5

## Bad Omens

Event

A large flock of ravens swarms overhead. In theology this is considered a bad omen, you lose 1 health and a raven steals your gold, destroy the first currency card in your discard pile.

1

## Chimera

Enemy - Monster

A prowling Chimera who appears to have recently returned from battle.
Resists: Fire
Weakness: Frost

Reward:
Your Attack Power is augmented with Fire in the turn this is claimed

3 2 0

5

## Potion Seller

Event

Dionysus wanders this area selling mystical vials, but he claims his potions are too strong for you. If you have 5 of any stat then gain 4 health, otherwise lose 1 health.

5

## Chiron The Teacher

Event

The centaur Chiron is offering training to all wandering travellers, you may purchase a stat card for 3 Drachmas. Chiron will remain in this space until a player has accepted his offer.

6

## Ever Burning Pit

Location

An ever-burning caldera on the land, rumoured to be where Prometheus first handed fire to humanity. If a player lands on this location while there is a fire card available for puchase they may gain it.

2

## Xiphos of Dionysus

Equipment - Weapon

A ceremonial short blade dedicated to Dionysus. +1 Attack Power. Gain 1 health when you defeat a Enemy.

1

3

## Cuirass of Aphrodite

Equipment - Armour

A cuirass blessed by Aphrodite, provides healing abilties.
+2 Defense
While equipped, healing combat cards will heal double their value.

2

1

## Ferocious Wolf

Enemy - Animal

This fearsom wolf is looking for his next victim.

Reward:
+1 Drachma

2 1 0

1

## Locust Swarm

Enemy - Animal

More of an annoyance than a threat, these locusts are enough of a pest for you to strike back.

Reward:
+1 Drachma

1 ♥ 1 ⚔ 1 🛡

3

## Shield of Mirrors

Item

The legendary shield of Perseus. When used the shield reflects incoming damage but shatters on impact. Prevent one instance of damage and deal that amount of damage to another player.

3

## Samos Wine

Item

An incredibly dry wine, offputting to most who would consume it.
Can be consumed after drawing an encounter card.
Reveal the top card of your deck, if it is a currency card then you may draw an additional encounter card, otherwise lose 2 health.

3

## Aegean Wine

Item

This wine is made in the Aegean islands, and is a favourite of Poseidon.
Can be consumed at the start of your movement.
Reveal the top card of your deck, if it is a currency card then you may move up to 6 spaces for free, otherwise lose 2 health.

3

## Drachma Ring

Equipment - Ring

Whenever you lose 3 or more health from combat, gain a Drachma.

1

## Gluttonous Bear

Enemy - Animal

A bear who has recently left hibernation has become protective of his hovel.

Reward:
When claimed, immediately shuffle your discard pile into your personal deck

2 ♥ 2 ⚔ 1 🛡

1

## Charging Bull

Enemy - Animal

The bull storms towards you destroying everything in its path.
Weakness: Fire

Reward:
Shuffle all purchasable combat cards back into the deck when claimed

5 ♥ 2 ⚔ 0 🛡

1

## Illusionist

Enemy - Human

A deceptive trap tricks you into a fight with this magi.
Resists: Fire and Frost

Reward:
When claimed, choose a combat card you have played this turn, this now counts as if you played it twice

2 ♥ 3 ⚔ 2 🛡

1

## Skeleton

Enemy - Monster

A soldier from a lost army has risen and attacks you on sight.

Reward:
+1 Drachma

2 4 0

1

## Skeleton

Enemy - Monster

A soldier from a lost army has risen and attacks you on sight.

Reward:
+1 Drachma

2 4 0

1

## Skeleton

Enemy - Monster

A soldier from a lost army has risen and attacks you on sight.

Reward:
+1 Drachma

2 4 0

1

## Hippogriff

Enemy - Monster

The symbol of Apollo, this creature has an eagles head on a horses body.

Reward:
Move an additional space for free

4 2 0

1

## Persian Immortal

Enemy - Human

The immortals attack from the shadows, using scare tactics to intimidate their foes.
Resists: Physical

Reward:
+1 Drachma

3 3 2

1

## Cyclops

Enemy - Monster

A towering cyclops looms over you.

