 1d6 or suffer an additional wound due to his poison.

Reactions: Always fight to the death.

Killing Typhon is a major triumph and marks the end of the 4AT campaign. The heroes find Zeus locked in a store cupboard in his palace and free him. With the king of the gods at liberty once more, the remaining titans of Greece flee to the wilds of the far north.



## PAIONIA

Taking in the Axios and Strymon rivers – and all the lands in between – Paionia is a rich and powerful kingdom. The many silver mines, and the gold sieved out of the rivers, has drawn not only the attention of centaurs from the south, but also covetous gryphons from the wilds of the far north.

2) The party come across the Rose Gardens of Midas. If the party decides to sleep the night here, roll 1d6: 1-2 the heroes are attacked by satyrs, 4-6 the party awake refreshed having fully recovered from all their wounds.

1d6+2 **Satyrs, level 3/4**,  
treasure -1

If combat occurs, roll 1d6. Due to their excessive drinking, satyrs are treated as level 3 on a roll of 1-3, or level 4 on a roll of 4-6.

Reactions: 1-4 wine bribe (1 wineskin for every three satyrs), 5-6 fight.

3) The party encounters a wandering titan. Roll on the **Titans** table.

4-5) 1d3 **Gryphons, level 6**,  
treasure +2

Reactions: 1 snatch and run (all obols held by one randomised hero), 2-4 bribe (3d6 obols), 5-6 fight.

6) The party continues on their journey without incident.

7) The party encounters monsters. Roll on the **Monsters** table.

8) 1d6 **Centaurs, level 4**,  
treasure +1

Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.

Reactions: 1-3 bribe (1 wineskin or 2d6 obols), 4-5 fight, 6 fight to the death.

9-12) *City* – Amydon.

## PHOKIS

Centred around the great oracular sanctuary of Apollo at Delphi, the central region of Phokis attracts pilgrims from across the Greek world and beyond. Wedged between Boiotia and Thessaly, its byways also fall prey to the ravages of maenads and centaurs, while the great serpent Python has laid siege to the sanctuary itself.

2-3) The party encounters a wandering titan. Roll on the **Titans** table.

4-5) The party continues on their journey without incident.

6) 1d6 **Centaurs, level 4**, treasure +1

Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.

Reactions: 1-3 bribe (1 wineskin or 2d6 obols), 4-5 fight, 6 fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8) 1d6+3 **Maenads, level 3**, no treasure

Maenads attack in a wild Dionysiac frenzy. Any hero rolling a 1 on a defence roll takes 1d3 wounds.

Reactions: Always fight to the death.

9-12) *Besieged sanctuary city* – Delphi.

*Titan* – **Python, level 5**, 3 life, 3 attacks, treasure: unique item – Bow of Apollo.

Heroes wounded by Python must roll 4+ on a 1d6 or suffer an additional wound due to Python's poison.

Reactions: Always fight to the death.

If Python is defeated, roll on the **Temple Quest** table.

*Unique item* – **Bow of Apollo**. The bow conveys a +1 to Attack rolls.

## THESSALY

Surrounded by mountains on three sides the open plains of Thessaly have created the perfect pastures for tribes of centaur herdsmen and hunters. The wary peace with the Thessalians is regularly broken by the transgressions of the barbarous beasts.

2) The party comes upon the grove of Cheiron. He greets you warmly and offers the party training. Each eligible hero may attempt to level up with a +1 modifier to their roll.

3-4) *Quest* – The local centaur chief has crashed a wedding feast and stolen away the bride. Her distraught family ask you to find her and bring her back. Tracks lead up into the hills. If you can defeat the centaur chief and free the bride, they will reward the party with a +2 roll on the Treasure table.

Roll 1d6: 1-2 following the tracks (roll again), 3-5 1d3 Centaurs (resolve and roll again), 6 you find the centaur chief.

**Centaurs, level 4**, treasure +1

Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.

Reactions: 1-3 bribe (1 wineskin *or* 2d6 obols), 4-5 fight, 6 fight to the death.

**Centaur chief, level 6**, treasure +1

Heroes fleeing from a combat with the centaur chief suffer a -1 to their fleeing roll.

Reactions: Always fight to the death.

5) The party encounters a wandering titan. Roll on the **Titans** table.

