

SECTION

ATHENS, OHIO SEASON ONE



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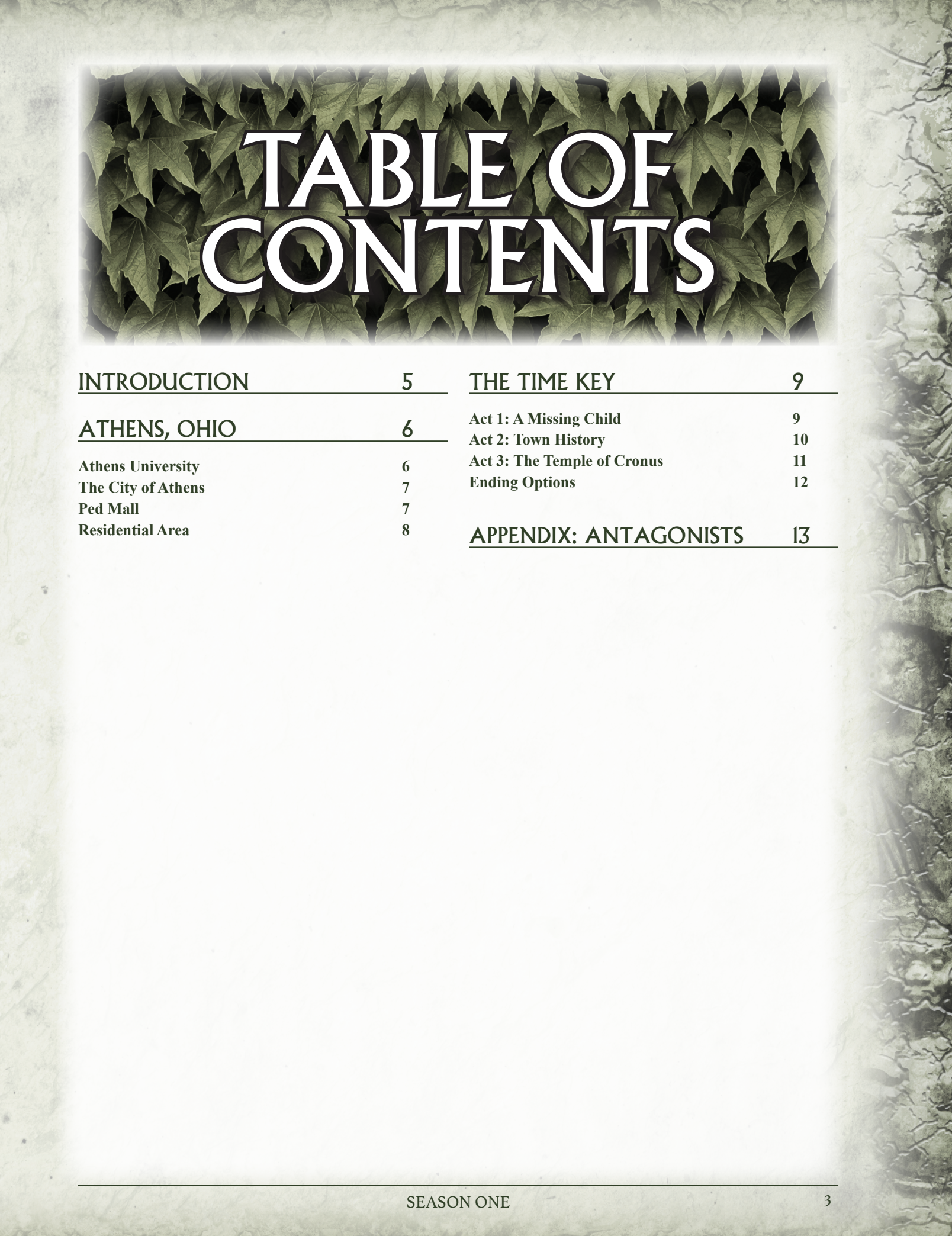


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INTRODUCTION

Small college towns hold many secrets, be it the shady past of a professor or the mysterious rituals of a fraternity. Both examples may ultimately be mundane, but in The World of Scion, these are prime opportunities for adventure. With this in mind, welcome to Athens, Ohio, a real college town in the United States, but in The World, Athens is home to portals waiting to be opened, puzzles to be solved, and a dark cult to the king of all Titans hoping to free their mad master.

SEASON 1 SUMMARY

Season 1 of Athens, Ohio, focused on five Origin tier Scions receiving various reasons to travel to the town of Athens, Ohio. Some were pulled there for a job opportunity, others as a favor for an old friend, and one came in search of her missing daughter. The heroes arrived in Athens to find that there was strange imagery tied to time throughout the town. The character's first heroic act came when they defended a local store owner from the mortal servants of a Titans. The heroes explored, and some found that a portal to Yggdrasil had opened in the science building.