Reward:
Take a free strength card

8 1 1

1

## Cyclops

Enemy - Monster

A towering cyclops looms over you.

Reward:
Take a free dexterity card

8 1 1

1

## Cyclops

Enemy - Monster

A towering cyclops looms over you.

Reward:
Take a free intelligence card

8 1 1

1

## Vengeful Satyr

Enemy - Monster

A companion of Pan, this Satyr is particularly aggressive.
Resists: Fire
Weakness: Frost

Reward:
Steal a card from a players hand at random

5 ♥ 3 ⚔ 1 🛡

1

## Lycaon

Enemy - Animal

Turned into a wolf by the gods as punishment, Lycaon now searches for a feast.
Weakness: Fire

Reward:
+1 Drachma

5 ♥ 3 ⚔ 0 🛡

1

## Hippocampus

Enemy - Monster

Found in rivers and lakes, this creature is half horse, half fish.
Weakness: Lightning

Reward:
Immediately travel to the docks when claimed

4 ♥ 2 ⚔ 1 🛡

1

## Corinthian Warrior

Enemy - Human

Dressed in heavy armour this warrior makes for a tough opponent.
Resists: Physical
Weakness: Poison

Reward:
When claimed, gain +4 defense this turn

2 ♥ 2 ⚔ 5 🛡

1

## Viper

Enemy - Animal

Sneaking through the grass the viper has a deadly bite.
Resists: Poison

Reward:
+1 Drachma

2 ♥ 3 ⚔ 0 🛡

1

## Jackal

Enemy - Animal

Usually hunting in packs, this jackle doesn't seem too concerned that hes been left behind.
Weakness: Fire

Reward:
+1 Drachma

3 ♥ 1 ⚔ 0 🛡

1

## Jackal

Enemy - Animal

Usually hunting in packs, this jackle doesn't seem too concerned that hes been left behind.
Weakness: Fire

Reward:
+1 Drachma

3 ♥ 1 ⚔ 0 🛡

1

## Weasel

Enemy - Animal

A weasel catches you off guard and tries to steal your food.

Reward:
+1 Drachma

3 ♥ 1 ⚔ 0 🛡

1

## Mountain Goat

Enemy - Animal

Something about this goat looks oddly human, perhaps it's a god in disguise.

Reward:
+2 Drachmas

4 5 1

1

## Mountain Goat

Enemy - Animal

Something about this goat looks oddly human, perhaps it's a god in disguise.

Reward:
+2 Drachmas

4 5 1

1

## Blessed Fox

Enemy - Animal

This fox appears to have been blessed by the gods themselves.
Resists: Lightning, Fire and Frost
Weakness: Poison

Reward:
+1 Drachma

4 3 0

1

## Great Bat

Enemy - Animal

Searching for blood, this bat attacks at night.

Reward:
+1 Drachma

4 2 0

1

## Primordial Lightning

Enemy - Monster

Formed into the shape of a human, Zeus has created this being from lightning.
Resists: Lightning

Reward:
When claimed your Attack Power this turn are augmented with Lightning

3 2 2

1

## Catoblepas

Enemy - Monster

This buffalo-like creature has shaggy fur, large horns and toxic breath.
Resists: Poison
Weakness: Fire

Reward:
When claimed your Attack Power this turn are augmented with poison

3 4 0

1

## Calydonian Boar

Enemy - Animal

A gigantic boar sent by Artemis to ravage the city of Calydon.

Reward:
+2 Drachmas

3 3 2

1

## Cercopes

Enemy - Monster

These mischievious creatures like to attack from the trees. The Cercopes gains +1 Attack Power when in the woods or forest.

Reward:
You may evade any Enemy in the woods or forests when this is claimed

4 2 0

1

## Dionysus' Panther

Enemy - Animal

Usually seen drawing the chariot of Dinoysus, this panther seems to have escaped.