6) 1d6 **Centaur**, level 4, treasure +1

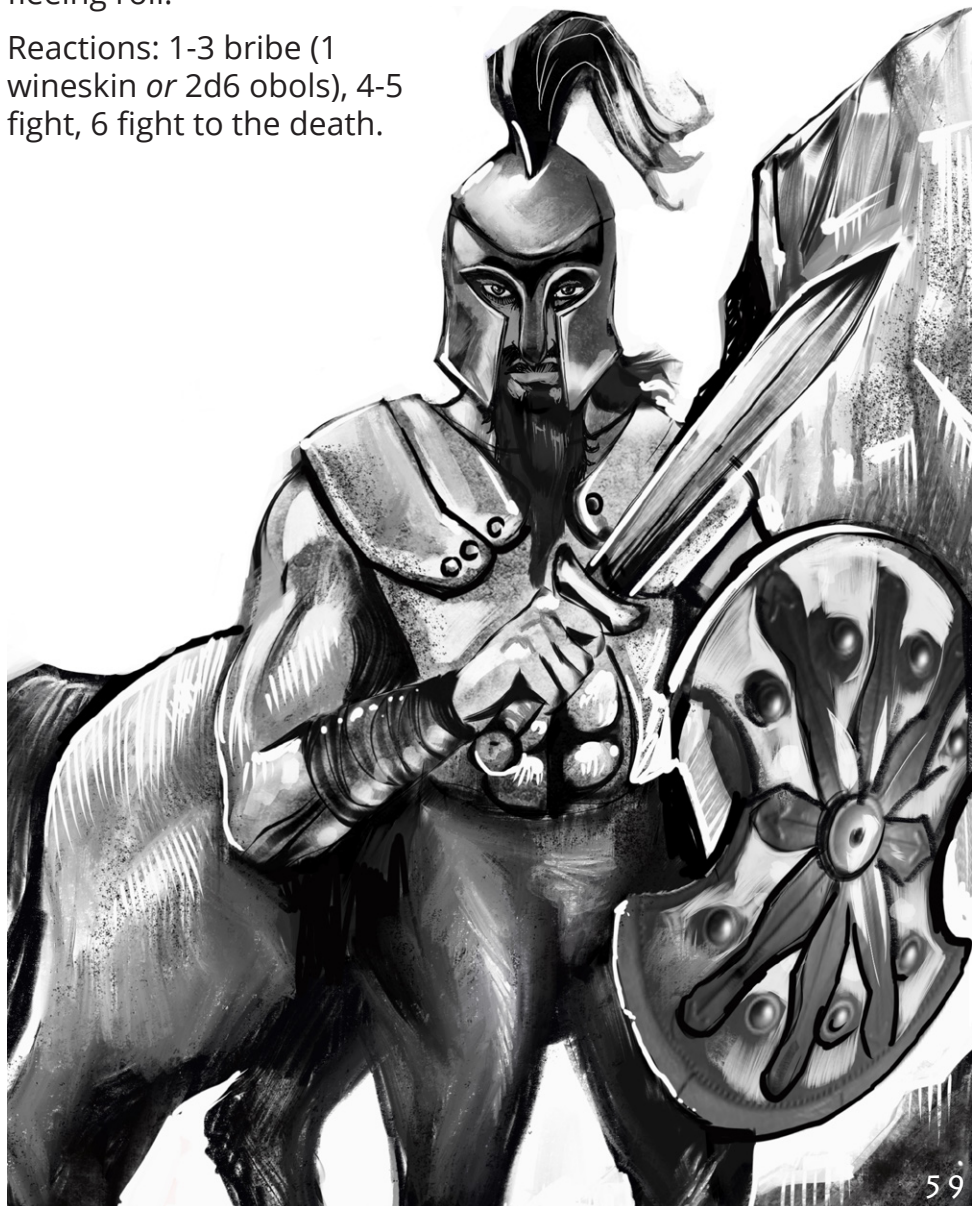
Due to their boldness, a centaur's first attack is calculated as level 5. Heroes fleeing from a combat with centaurs suffer a -1 to their fleeing roll.

Reactions: 1-3 bribe (1 wineskin or 2d6 obols), 4-5 fight, 6 fight to the death.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *City* - Iolkos.



## THRACE

The dangerous wilds of Thrace are haunted by Amazonian raiders and greedy gryphons. However, the off-shore island of Samothrace houses one of the most important sanctuaries in the Greek world. The Mysteries of Samothrace belong to the enigmatic Great Gods and the Kabeiroi.



2-3) *Quest* – The party meet a disoriented but well-spoken young man who, though dressed in animal skins, smells of expensive wine and exotic spices. Wearily, he tells you he is a prince in his own country. If you can get him safely back to Thebes (Boiotia), he promises to reward you.

Weary prince (5 life).

On getting him safely to Thebes, he thanks you for your service and laughs as he hands you your reward (roll 1d6): 1-2 a wine skin, 3-4 2d6 x10 obols, 5-6 a unique item (roll on **Unique Items** table).

4) The party encounters a wandering titan. Roll on the **Titans** table.

5) 1d6 **Amazons, level 4**, normal treasure

Before any combat, the heroes receive a number of attacks equal to the number of Amazons (bow fire) before they get to make any attacks themselves (including their own bows and slings).

Reactions: 1 flee if outnumbered, 2-3 bribe (2d6 obols), 4-6 fight (or fight to the death if the party includes any male heroes).

6) 1d3 **Gryphons, level 6**, treasure +2

Reactions: 1 snatch and run (all obols held by one randomised hero), 2-4 bribe (3d6 obols), 5-6 fight.

7) The party encounters monsters. Roll on the **Monsters** table.

8) The party continues on their journey without incident.

9-12) *Sanctuary city* – Samothrace.