Meanwhile, the determined mother discovered a hand-sized sundial somehow tied to the disappearance of her daughter. The band dove into the town's history and learned that it was founded by a cult dedicated to the Titan Cronus. Before things could be looked into further, one of the band felt compelled to run a marathon in the stadium dedicated to Hermes. Upon completing the endurance test, he saw a great Olympic Flame exposed in the temple, and the exhausted runner entered the flame where he came face to face with his divine parent: Hermes. Now with a true Scion in their band, the group looked deeper into the Cult of Cronus, eventually being contacted by the Mayor, who explained that his father stole the two keys the cult needed

to enter their below-ground temple. The keys looked like small sundials, and the Mayor had the second one.

Joining the band, the Mayor helped them gain access to the Temple of Cronus that sat underneath the university. In the back of the temple was a ritual chamber with a sealed portal to something called The Chain Lands. The Mayor used this moment to reveal himself as a powerful Scion of Cronus, and a battle with the underpowered band ensued. The season ended with the Mayor leaving the band for dead and trapped in the temple.

SHOW VS. ADVENTURE

What follows is the first season of Athens, Ohio, presented as an adventure that can be ran for 4-6 players. For those that have watched the show on Twitch or wish to use it as research, understand that this adventure has a few key difference.

Tier: This adventure works best with Heroic Tier Scions that already have some of their divine powers unlocked. The show's pacing was appropriate to challenge Origin characters, but Heroic characters will better enjoy some of the additional content and fights present in this adventure.

Content: Due to time constraints, a lot of side content was not in the show. All side adventures and plots intended for Season 1 are here for the Storyguide to use.

Encounters: This book has altered some of the battles to work better for a home adventure.

The Mayor: I originally designed The Mayor using rules from Titanomachy. I removed the abilities from Titanomachy to allow Story Guides to run this adventure using only the core Scion books.



ATHENS, OHIO

"Athens is a wierd place."
— Dr. Truth

Athens, Ohio, is a typical college town. The population almost doubles during the school year, and most businesses serve the students that keep the community thriving. In The World, Athens is still a college town, but a few things are different from the real world, be it the Temple to Hermes, the strange lights coming from the Science Building or the unusual amount of time iconography found all over the campus. What follows is a list of locations and their inhabitants. Storyguides are encouraged to add their own places of interest, keeping the college town aesthetic in mind.

ATHENS UNIVERSITY

Athens University was founded by the second generation to grow up in Athens. Initially, a theological college devoted to the studies of the Gods and Titans, modern-day Athens University offers a wide range of degree programs that cover the spectrum of academia.

Campus Square

In the center of Athens University is a large patch of green with intersecting walking paths. When weather permits, students gather here to study, play games, or take in the sun. The walking paths wind towards the four compass directions. The south path leads through a large clocktower via an archway in its base; the Temple of Hermes is just beyond this tower. The path West takes students to the Science Building, while East leads to the library. Finally, the south path leads to the Pedestrian Mall (often shortened to Ped Mall) that contains many of the local student-focused businesses.

Towards the edge of the East, North, and West paths are giant stone sundials. A Science or Academics + Intellect roll will reveal that the East and West sundials will not work correctly with the direction they are facing. Searching the sundials reveals that the faces can be turned. More on this later.

Science Building

The Science building is a nondescript gray box with a simple black sign. Inside are classrooms and labs that cover a wide range of scientific fields. The largest lab is in the basement, where Physics Professor Sarah is running a test on a strange portal that recently opened. Two ash trees that grew through the floor contain the portal. Sarah has gathered a group of students that have volunteered to travel through the portal. The day the Scion Band stumbles on this lab, will happen to be the day the volunteers are stepping into the unknown.

Theology Building

The Theology Building stands out from most other campus structures due to its colorful collection of stained-glass windows, each one showing an essential story from a different pantheon or faith. The Theology Building's head professor is Tom. Tom is an older gentleman that is passionate about learning and will gladly help anyone with research related to the gods and titans.

Sports Stadium

Other than the main entrance being a Temple to Hermes, nothing immediately stands out about the university's sports stadium. Inside are seats for a few thousand fans, a clay-colored track, and a regulation football field. Once a person tied to fate or possessing a Legend rating completes one lap, they

begin to sense energy growing around them. If the runner completes a full marathon, a panel on top of the Temple will open to reveal an Olympic Torch.