Reward:
When claimed, gain +1 attack this turn

4 ♥ 4 ⚔ 1 🛡

1

## Nemean Lion

Enemy - Animal

This gigantic lion has skin which is impervious to weapons.
Resists: Physical
Weakness: Frost or Fire

Reward:
+2 Drachmas

4 ♥ 3 ⚔ 4 🛡

1

## Primordial Fire

Enemy - Monster

Formed into the shape of a human, Helios has created this being from fire itself.
Resists: Fire
Weakness: Frost

Reward:
When claimed, your Attack Power this turn are augmented with Fire

3 ♥ 2 ⚔ 2 🛡

1

## Primordial Lightning

Enemy - Monster

Formed into the shape of a human, Zeus has created this being from lightning.
Resists: Lightning
Weakness: Poison

Reward:
When claimed, your Attack Power this turn are augmented with Lightning

3 ♥ 2 ⚔ 2 🛡

1

## Primordial Frost

Enemy - Monster

Formed into the shape of a human, Poseidon has created this being from the oceans.
Resists: Frost
Weakness: Fire

Reward:
When claimed, your Attack Power this turn are augmented with Frost

3 ♥ 2 ⚔ 2 🛡

1

## Disciple of Hecate

Enemy - Human

A follower of the goddess of the moon and witchcraft.

Reward:
When claimed, draw an additional card in your draw phase

3 ♥ 3 ⚔ 2 🛡

1

## Giant Centipede

Enemy - Animal

The creature has a thick carapace on its back.

Reward:
+1 Drachma

1 ♥ 1 ⚔ 3 🛡

1

## Blessed Eagle

Enemy - Animal

This eagle has been blessed by Demeter.
Resists: Frost
Weakness: Fire

Reward:
+1 Drachma

3 ♥ 1 ⚔ 0 🛡

1

## Blessed Eagle

Enemy - Animal

This eagle has been blessed by Apollo.
Resists: Fire
Weakness: Frost

Reward:
+1 Drachma

3 1 0

1

## Agrianian Peltast

Enemy - Human

Hiding behind a shield this peltast hurls javelins at his opponents.
Resists: Physical

Reward:
When claimed, gain +1 defense on this turn

3 2 3

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+1 Drachma

2 3 4

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+1 Drachma

2 3 4

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 1 additional maximum movement this turn

3 3 2

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 1 additional maximum movement this turn

3 3 2

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+1 Drachma

3 3 2

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+1 Drachma

3 3 2

1

## Mountain Lion

Enemy - Animal

A mountain lion stalks this area searching for food.

Reward:
+1 Drachma

3 2 0

6

## Eros' Palace

Location

A gift to Psyche to admire and worship her, it's fame and beauty have been spread throughout the whole kingdom. Players who land here are overcome with physical desire, as a gift of admiration swap an item or equipment with another player. A player here may also pay 8 drachma to discard this location.

6

## Bath House

Location

The communal hot steamy rooms of the bath houses provide respite for many travellers. If you end your movement here replenish 4 health.

6

## Hippodrome

Location

Used for grand chariot races, the hippodrome can also be used as a training ground. If you end your movement here gain +2 attack power and +2 defense in your next encounter phase.

6

## Divine Font of Strength

Location

A font containing water blessed by the gods, that when drank provides a sense of might. Place 3 tokens on this location, if a player lands here they may remove a token to gain 1 strength. A player may only claim one token, once all tokens are gone the font is empty and can be removed from the board.

6

## Acropolis of Athens

Location

A great citadel and a place of worship. This impressive structure was said to be built for Cercrops, the serpent-man and supposed first king of Athens. Players landing here can pay 5 Drachmas to trash a Copper from their hand or discard pile and gain a Silver, or trash a Silver and gain a Gold.

6

## Stables

Location

A stable has been set up here to offer travellers a ride across the land. If you end your movement here you can move 5 spaces for free in your next encounter phase.

5

## Ampitheatre Performance

Event

A performance is being held at the ampitheatre tonight, the music and dancing bring in spectators from across the land. All players can choose to spend a Drachma to immediately travel to the City.

5

## Athena's Protection

Event

Athena has blessed the land with her protection, keep this card in play until the next event is drawn. All players gain +2 defense.

5

## Aeolus Tempest

Event

The god of wind, Aeolus, has bestowed a tempest across the land, all characters in this region must discard an item.

