

# POLYAIGOS

*The roll:*

2. Tall, snow-capped mountains, clear streams, and lakes.
5. Prosperous trading port, a mix of many cultures. (Fry) A collection of feuding faction (bloodlines, religious, etc.) (Panagia)
8. Funeral for great king. (Misenus)
3. Athena: Steal    Dionysus: Restore    Hades: Seek

*Artefacts: Divine weapon*

*Beasts Thunder eagle*

*Men: Serpent men (Sciritae)*

*Monsters: Cyclops*

## **Athena wants to steal the Shield of Kasos**

3 objectives

Secondary objectives

- **Learn about the Shield of Kasos** (Divine weapon used to cow a terrible Cyclops that was terrorising the island, Crios, and bent him to the Misenus' will. He defended the island until Misenus' recent death). (It is guarded by a Cyclops (Crios)) *The tomb is guarded against robbers. Anyone who gazes upon the shields reflective surface is bent to the wielders will.*
- **Travel to the Shield of Kasos** (In the kings tomb, which is in the vast mountain range)
- **Defeat the guardian of the tomb** (Cyclops)

## **45 strife/20 left**

Crios: d8 Strife: 14

Insight: d4 Grace: d6 Might: d10 Spirit: d8

Heal: d4 Lore: d6 Music: d4 Orate: d4

Athletics: d6 Cunning: d6 Hunt: d6 Wrestle: d4

Aim: d4 Shield: d8 Spear: d10 Sword: d6

Massive Spear: 1d10 1d8

Massive Shield: 1d10

Armour: 1d10

6 divine favour

Matieni (Plural) Strife: 3 Spent: 7 (x5)

Warriors of Polyagios. Very plain armoured soldiers with bald helmets with a stylised eye for a view hole. No armour, just a helm, shield and spear

Arete: d6 Battle: d8 Craft: d6 Sport: d6

Master's name: d10

Weapons: Spear 1d6 1d8

Shield: 1d8

Javelins: 1d6+1



Dionysus Priest Strife: 4

The universal well built (read, fat) priests on Dionysus, always slightly distracted or drugged.

Arete: d8 Battle: d6 Craft: d6 Sport: d6

Master's name: d10

Drunk, and hard to pin down verbally: d8

Part One:

Have Athena appear to them while they are sailing to the island of Polyaios  
She wants the Shield of Kasos, a powerful shield gifted to King Misenus in his youth.  
<talk to them by name> **On this isle I seek the return of the Shield of Kasos into my hands. This is my command!**

1.

Describe island from a distance.

When players arrive on island there is a celebration in progress.

The streets are decorated with sweet smelling flowers and spices.

Many boats in harbour

The streets are thronged with people of all cultures, some familiar, some not. Come from far away to trade.

It is the customary week long morning of the passing of King Misenus.

Describe soldiers stomping around.

This is not the capital.

Capital is Panagia

Quite a decadent port

Misenus was a great king, everyone loved him, silver tongue.

Misenus tamed the Cyclops, Crios. Who went on to lead his mighty army until

Misenus' death. Hasn't been seen since.

**No one knows where the tomb is, they DO know that the priests of Dionysus do know. Follow path, leave trail at this point etc etc.**

Priests of Dionysus are in good standing with the army.

They have a large, mostly open temple. Decorated with fruit and flowers. Statue of pretty effeminate, long-haired youth at entrance (one Dionysus' many forms).

They are invigilating the celebrations.

They will likely not tell them where the tomb is, it is sacred. (His body isn't actually in there, is a shrine basically. Greeks didn't bury people)

The soldiers will try to stick them back on their ship for making allusions to rob the tomb.

2.

The tomb is a few days travel into the mountains of Hylaeus.

They are ridiculously tall, snow-capped mountains

Follow trail well into the afternoon, then you find the path leading to the tomb. If you were not aware of its purpose you wouldn't look at it twice.