Campus Library

During the day, the university library seems like a typical college library. Two floors covered in shelves with tomes on nearly every subject one would want to research. Multiple meeting rooms line the back and sidewalls. During the evening, as Luke uses a unique key to lock the door, the sound of heavy shelves realigning can be heard by any nearby. Luke is a Saint of Athena charged with keeping a Theoi Relic safe. During the day, it is on Luke's person, but during the evening, the library becomes a labyrinth with the relic in the middle. Anyone that wishes to gain the relic risks the wrath of the minotaur that guards the maze.

Luke is the keeper of the Owl of Athena, a relic that grants access to the Order Purview and an ongoing +1 Enhancement to Leadership. At night the bookshelves realign themselves to become a labyrinth containing the relic, guarded by a minotaur. (See Appendix.)

THE CITY OF ATHENS

Athens is as about as average as a college town can be, spreading outward from the University to the North and South. The local economy is built almost entirely around offering goods and services to the thousands of college students inhabiting the town during the school year. While various gods and pantheons are revered here, Hermes is the patron diety of the city, and almost everyone will offer the mercurial god a prayer before the big game.

City Hall

A short walk from the Science building, Athens City Hall, is a two-story administrative building. On the bottom floor is the Athens Town Museum, which tells the town's history. Sharp eyes will notice time imagery present in old photos dating back over a century. On the upper level is Mayor Michael's office and his private collection room. The office has many bookshelves with books covering everything from theology to modern politics. Behind one shelf is the entrance to a private collection of Relics, most of which Michael has taken from lone Scion's unlucky enough to wander into the town.

Community Center

Converted from an old warehouse, the Athens Community Center is home to any number of events, usually catered to the interest of the local students. During this story, it is hosting a martial arts film festival.

Police Station

Athen's police station is located a few blocks from campus, across the street from city hall. Athen's keeps a small force of about two dozen uniform cops with a few detectives. The most common crime in Athens is public intoxication.

Temple of Hermes

On the other side of the clocktower, grand stone steps lead to a columned entrance. This is the Temple to Hermes in all its glory. Step through the modern style doors and into a hypermodern fitness center, complete with Pilates and spin classes. Ran by Paul, a Priest of Hermes, the Temple honors the god's traditions of fitness and deception by providing a mixture of legitimately healthy exercise options with money-grabbing fads.

PED MALL

The Ped Mall is a pedestrian only shopping area within walking distance of the University. During the semester, it stays pretty busy, especially in the evenings and weekends as college kids look for entertainment in between the grind of classes. If Athens is having an event, festival, or any kind of town function, it will almost certainly be in the Ped Mall.

Will's Records and "Stuff"

A front for Will's marijuana dispensary, the record store has a good selection of music touching on all major genres. Will also sells instruments and provides side rooms for practice or lessons.

The Body Forge

Ran by Barry, the bodybuilder, the Body Forge is a smaller, more traditional gym experience than the megagym found at the Temple of Hermes. Barry is passionate about helping people achieve their fitness goals and has an almost supernatural knack for knowing exactly the right routine for each of his clients.

Harry's Hardware

A small space packed with all the essentials for a DIY home project, Harry's Hardware is a frequent stop for both permanent Athens citizens and students pursuing a trade program.

Mary's Magic & Novelties

Most visited by students wanting to buy party supplies or gag gifts, Mary has included some insightful tomes of lore relating to a variety of magical topics. There are even a few minor relics that have found their way onto her shelves.

Beth's Place

A bar and grill located on the outside of the Ped Mall, Beth's Place is usually a mixture of loud college students and tired truckers. Opened initially to be a pitstop for truck drivers, Beth has catered to the college crowd by adding additional televisions, tuned to that day's big game. Beth also has a food challenge for those with large stomachs. Both winners and losers get their pictures on the wall.

RESIDENTIAL AREA

Surrounding the outskirts of the campus are residential neighborhoods. Many of the fraternity and sorority houses are converted from larger homes. Permanent citizens are mostly friendly and often relax outside when the weather allows it.

Walter the Werewolf

Usually found on his front porch or attending whatever event is at the Community Center, Walter is a friendly man that seems to know a little bit about everything that goes on in Athens. Walter also claims to be a werewolf and is wholly convinced of this. It is up to the Storyguide if Walter's claims are valid or not, but either way, he never allows himself to be outside during the full moon.