Roll on the **Temple Quest** table.

# COMBAT SUMMARY

## Order of combat

- 1) Heroes armed with bows or slings;
- 2) Bandits/monsters/titans;
- 3) Heroes using melee weapons/special ability, or exchange weapons;
- 4) Repeat 2 and 3.

## Wounding opponents

- You must roll the level of the opponent to wound it.
- When an attack goes multiple times over an opponent's level, the attack causes more than one wound.

## Morale

- When a group of bandits or monsters lose more than half their number, the remaining opponents must make a morale roll.
- When a titan loses more than half its life points, its level immediately drops by one and it must make a morale roll.

## Hero attack modifiers

Child of Apollo	+ level (bow)
Child of Ares	+ level
Child of Dionysos	+ ½ level
Child of Hades	+ level (vs undead)
Child of Hekate	+ level (vs outnumbered)
Child of Poseidon	+ ½ level
Child of Zeus	+ ½ level

## Weapon attack modifiers

Axe of Minos	+2
Bow	0
Bow of Apollo	+1
Hand weapon	0
Light hand weapon	-1
Sling	-1
Spear	0 (+2 hurled)
Spear of Artemis	1 (+3 hurled)
Two-handed weapon	+1
Unarmed	-2
Zeus' Adamantine Harpa	+2

## Defending

- You must roll ABOVE the level of the opponent to defend against its attacks.

## Hero defence modifiers

Child of Aphrodite	+ ½ level
Child of Asklepios	+ ½ level
Child of Hades	+ level
Child of Zeus	+ ½ level

## Armour defence modifiers

Aegis	+1
Armour	+1
Athena's Mirror Shield	+2
Large shield	+2
Nemean Lionskin	+2
Small shield	+1

## Running away

- Roll 8+ on 2d6 (3d6 for a Child of Hermes) for each hero or suffer one attack from opponent.



# PRONUNCIATION GUIDE

Transliterating Greek into English is never a straightforward process and Greek words often appear in Hellenised, Latinised and Anglicised forms. Often, as in *4AT*, all three are used together for a variety of reasons. The following guide has been put together to provide a rough idea of how the Greek names and terms used in *4AT* could be pronounced. It is not definitive, and players may adhere to (or ignore) it at their leisure.

Aegis	Ee-jis	Isthmus	Isth-moss
Aitolia	Ay-tol-ee-ah	Kalydon	Kal-ee-don
Aktaion	Ak-tay-on	Ketos	Kee-tos
Amydon	Am-ee-don	Kirke	Kir-kee
Amyklai	Am-ee-kligh	Knossos	Nos-sos
Aphrodite	Af-roe-digh-tee	Ladon	Lay-don
Apollo	Ah-po-low	Lakonia	Lak-oh-nee-ah
Ares	Air-rees	Maenads	May-nads
Argolid	Ar-go-lid	Megara	Meg-ah-rah
Arkadia	Ar-kay-dee-ah	Mycenae	My-see-nee
Asklepios	Ass-kleep-ee-os	Nekromanteion	Nek-roh-man-tay-on
Attika	At-tik-ah	Nemean	Nee-mee-an
Boiotia	Boe-eesh-ah	Obol	Ob-ol
Chimera	Kigh-mare-ah	Orchomenos	Or-ko-men-os
Cyclades	Sigh-kla-dees	Orpheus	Orf-ee-os
Delphi	Del-fee	Paionia	Pay-oh-nee-ah
Dodona	Doh-doh-na	Phaistos	Fay-stos
Dionysos	Digh-on-igh-sos	Phokis	Fok-is
Echidna	Ee-kid-nah	Polyphemos	Pol-if-ee-moss
Eleusis	Eh-loo-sis	Poseidon	Pos-igh-don
Ekstasis	Ek-stah-sis	Samothrace	Sam-oh-thrace
Epeiros	Ee-peer-os	Satyrs	Say-tears
Euryale	You-ree-ah-lee	Silenos	Sigh-lee-nos
Hades	Hay-dees	Stheno	Sthee-noe
Hekate	Hek-ah-tee	Stymphalian	Stim-fay-lee-an
Helios	Hee-lee-os	Thessaly	Thess-ah-lee
Hermes	Her-meas	Thrace	Th-race (one syllable)
Hesperides	Hes-per-igh-dees	Typhon	Tigh-fon
Iolkos	Ee-ol-kos		

NAME \_\_\_\_\_



CHILD OF \_\_\_\_\_



TRAITS \_\_\_\_\_



EQUIPMENT \_\_\_\_\_



NAME \_\_\_\_\_



CHILD OF \_\_\_\_\_



TRAITS \_\_\_\_\_



EQUIPMENT \_\_\_\_\_



NAME \_\_\_\_\_



CHILD OF \_\_\_\_\_



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NAME \_\_\_\_\_



CHILD OF \_\_\_\_\_



TRAITS \_\_\_\_\_



EQUIPMENT \_\_\_\_\_





QUESTS



TITANS



MONSTERS



NPCS