Rough walk, how did they get his body here? It's a hard walk. **Competition against tiredness**

Steeper and steeper until it is almost sheer wall **Yet another competition**

At the top is a small stone hut. **Maybe four soldiers are here guarding the route. They will not let them pass. They look raggedy, and a bit bored. There is a pile of logs in a stone well looking thing i.e. a signal fire. The soldiers will try to light it if a fight breaks out. If it is lit, then the city will know the tomb is under threat.**

Past the hut is a rough ravine leading away into the mountain. It is cold up here

The ravine is bereft of vegetation, except the hardiest of grass. Smell ozone, you are high up.

Occasional rubble falls down, little bits.

Ravine suddenly opens up into a dead end. It is large and circular, with what you assume is the tomb built into the far wall.

3.

The tomb is very tall, massive pillars.

There is no door, just a big dark opening.

Inside it must go for some way, but it is pitch black, as the ravine blocks out a lot of light and the temple the rest.

Eyes make out a number of statues inside, various gods are portrayed.

Hear a clank of metal and heavy foot steps, Crios looms out of the dark! **Da-daa!**

-END-

## PART TWO:

### **Hades:**

**Seek the teeth of Himantis, give this to who dwells there. (He has a bird-staff and black hair/beard) Gives the players an odd gold coin.**

Panagia, Poli

### **6 objectives**

Objectives:

- Learn about the teeth of Himantis (dragon) (Dragon, cast down many years ago by the gods, whose crashing to earth created the Gulf of Himantis. The secret is that, while in the Teeth of Himantis you do not die of old age or hunger/thirst (you still age though), and the gods cannot trespass there. This was Himantis' last curse to the Gods)

The Priests of Dionysus will be able to tell the players about this. There are tales of a great dragon who challenged the Gods, smitten in a great battle by the Gods to come crashing down upon Polyaios. More they do not know. The dragon Himantis is said

to be what created the great mountain range of Polyaiagos. Go to the oracle in Panagia (the capital) if you want to know more, for she knows all.

- Travel to Panagia (Oracle there knows the way to Gulf of Himantis)

Polyaiagos country side is beautiful, gentle hills, clear streams and lakes. Slowly rising to the snow-capped mountains tops. Clear air.

Learn the road is dangerous, in the wake of the death of the king. The road is well travelled, many caravan people on the way. Traders, units of Matieni marching here and there.

Players ambushed in a tight pass, carved between the base of a mountain. Rockslide  
**2d8**

6 bandits (11 strife) Ambush!! AAAAH!

Come upon a burned out caravan, some hours out. The trader has been propped up on javelins, skinned and burnt. Not long ago, he is still warm. There is a trail leading off from the attack, many people **2d8**. Leads to a distant lake, hiding in the roots of a mountain. There is a waterfall, stream coming down the mountain. Bandit cave behind the waterfall. Players have to edge around a stony shelf to get to the cave behind the waterfall. The bandits will ambush them if the lookout sees them.

**There are 12 bandits in total. They will shoot the players while on the ledge if they get the ambush.**

### **Bandit 6**

arete:d6 craft:d6 Battle: d8 Sport: d8

Ambush 1

1 Sword

Bow

### **Bandit King 11 name: d6**

Insight: d6 Grace: d6 Might: d8 Spirit: d8

Heal: d6 Lore: d6 Music: d6 Orate: d6

Athletics: d8 Cunning: d8 Hunt: d6 Wrestle: d6

Aim: d8 Shield: d6 Spear: d6 Sword: d8

Divine favour: 6

Ambush 1

Poison 2

2 swords

Bow

- Learn about the Gulf of Himantis (A blighted place, bereft of life. Populated by Thunder Eagles)

Panagia is a large city, situated in a valley within the mountain range. Huge gates block the pass, its quite a tough city. Guards challenge players if it is dark. Maybe earn some glory. Will not let them in unless they are very convincing.

Inside the city it is quite grand, tall buildings built into and out of the rock face. Lots of stone buildings. A river run through the middle . a big waterfall is at one side. The people look kind of better off. Notice red robed figures wandering around. Hoods conceal their faces. People avoid them. They are serpent-men. They have been here for a long time, they bring their cult of the serpent with them. (they aren't actually half serpents.... That is for later). Their temple is in the north side of the island, goes down into the rock, quite grand, lots of serpent motifs.