Chris the Home Maker

Stay at home husband to the town's leading detective, Chris spends a lot of his time walking the dog while playing

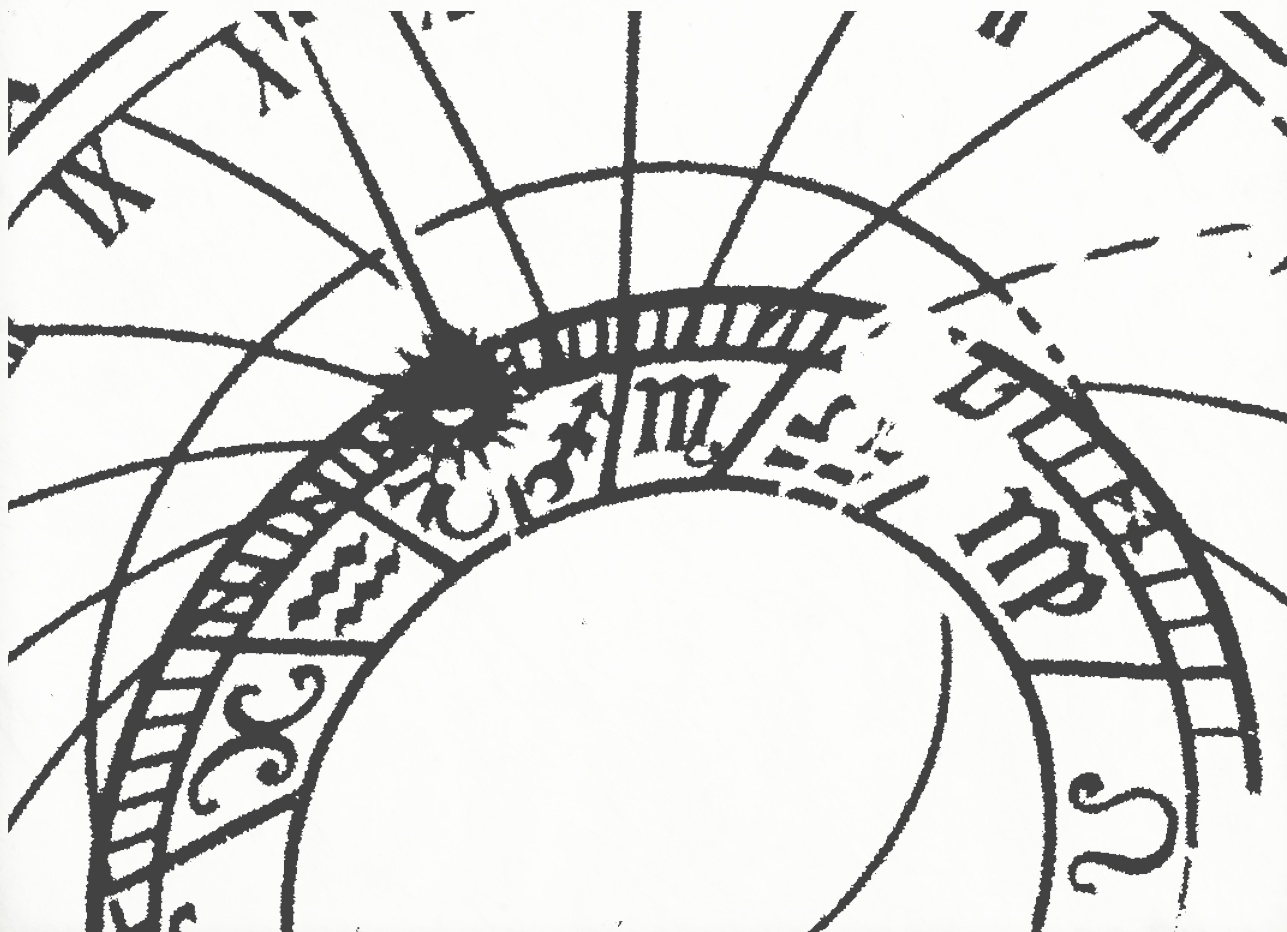
the latest geo-based mobile games. Unknown to even his wife, Chris is a cultist devoted to Cronus, who is on a constant lookout for the sundials that would allow the cult to access their buried temple.

The Oracle

In a large house on the outskirts of town, a descendant of the Oracle of Delphi communicates through dreams and visions with the gods. She knows that something is wrong with the city and also knows that some gods are sending their Scions to investigate. Storyguides should feel free to use the Oracle as a source of information or a way to provide gentle nudges in the right direction if players seem lost.

The Abandoned House

For as long as anyone can remember, there has been an abandoned house on the north side of town. This house is a front for the Cult of Cronus, who use its basement for their monthly meetings at least till they can return to their proper temple.





THE TIME KEY

"The common man is not concerned about the passage of Time; the man of Talent is driven by it."