5

## Market Day

Event

A travelling market is crossing the land. All players can purchase a card from the Agora Marketplace deck.

5

## Demeter's Folly

Event

Persephone has returned to The Underworld and has left Demeter in agonising sorrow, her grief has caused the recent harvests to be barren and stocks to deplete. Any faceup cards which sell items are discarded.

5

## Athena's Prophecy

Event

For two rounds, any players that land on spaces with instructions to draw 1 or more cards must draw an addition card. After two rounds discard this prophecy.

5

## Kiss from Aphrodite

Event

You feel a sense of great warmth today, and feel as if you have been blessed by Aphrodite. Gain 4 health.

6

## Aether's Light

Location

A single beam of light descends through the skies to this spot, upon visiting you may look at the top two cards of your personal deck, you can discard these cards or put them back in any order.

5

## Chronos' Wisdom

Event

Your mind is temporarily entangled with events happening all across the land, at the end of your turn you may take an additional turn.

5

## Nemesis' Revenge

Event

Nemesis confronts you and you feel vengeance fire up your entire body, you may challenge any face up enemy card in this region by moving the card to your current space and fight it with a +1 attack power and defense bonus. Nemesis will remain in this space until a player challenges a Enemy in this way.

5

## Coeus, Titan of Wisdom

Event

Coeus seeks a player to grant his wisdom to, he manifests at the Shrine of Demeter. The first player to reach Coeus with 7 stats or more gets a free Intelligence card.

5

## Festival of Apollo

Event

The world is abundent with Apollo's festivities, keep this card in play until the next event is drawn. Whenever a player visits a location they gain a Drachma.

5

## Ambush

Event

Move the closest Enemy in this region to this space and encounter it. If there are no Enemies in this region, then discard this card and draw one instead. You may not evade enemies this turn.

5

## Challenge from Ares

Event

Ares is on the hunt for the strongest champion. If strength is your highest stat he grants you a free item of your choice from the Agora Marketplace deck costing 4 Drachma or less. Ares will remain in this space until a player has claimed his reward.

5

## Plutus' Tithe

Event

Plutus has sensed greed is corrupting the people. The player with the most Drachmas, must give 2 to the player with the least Drachmas.

5

## Perses' Fury

Event

The Titan of destruction, Perses sweeps across the land and destroys everything in his path. Destory all face up cards in this region.

3

## Crown of Immortality

Equipment - Helmet

Destroy this if you would die, replenish 10 health and immediately end your turn.

3

## Tarnhelm

Equipment - Helmet

A magic helmet giving the wearer the ability to change form or become invisible. While equipped you can evade enemies.

3

## Hermes' Caduceus

Equipment - Weapon

Said to control people's sleeping patterns by either waking them or causing them to fall into a deep sleep. Enemies have -4 Attack Power. Attack cards have +1 play cost.

3

## Harpe

Equipment - Weapon

A deadly adamantine sword used by Perseus to decapitate the deadly Medusa.
+2 Attack Power
Enemies that resist Poison have 2 less health.

2

3

## Sword of Peleus

Equipment - Weapon

A magic sword said to bring victory to wielders during the hunt.
+1 Attack Power
+2 Additional Attack Power if used against an animal

1 2

3

## Apollo's Bow

Equipment - Weapon

The legendary bow of Apollo, each arrow can be used for inducing healing or death.
+2 Attack Power
Replenish 3 health when you lose a battle.

2

3

## Hermes Crested Ring

Equipment - Ring

A brass ring inscribed with a crest of Hermes. Wearing the ring gives you a sense of speed and fury.
The fourth card you play in your deck-building phase provides double its Attack Power.

3

## Fake Amulet

Item

An expensive looking amulet, which is actually worthless. Can be useful to barter with merchants. When used, the next item or equipment you purchase costs 3 less Drachmas.

3

## Vermillion Ring

Equipment - Ring

This red ring gleams in the sunlight and seems blessed by Apollo.
At the start of combat replenish 1 health.

3

## Steadfast Greaves

Equipment - Boots

These greaves don't provide much in the way of speed, as they are very heavy, but they keep you in place.
+1 Defense
Your maximum health is increased by 4.