The oracle is in a large open building in the centre of town. The city was built up around the shrine. It is a large, monolithic and old building. Remember guards are around. The oracle will see them at noon the next day. No arguing.

Tells them what they want to know, in a cryptic manner: **Ride the back of the serpent to the mouth of Talos. Descend the tears of Algea... there you will find your teeth... Beware the thunders of Aetos! For Zeus does favour them....**

- Travel to the Gulf of Himantis

Get a boat, get on boat, ride boat. Simple as. Players need to take an off-shoot. A little river called **Ladon**.

Steep mountain sides, a far cry from the lovely open fields of the hills of Polyaiagos. Have some rapids, maybe a couple. Maybe break the boat, maybe even fix it? Who knows. Have one eagle attack. Maybe they fall off (limit their range)

Thunder Eagle 14            name: d8  
Insight: d6 Grace: d8 Might: d8 Spirit: d6  
Heal: d4 Lore: d4 Music: d4 Orate: d4  
Athletics: d6 Cunning: d6 Hunt: d6 Wrestle: d6  
Aim: d10 Shield: d6 Spear: d6 Sword: d10

Natural weapons 1  
Swift 2

Javelins (Thunder breath!) 1d8+1  
2 swords (talons) 2d8

Halfway through the fight have a waterfall loom upon them (precursor with a big roar). Not a straight drop, a layered waterfall.

- Descend the Gulf of Himantis (Its deep and full of nasty eagles)

2 more eagles **28**

There is a small rocky flat bit to land on. Otherwise the boat goes over. They have to row or jump out or they go over. Have them climb down. See that there are in fact some more big bird shapes flying about... oh my.

If they are not quiet then two birds will attack. At the bottom the river widens into almost a lake, at the bottom of this gorge. Could jump?

Birds cant attack very well without smashing against the cliff, they basically make life hard for the players. If the players jump have them grab them midair and taken to their nest

- Figure out what to do with the teeth once you are there. (They are a natural rock formation, not actual teeth. Hades wanted you there to kill something)

The teeth are at the end of this 'lake', large jutting spikes jut out if the water in two rows, gradually meeting at the end of the lake. There is no exit stream, it goes underground. At the edge of the lake, in this dark hole, is a crude stone hut, with smoke coming out. **Tiro** lives here. An old, wizened man.

He is quite mad, stares a lot. There is no food in his hut.

Within the teeth of Himantis you live forever, Hades is pissed.

He will not take the coin unless convinced.

36 strife/ 120

- END -

## PART THREE

### 120 strife

Dionysus wants his cult restored as the ruling faction of Panagia. Expel the odorous snake-men

- 1- Learn of the Cult of Iosk. Sciritae, hear rumours about them maybe (these are actually half snake), the Sciritae are the high priests. Old cult, spread from the neighbouring islands. Since Misenus' death they have been very open.
- 2- Find head priest of Dionysus, he is in hiding.
- 3- Find out how to get into the temple (there is a big stone door that is barred from the inside. Damn near impenetrable) Dress up as priests or beat up the guards (after getting the password).
- 4- Scout out the temple. It is very big, a massive underground complex, there are almost a hundred guards here. A straight up fight would be foolish. At the main room there are loads of worshippers chanting. Snake-men are leading! There are loads of them. Sciritae
- 5- Come back with a plan!
- 6- Kill the Sciritae, with or without help.

1:

Cult of Iosk is a new cult spread from the neighbouring Islands, it is said they originate from the far-north.

The Cult of Iosk, which serves the interests of the Sciritae and their dark master, is a force of unparalleled evil. Cultists infiltrate the cities of the fractious islands, seeking out beings that the Sciritae can use as tools in their relentless drive to reproduce their kind and become the unchallenged masters of mankind. As one might expect, relatively few individuals are willing to answer the cult's call, but the few exceptions have ensured the cult's survival.

Over time, Cult of Iosk has undergone a curious evolution. The Sciritae have learned that much as hunting and breeding interest them, attracting willing followers of other species to their cause is also desirable. After giving the matter due consideration, they have developed a number of methods to attract and retain human followers. The Sciritae have a clear understanding of the base desires of others and the ability to act on those desires when it is to their advantage.