-Shoppenhauer

ACT 1: A MISSING CHILD

As the adventure opens, gods and goddesses of all pantheons are responding to a prophecy from multiple Saints that the next great Titanomachy will begin in Athens. The problem with vague prophecy in a globalized world is that there are almost a hundred different Athens in The World. The pantheons went to calling their Scions to various Athens, giving the highest priority to cities with strange phenomena. At the bottom of the list was the college town of Athens, Ohio. Athens was such a mundane place to be almost suspicious. A local conspiracy theorist going by Doctor Truth has noticed strange things are happening at all other Athens, except Ohio's. It is one of Doctor Truth's videos that caught the attention of a servant of one of the Player Characters' parents. Realizing that Athens, Ohio has somehow hidden from the god's notice, the Player Characters' parents pull fate to make sure they travel to Ohio.

A Message Received

Wherever the Player Characters are based, they will be approached by a local detective who needs assistance for a colleague in the college town of Athens, Ohio. The detective's colleague is named Danielle, and she has reasons to believe a little girl has been kidnapped and brought into the city by a Titan Cult. Danielle believes only a band of Scions can save this girl.

Research into Athens, Ohio, reveals as many of the mundane details provided in the previous chapter that the Story Guide wants. Due to careful steps taken by the Cult of Cronus, divining or mystical research outside the borders of the town will result in nothing out of the ordinary.

Travel to Athens is not tricky, but Story Guides wishing to add more to the adventure could use the trip to have the characters encounter servants of Cronus or items catered to the Story Guides' overall campaign.

Arriving in Athens, Ohio

The band gets to Athens just as the new semester starts. The campus is busy with new students trying to find their classes and returning students reconnecting with friends. The Scions will likely want to head straight for the police station, but feel free to allow them to explore the various locations on campus. The Science Building could have just opened the portal to the World Tree, or Mary's Magic & Novelties may have lost track of a relic, and the Scions would be the perfect group to track it down. Regardless of how much additional exploring the band does, make sure to describe the campus square; noticing the sundials will be important later.

Eventually, the band will be traveling to the police station. On their way, they will pass Harry's Hardware just in time to see Harry thrown through the glass window of the hardware store. Following Harry through the broken window in a motion best described as Hollywood-like, are five young, caucasian males wearing various colored martial arts uniforms. When this crew sees the Scions, they will perform a practiced posing sequence while introducing themselves as Chad, Chad, Chad, Chad, and Chad or The C Team. Assuming the Scions have not started combat during that speech, conflict will now break out. See the C Team's stats in Appendix A. This is a fight that the Scions should

easily win as the Chads are just mortals, and they have been taught incorrectly by their mentor, The White Eyebrow.

The fight with the C Team will end with many of the locals coming out to cheer for the Scions. Fill the crowd with characters detailed out in “Sights and Sounds” and give the Scions a light time to interact with the locals before police arrive to tend to Harry and arrest the C Team. The police will ask the Scions to come with them to the station to provide statements.

If the Scions question the C Team, they can find out that the Chads’ mentor, The White Eyebrow, sent them to Athens, Ohio, to find the Key. Their mentor did not provide more specific details, so they went to Harry’s Hardware since Harry is known to be a key maker.

ACT 2: TOWN HISTORY

The Police Station

Athens’ police station is not very large. The C Team fills up the holding cell, and much of the station is visible from the front desk. The Scions will be taken to one of the few side offices to talk with Danielle, the Detective. Initially, the Detective will take witness statements. However, once the Scion’s point out they are here to assist with the missing girl and the titan cult, Danielle will focus on providing them any information they need.

Danielle knows that local legends say a cult of Cronus founded the town, but if that was true, there was no reason to believe the sect was still active. At least there was no reason till about five years back when people started reporting that cloaked figures were moving around the campus at night. A few students claimed that they witnessed some an elevator come out of the ground at Campus Square, and a few of the cloaked figures got on it before riding into the ground.

Danielle notes that all of those reports stopped after the Mayor’s father disappeared a little over a year ago. All leads as to where the man went lead nowhere.

The Detective knows random facts about all the locations and people in the town, but she doesn’t know who is involved with the cult.

The players should leave the Detective with reasons to explore Campus Square and talk to the Mayor. If the players go to the Mayor first, consider having him busy in a meeting. The Mayor has something to add if the players have gone to Campus Square first.

The Campus Square

When the band goes to Campus Square, they will notice the three sundials. With a little investigating, they should discover that the tops move and that the clock tower is where a fourth dial would be. The solution is to point the three sundials towards the middle, so at noon (or midnight), the four shadows look to the same point. At that spot is a large round plaque honoring the town founders.

When the solution is present at the next noon or midnight, the plaque will rise out of the ground to reveal a stone elevator, large enough to fit six people tightly. When the players examine the elevator, they will find that it has a panel with spaces for two circular keys. The location of these keys will not be apparent at this moment.