1 4

3

## Fake Ring

Item

An expensive looking ring, which is actually worthless. Can be useful to barter with merchants. When used, the next item or equipment you purchase costs 3 less Drachmas.

3

## Scroll of Destruction

Item

This scroll has been inscribed by a scholar with a plea to Perses, the Titan of destruction. When used, destroy all currently purchasable combat cards and replace them.

3

## Hephaestus' Amulet

Equipment - Amulet

The god of the forge has blessed this amulet with an Adamantine stone.
If you shuffle your discard pile into your deck during the deck-building phase, gain +6 Defense this turn.

6

3

## Time Dial

Item

Inscribed by Chronos, this small time piece has a powerful aura. When you would otherwise destroy a combat card, you may destroy this instead.

3

## Time Dial

Item

Inscribed by Chronos, this small time piece has a powerful aura. When you would otherwise destroy a combat card, you may destroy this instead.

3

## Golden Fleece

Equipment - Armour

Retrieved by Jason and the Argonauts, this fleece is made from a golden ram.
-1 Defense
When you purchase a Stat card costing 6 or more currency, also gain a Gold card

-1

3

## Scroll of Destruction

Item

This scroll has been inscribed by a scholar with a plea to Perses, the Titan of destruction. When used, destroy all currently purchasable combat cards and replace them.

3

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Item

This scroll has been inscribed by a scholar with a plea to Perses, the Titan of destruction. When used, destroy all currently purchasable combat cards and replace them.

1

## Athenian Deserter

Enemy - Human

A deserter of the Athenian army.
Resists: Physical

Reward:
Take an Iron Helmet from the Agora Marketplace deck for free

5 ♥ 4 ⚔ 3 🛡

1

## Spartan Deserter

Enemy - Human

A deserter of the Spartan army.
Resists: Physical

Reward:
Take a Cuirass from the Agora Marketplace deck for free

5 ♥ 4 ⚔ 4 🛡

1

## Siren

Enemy - Monster

The sirens sing songs that lure in sailors at sea, no none knows what happens to their victims.
Resists: Frost
Weakness: Poison

Reward:
Replenish 2 health

5 ♥ 3 ⚔ 0 🛡

1

## Siren

Enemy - Monster

The sirens sing songs that lure in sailors at sea, no none knows what happens to their victims.
Resists: Frost
Weakness: Poison

Reward:
Replenish 2 health

5 ♥ 3 ⚔ 0 🛡

5

## Counterfeit Goods

Event

A grifter offers you a shady deal. You may pay 1 Drachma to gain a Silver card.

3

## Overbearing Curse

Item

This curse tablet has been inscribed with a curse asking the gods to bestow a great weight upon the character
While you have this tablet you may only move 1 space a turn.
You may only discard this item at the City.

1

## Craven Magos

Enemy - Human

This magos lives away from society in dark caverns.
Resists: Ice

Reward:
+1 Drachma

3 ♥ 2 ⚔ 2 🛡

3

## Shield of Ajax

Equipment - Shield

A huge shield made of seven cow hides and a layer of bronze.
+3 Defense
-2 Maximum Movement
If you would lose health in battle, reveal the top card of your deck, if it is a combat card then gain +2 Defense.

3

5

## Shady Alchemist

Event

A disreputable alchemist offers you a shady deal. You may pay 4 Drachmas to gain a Gold card.

5

## Bandit Raid

Event

Bandits have been raiding the area and have hidden their stash of stolen goods. Discard all face up location cards in this region. Place 3 Drachmas on the Caves tile in Fields of Arcadia, which can be claimed by a player by landing on the tile.

5

## Peddlers Offer

Event

The peddler is travelling the land offering a special price. All players may purchase a card from the Peddler deck for 1 Drachma less.

5

## Eisphorá Tax

Event

In times of war the rich are heavily taxed to fund the war effort. All players must reveal the top 3 cards of their deck. The player who revealed the most currency must either destroy all their revealed currency, or destroy a piece of equipment. Players place all other cards back on top of their deck.