The Cult of Iosk recruits most of its non-Sciritae members from the poorest segments of human society. The Cult of Iosk provides them with a purpose in life, and the promise of a forgiving afterlife, not having to bow to fickle gods. To families that are starving or wasting away from disease, even the horrific demands of the Sciritae may not seem too high a price to pay.

The Sciritae also uses various illegal businesses (including the sale of drugs) to gain inroads into human society. Addicts are easily motivated and controlled, and the additional cash flow is useful for making purchases (including slaves).

Finally, the cult provides its services to certain unscrupulous members of society. It can provide a ready supply of people with no connection to their employers who can nevertheless be ordered to do anything required of them. More than one noble has turned to the cult to obtain the services of an untraceable assassin (untraceable to other nobles, at least) or a servant who is in no position to protest cruel and sadistic treatment.

In recent years, the Cult of Iosk has grown in strength for the first time in many centuries. Though its rise coincides with the death of some key Kings and religious leaders amongst the islands, very few people draw any connection between those events. Most believe that the Sciritae are simply trying to shore up their strength lest they be revealed and exterminated by a concerted effort from the Greek island Kings.

The higher levels of the cult are open only to the Sciritae. Humans can aspire to the lower levels of the priesthood but no higher.

The above information can mostly be gathered between beating up Priests and talking to the Cult of Dionysus. The more in depth stuff will only be known to the High Priest(s) of both Cults

Any Priests they find, out preaching about the benefits of the temple will be more lucid than most. A group of 4 Priests of Iosk will be escorted by 5 Acolytes. The priests will immediately surrender if their guards are killed. They do not fight unless attacked.

**Acolyte: 10 Name: d10**

**Arête: D6**

**Battle: D10**

**Craft: D6**

**Sport: D8**

**Defence: 1d8 (2)**

**Armed with:**

**Spear 1d8/1d6**

**Sword: 2d6**

**Shield: 1d10**

2:

The High Priest of Dionysus is hiding behind the waterfall that supplies most of Panagia's water. He is well hidden because you must climb up to see the cave he is in. It is a small shrine that used to house the Oracle before they moved to the current shrine. No-one remembers it except the Oracle.

The High Priest did some prying, researched the Cult of Iosk, and spent many months finding out about them. Soon after he disappeared.

The Priests of Dionysus will know that he visited the Oracle before he disappeared.

He informed them that he would go into hiding after the deaths of other high-ranking sorts like himself on other islands the Cult of Iosk has prospered on.

He knows everything of the above blurb on the Cult of Iosk.

Does not know who is in charge of the whole cult. For instance, he has no idea who Iosk is.

PLUS that they have some terrible guardian creature defending their temples innermost sanctum, a hydra, they plan to unleash it upon Polyaigos if they feel threatened, you must be sneaky or else they will set it loose! They have bargained with terrible entities. Suggests investigating it before rushing in to fight them.

Subtlety may win over brawn.

3:

The temple of Iosk is guarded day and night by Acolytes of Iosk. They are drugged, and totally loyal.

At the entrance are 4 Acolytes. (2 inside, 2 outside). The outside ones say a password through a slit in the door to get the other 2 to open it.

**If the players are disguised, let them do a cunning vs. cunning contest or give the guards an advantage for being prepared or suspicious.**

Alternatively, the players must beat up the guards (outside ones) in 1 exchange or the inside ones are alerted. They will not run out, they will keep the door barred and wait for reinforcements.

4:

Scout of the temple. It is not a massive complex. It is damp and warm, quite unpleasant. It goes down into the mountainside, quite a way, you can hear the drip of water. There is a dull throbbing noise, like many voices all at once.

Many passages, many guards. They have a small army down here, you count at least 40 or so Acolytes wandering about and guarding. Many living quarters with dopy looking people in. it would be foolish to attack them.

At the heart of the temple is some kind of worshipping room. This is where the chanting is coming from, about 60-70 people chanting. These are not priests, they are just worshippers. Leading the chanting is a hooded man, flanked by others. His robe is black, unlike the others red robes. 6 priests

At some point have them reveal their faces, the black one and the flanker are Sciritae! Snake-men. They look like :



If the players insist on attacking them now, the priests will retreat out a big door in the back, behind a curtain.