When the band goes to City Hall, the receptionist will be happy to let the heroes that saved Harry see the Mayor. She’ll ring up to Mayor Michael’s office and suggest the band wait in the city museum, which is off to the side. The one-room city museum contains a dozen glass cases with old photos and newspaper clippings. Taking the time to examine these items allows for observant Scions to learn concepts of time have always influenced that town. The Story Guide can be creative here and include articles on everything from a watch maker’s convention to a local holiday devoted to gods and goddesses of time.

The Mayor Will See You Now

Mayor Michael is younger than a typical politician, not much older than thirty. This creates a sharp contrast with his office, which is decorated with thick dusty tomes, paintings of the old town square, and real leather chairs. The mayor sits behind a sizeable mahogany desk and wears a dark blue suit.

The Mayor will thank the band for helping save Harry. If the band heard the C Team mention looking for The Key, the Mayor will ask of the attackers said anything unusual. If the band did not hear about The Key, the Mayor will mention that he spoke with Detective Danielle, and the attackers were looking for The Key.

Either way, the Mayor believes he knows what that is. He’ll reveal that his father was a member of the Cult of Cronus. Once his father learned the cult was planning on opening a seal to a realm that would let them sever the chains that tie Cronus down, he rebelled and hid the keys to the cult’s meeting place. They killed his father over this betrayal.

At this point, the Mayor will get up and pull on a book on his shelf, revealing a sliding panel and a side room. A collection of relics fills this room.

If asked where the relics came from, the Mayor will honestly answer that his father gathered them over many years. He will not offer up that he suspects the cult killed any Scion unlucky enough to wander into Athens alone.

In the center of the room is a pedestal with a hand-sized sundial on it.

If the band has already visited the campus square, they believe this is one of the keys needed to ride the elevator down.

The Mayor will reveal that he knows the second one was hidden somewhere in the town. He suggests starting at the abandoned house. The Mayor offers that once the band has the second key, he will meet them with his key at the Campus Square.

Finding the Second Sundial

The Story Guide can place the second sundial anywhere they wish, but if they want to make the story as straightforward as possible, they can have it hidden in the floorboards of the abandoned house.

Regardless of where the second sundial is, upon leaving the location, a group of cultists attacks the band. There are two cultists for each Scion. If interrogated, they will reveal that they've been following the Scions since the fight with Harry. The Scions can call Danielle, and the police will take the cultist into custody.

Should the cultist win the fight, they will search the Scions, but in frustration, fail to find the Sundial. They will flee into the night, leaving the Scions to recover. The White Eyebrow is amused by anyone that makes his students look foolish and hides the Sundial long enough for the cultist to give up their search. He will not provide this assistance again.

The band can contact the Mayor Once the sundial is in hand. He will agree to meet them at midnight near the elevator. The elevator will take the Mayor and the band down once the two sundials are in place.

If the Scions managed to gain both sundials and the Mayor is not there, the following happens:

The elevator goes down, like in Act 3. The band can explore the temple and chambers as much as they want and learn the essential details provided below. Ultimately, they will head back topside, where the Mayor, the ten cultists, and the unconscious girl will be waiting.

If this happens, two rounds into the fight, pick one of the non-cultist locals to respond to the noise. They will spend their action calling the police, who will arrive two rounds later and provide backup. This should ultimately lead to the Scions winning, but will still give a final climactic battle. If they win, read a modification of "**Stopping Time**." If the Scions lose, the Mayor and the cultist take the girl down to the temple, and it will not return. The Scions will feel a call from their divine parent to flee the town as it is about to be the starting point for the Titanomachy.

ACT 3: THE TEMPLE OF CRONUS

The stone elevator acts as a gate, and as such, the ride down will take much longer than it should. After a long, dark trip, the band sees a large chamber filled with stone ruins. At the far end of the space is the opening to a temple seemingly built into the rocks.

Examining the ruins will reveal end imprint in some of the fallen pillars. Someone with incredible strength shoved these over. The front of the Temple has imagery depicting Cronus devouring his children.

The inside of the temple has two rooms. The first room is a round viewing chamber, with rows of stone seats on the

sides and what appears to be a smooth stone operating table in the middle. The second room is smaller than the first and leads to a large round seal with writing in ancient Greek around its border.

If anyone can translate, the text identifies this as a gate to the Realm of Chains but does not clarify what that might be. If no players can translate, the Mayor will provide a rough translation.

The Key Arrives

Once all characters and the Mayor have entered the temple, the elevator will start to rise on its own. Abilities that would somehow stop or slow down the elevator will fail. If one or two characters can cover the Long range and take an action to jump onto the elevator, they are free to divide the band. But they will not be able to stop the lift from rising. The hand sundials will not budge. If this happens, jump to "**Hostage Negotiations**."