5

## Ixion's Folly

Event

Ixion, the murderer, was pardoned by Zeus only to later betray him. After his death, Ixion found punishment in Tartarus, bound to an ever-spinning fiery wheel. Place this card in Tartarus. Players who land here who have a fire card in play may punish Ixion, earning the favour of the gods, gaining a card from the Oracle deck. Players with Orpheus' Lyre or Pan's Flute may show mercy by playing music to stop the wheel spinning and gain a stat card.

5

## Panathenaea

Event

The largest festival in Greece has begun. For two rounds, all players have a maximum movement of 1, and currency cards are worth double their value, but also have double purchase cost.

6

## Hephaestus' Forge

Location

Hephaestus, god of metalworking, has set up his eternal forge in this location. Players visting can destroy a silver or gold from their hand or discard pile to take an item from the City. This location can't be discarded, destroyed or moved.

5

## Artemis' Vengeance

Event

Artemis acts out in anger whenever anyone transgresses against her animals. She has sent a beast after you in retaliation of your hunting. Draw from the encounter deck until you draw an Animal or Monster. You must fight this enemy, the enemy gets +2 to every stat. If you lose then reverse the enemy reward (gain becomes lose) and resolve it against yourself. Shuffle all revealed cards back into the deck.

5

## Call of The Hunt

Event

Artemis has sent out a call for you to track down dangerous beasts. If you are within 4 spaces of the Shrine to Artemis, you may immediately move to any space in Fields of Arcadia or Hellenic Plains, if you move to a enemy and beat it, you may claim it's reward twice. Otherwise you may immediately move to the Shrine to Artemis.

5

## Plutus' Gamble

Event

Plutus is know to occasionally overwhealm his followers with greed and desire. You may pay 1 Drachma to reveal the top card of your deck, if you reveal currency, then gain Drachmas equal to twice the value of currency revealed.

5

## Olympian Generosity

Event

The gods have blessed you today. Gain a random card from the Oracle deck.

5

## Flash Flood

Event

Poseidon can tap the ground with his trident to summon an earthquake or flood, and he has offered you this power to aid in your quest. You may destroy one face up location or event card.

6

## Tunnel

Location

An undergound network formed by Gaia, these tunnels lead to the City. If you end your movement here then on your next turn you may start your movement from the City.

6

## Black Market

Location

A network of backstreet dealers have been set up here. Players landing on this location may take an item from the Peddler deck for free, if they do they must reveal the top card of their deck, if a currency is revealed you and the black market are safe. If you reveal anything else you are caught and are punished by Zeus for your ignorance and are struck by lightning, lose 1 health, 3 if you are wearing armour. The black market must then pack up and you are sent away with them, immediately travel to the cit…

6

## Divine Font of Dexterity

Location

A font containing water blessed by the gods, that when drank provides a sense of ingenuity and finesse. Place 3 tokens on this location, if a player lands here they may remove a token to gain 1 dexterity. A player may only claim one token, once all tokens are gone the font is empty and can be removed from the board.

6

## Pantheon

Location

A temple to worship all the gods in one location, blessings given here are very generous. Players landing in this space may exchange a stat card for another alternative stat.

3

## Winged Helmet of hermes

Equipment - Helmet

The mercury helmet of the god Hermes, a messenger to the gods, this helmet provides great speed.
+1 Maximum Movement
You may move 3 tiles for free.

1

## Old Dryad

Enemy - Monster

The dryads, wooden humanoid like creatures, know dark magic, unknown to the gods.
Resists: Poison
Weakness: Fire

Reward:
Reveal the top card of the Combat Deck, you may place it back on top, or destroy it.

7 6 4

1

## Old Dryad

Enemy - Monster

The dryads, wooden humanoid like creatures, know dark magic, unknown to the gods.
Resists: Poison
Weakness: Fire

Reward:
Reveal the top card of the Combat Deck, you may place it back on top, or destroy it.

7 6 4

1

## Nymph

Enemy - Monster

Nymphs can use their abilties to command nature for good and evil.
Resists: Poison
Weakness: Fire

Reward:
You may teleport to another players Portal Stone

7 5 3

1

## Centaur

Enemy - Monster

A fierce and easily offended beast, the Centaur are a race of highly intelligent hybrids of horse and man.