**Sciritae (priest, monster): 5 Name: d10**  
**Arête: d6** **Sword: 2d6**  
**Sport: d6** **javelin (tail whip): 1d6+1**  
**Battle: d8** **swift: 2**  
**Craft: d6**  
**Poison: 2**

**Sciritae High Priest (monster): 10**  
**name:d10**  
**Insight d4** **Aim d6**  
**Grace d6** **Shield d6**  
**Might d6** **Spear d6**  
**Sprit d6** **Sword d10**  
**Heal d4**  
**Lore d6** **Sword: 2d6**  
**Music d4** **Armour (scally skin):d8**  
**Orate d4** **Javelin (tail whip): 1d8+1**  
**Athletics d10** **poison: 2**  
**Hunt d6** **swift: 2**  
**Wrestle d6**

5: Come up with a plan.

Ideas: approach the authorities for help. The Matieni may be tempted to help if they can find the Dionysus High Priest and/or a talkative Iosk priest.

6:

Next they must kill the high priest to dislodge the Cult from Polyaihos.

There will be many, many Acolytes.

The high priest and his Sciritae will retreat to their private quarters, behind the curtain, through the hydras' lair. The hydra is their back-up plan; they were planning to unleash it upon Panagia in an emergency.

### **Hydra (Strife 20) (monster)**

**Name:** Lernean Hydra d10 (Monster) (3)

**Arête:** Insight d4, Grace d4, Might d10, Spirit d6 (1)

**Craft:** Heal d4, Lore d4, Music d4, Orate (for roars, etc.) d6

**Sport:** Athletics d4, Hunt d6, Cunning d6, Wrestle d12 (2)

**Battle:** Aim d8, Shield d4, Spear d4, Sword d10 (1)

#### **Weapons:**

Head\* 2d8 (Spear, R2)

Snapping\* at reach d8+1 (Javelin, R2-4)

Body Slam/Tail Lash 2d6 (Sword, R1)

Dodge-y bugger d8 (shield)

\* +1 cost.

#### **Powers:**

Armour: d8 (2)

Ambush (1)

Natural Weapons (1)

Poison (2)

Resurrection (3)

Defence 1d8 (2)

### **The Hydra's Extra Heads (Strife 10)**

**Minion of Hydra (D10).**

**Abilities:** Arete: d6; Craft: d6; Sport: d8; Battle: d8 (4)

#### **Weapons:**

Heads 2d6 (Swords)

Snapping at reach d6+1 (Javelin, R2-4)

Scaly Hide d8

#### **Powers:**

Ambush (1)

Poison (2)

Resurrection (3)

#### **Fun With Minions**

In an encounter with the Hydra, Buy the Hydra, and 8 Minions, for a total cost of 37. Also set aside a further 6-12 points, just in case – you'll see why shortly.

The Minions are the non-Immortal Heads of the Hydra.

At the start of the battle, the Minions and the Hydra start at the same range band. But the Minions can move independently of the Hydra: the heads might be reaching out on their long necks and striking.

When a Hero uses Positioning to separate a head from the group, this means he is diverting or attracting the attention of that head – at least until it rejoins the group.

When a Minion Head is slain, it immediately springs up again during the Break Phase – with another Minion Head for company! Spend one of those 12 Strife points you set aside to account for the extra head.

If a burning brand is applied to the stump before the Break phase, the head doesn't regrow.

### **Killing the Hydra**

It cannot be harmed until all of its non-Immortal heads are slain (unless you use Divine Favour to enchant your weapon of course).

If it is killed before all heads are slain, it will simply revive.

If it is killed after all its minion heads are slain, the Golden Head needs to be separated from the body and safely buried to stop it resurrecting.

### **A Useful Tactic**

Divide the Minions into two groups (probably one using Swords and one using Javelins). Then when you get Positioning rolls, you'll be rolling for each bunch of minions and for the Hydra. If the Hydra rolls badly, there's a good chance one of the head groups will roll better – so when a hero move the hydra, the minions can move it back!

(thanks to Darren Hill for the hydra)

### **71/100 strife**