After a brief period, the elevator will return. The first time down, it will have five cultists on it. They will start attacking the Scions as soon as they see them, and once the Scions have had their first round, the Mayor will reveal his divine nature and attack.

The elevator will take two rounds to return above ground and two rounds to come back with the five remaining cultists and the unconscious girl.

This fight will most likely go the player's way, as they are a full band of Scions against one Scion and a group of mortals. Once the foes have fallen, the Scions have saved the day. Read "**Stopping Time**."

If the band is defeated, the cultist will place the girl on the slab in the viewing room. The Mayor will recite a few keywords in a forgotten language, and the seal in the other room will vanish, replaced by a glowing portal. Immediately massive chains will fly through the portal and plant themselves in the ground and walls of the temple. Where ever the chains land, they will rip and tear, pulling essential foundations and supports into the portal. The cultist and Mayor will realize they are doomed if they continue to stay in the temple. The mortal cultist will flee for the elevator, but the Mayor will run to the gate, shouting, "Father, I'm coming to free you!" before vanishing on the other side.

The defeated characters will have regained enough energy to stand and move slowly. If they take no action other than grabbing the little girl and limping to the elevator, the band will escape. Play up the tension by having more chains fly right past the Scions or have cultists get to the elevator first, only to have a chain strike and pull them into the portal.

Once the Scions have made it to the elevator with the little girl, read "**A Matter of Time**."

Note that if any of the players decide to dive into the portal, they have entered a future chapter in the Athens, Ohio story. Read them, "**A Forest of Chains**."

ENDING OPTIONS

Hostage Negotiations

The waiting cultist of Cronus will attack the Scions, once the elevator makes it to the surface. There are ten cultists in total, so this should not be an easy fight and may result in the Scions being incapacitated.

The Cultists have the missing girl with them. She is currently unconscious, but the Scion could try to free her and flee. If this happens, the cultist will pursue them relentlessly. If the Scion manages to get away, the cultist will return to the elevator.

In this scenario, the cultist will travel down and attack the Scions that were left behind. The Mayor will wait till the end of the first round to reveal his divine nature, and the Scions will likely be defeated.

Stopping Time

It takes several trips to get the Mayor and his cultist to the surface, but you all work together. Detective Danielle arrives with backup and takes your foes into custody. You have managed to save the missing girl and stop the cult of Cronus' influence in Athens, Ohio. What's more, your

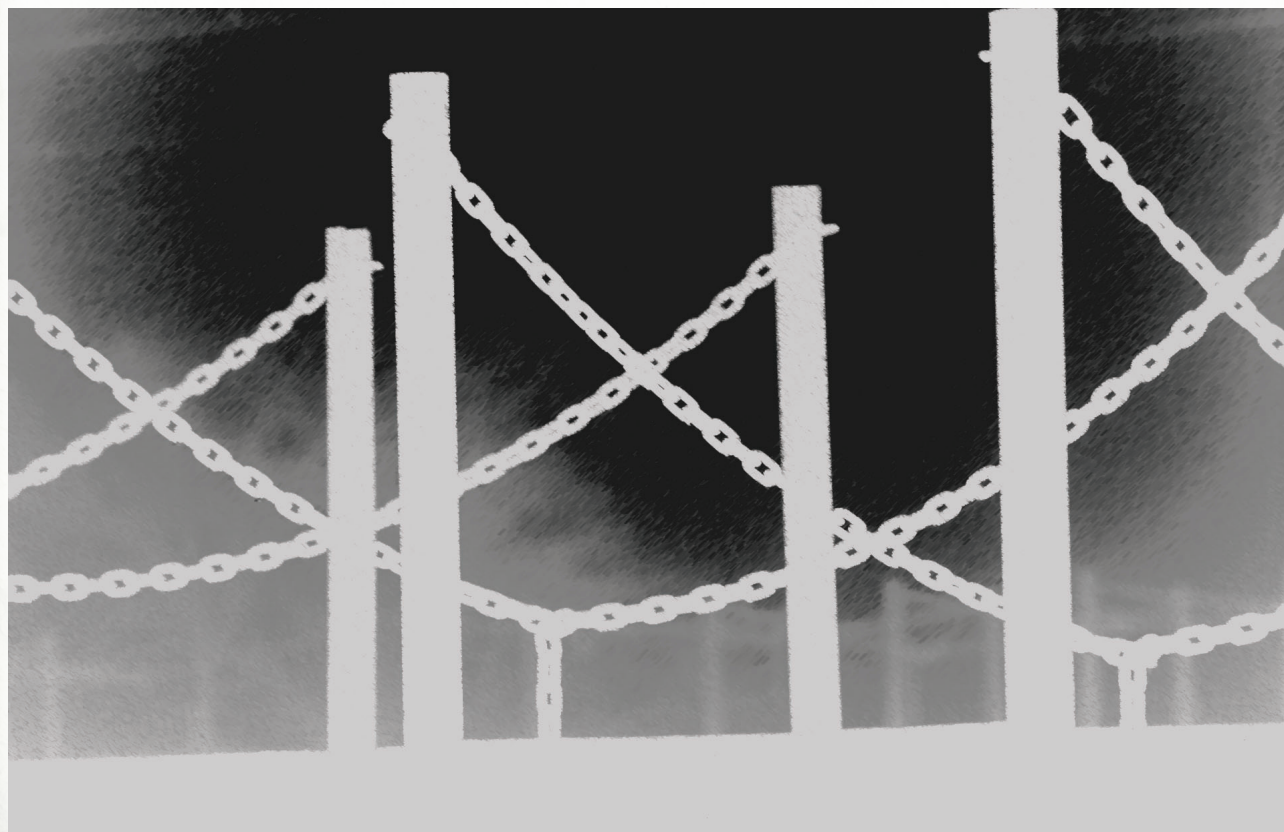
actions prevented the next Titanomachy from starting, and the gods themselves will surely notice such an act.

A Matter of Time

You manage to make it to the elevator as the temple becomes buried under a mountain of dirt and stone. You and the girl make it to the surface where Detective Danielle is waiting. Your band has managed to end the Cult of Cronus' activities in Athens and freed an innocent girl from their clutches. You should feel proud of your accomplishments, but something inside tells you that the Scion of Cronus stepping through that portal is an ill omen. The Titanomachy looms ever closer; the gods prepare for war.

A Forest of Chains

You are thrown out of the portal and land hard at the base of a chain-link larger than your body. Your gaze follows the chain up into the clouds. You look around and see hundreds, possibly thousands of similar chains seemingly connected to the sky itself. The portal closes behind you, and somewhere ahead of you, the Scion of Cronus runs towards some unknown destination, shouting about his father. You do not know where he is heading, but you feel in your soul that you must stop him.



APPENDIX: ANTAGONISTS

The C Team

The C-Team are five American men that traveled to China to learn martial arts. The White Eyebrow found them and decided to train them incorrectly for his amusement. The C-Team is now in Athens because The White Eyebrow heard the Titanomachy might start there and wanted to cause some chaos.

Archetype: Mook

Qualities: Martial Artist

Drive: Impress out master, look cool while kicking ass!

Primary Pool (9): Martial Arts, Impressive Flips

Secondary Pool (4): Working Out, Building Hype

Desperation Pool: 2

Health: 2

Defense: 2

Initiative: 3

Extras: Get a +1 Enhancement on barehanded attacks, but always give themselves a 1s Complication due to unneeded “wire-fu” maneuvers.

Cronus Cultist

The Cult of Cronus accepts members from all walks of life. These cultists use hooded robes to hide their identity when moving through Athens. In combat, they use the sickle, which is often associated with Cronus.

Archetype: Foe

Flairs: Selfless Shield

Drive: Free Cronus

Primary (7 + 1): Occult, Sickles

Secondary (5): Intimidation, Stealth

Desperation Pool: 3

Health: 1

Defense: 1

Initiatives: 4

Extras: Sickles (Concealable, Lethal, Melee, Piercing)

Mayor Michael

Michael is the local leader of the Cult of Cronus. His father is the great Titan himself, with his mother a loyal cult member. Michael is working to remove the shame his adopted father brought to the cult when he hid the temple keys.

Archetype: Nemesis

Primary (11): Barehanded Strikes, Realm Knowledge

Secondary (9): Intimidation, Leadership

Desperation: 6

Health: 5

Defense: 4

Initiative: 9

Qualities: Baleful Touch (Time Rot), By Divine Right, Regeneration, Vulnerability: Alcohol

Flairs: Mirror Mirror, Second Wind, Molon Labe, Mastermind, Retcon

Purviews: Death, Deception, Epic Strength, Order

Boons: Piston For Fists, The Way of All Flesh, Walk Unnoticed, Code of Heaven

The Minotaur

The Minotaur can be found at Athens University Library after it closes at Midnight. The books and shelves create a labyrinth with the relic of Athena at the center. The Minotaur takes it's duty to guard the relic very seriously, and does not take well to intruders.

Archetype: Monster

Qualities: Natural Weapon, Stand Tall

Flairs: Here I Come, Making Space, Seeing Red,

Primary (11): Charge, Stealth

Secondary (9): Maze Navigation, Grapple

Desperation Pool: 5

Health: 6

Defense: 4

Initiative: 9

Extra: Size 1