Reward:
You may destroy an Attack card from your discard pile

8 7 3

1

## Centaur

Enemy - Monster

A fierce and easily offended beast, the Centaur are a race of highly intelligent hybrids of horse and man.

Reward:
You may destroy an Attack card from your discard pile

8 7 3

1

## Minotaur of Minos

Enemy - Monster

The ledgendary Minotaur, slaughted by Theseus, now roams Elysium seeking his killer.
Resists: Physical

Reward:
Gain any combat card that is currently purchasable that provides non-elemental Attack Power

8 9 4

3

## Evil Eye Amulet

Equipment - Amulet

This amulet resembles an eye, which reflects a malevolent gaze back upon those who wish to inflict harm upon you.
While equipped you can only recieve a maximum of 5 damage in a single instance.
If an enemy would deal more than 5 damage to you gain +2 Attack Power this turn.

1

## Briareus

Enemy - Monster

One of the Hecatoncheires, giant monsters with 50 heads and one hundred hands.

Reward:
When claimed, all cards have 0 Dexterity play cost this turn.

9 7 0

1

## Argus

Enemy - Monster

The watcher for Hera, this one hundred eyed giant never sleeps.
Weakness: Frost

Reward:
When claimed, look at the top 5 cards of your deck, you may discard two and put the rest back in any order

7 6 2

3

## Amulet of King Minos

Equipment - Amulet

An amulet found in the labyrinth under Minos' Palace, the wearer is said to never get lost. You may move in both directions in The Underworld. Any equiptment that provide movement also provide +1 Attack Power and +1 Defense.

3

## Shield of Achilles

Equipment - Shield

A beautiful shield depicting the Earth, Sky, Sea and the Moon.
+1 Defense
Once per turn, for 1 play cost, you may reveal the top card of your deck, if it is a combat card you may immediately play it, otherwise discard the card.

3

## Glimmering Shield

Equipment - Shield

This shield has a radiant gleam, which makes it look like glitter in the sunlight
+1 Defense
If you would lose health in battle, reveal the top card of your deck, if it is a currency card gain +2 defense

1

3

## Sword of Damocles

Equipment - Weapon

This massive sword hung above the throne of Damocles, always in threat of taking his life.
+4 Attack Power
If you lose a battle, then lose 4 health.

3

## Spiked Shield

Equipment - Shield

A spiked shield which can be used for both attack and defense in a pinch.
+1 Attack Power
+1 Defense
If you would lose health in battle, reveal the top card of your deck, if it is a card which provides Attack Power then gain +1 Defense

3

## Orpheus' Lyre

Equipment - Weapon

Orpheus' Lyre was said to be able to charm animals, just by playing the instrument.
-2 Attack Power
Place a Animal reward card on this weapon, gain Attack Power equal to the Attack Power of the Animal.

3

## Pan's Flute

Equipment - Weapon

Created from reeds, which were the flesh of a wood-nymph, this instrument is described as piercingly sweet and is used as a tool of distraction.
Enemies have -2 Attack Power
+2 Attack Power for every Monster or Animal within 4 spaces.

3

## Rainfall Amulet

Equipment - Amulet

Worn around the necks by farmers, it is hoped that this amulet will bring sufficient rainfall.
You can evade monsters that resist Frost.
Your Attack power is augmented with Frost if you played no cards which provide Attack Power this turn.

3

## Ares Crested Ring

Equipment - Ring

A steel ring imprinted with the crest of Ares.
+1 Strength
While you have at least 5 cards retained with Strength you may gain +4 Attack Power this turn.
You may not retain any cards with Strength on any turn when you claim this additional Attack Power.

3

## Hecate Crested Ring

Equipment - Ring

A bismuth ring imprinted with the crest of Hecate.
You may equip an Amulet in your other ring slot.

1

## Ferocious Wolf

Enemy - Animal

This fearsom wolf is looking for his next victim.

Reward:
+3 Drachma

5 ♥ 4 ⚔ 2 🛡

1

## Locust Swarm

Enemy - Animal

An immense swarm of locusts is devouring everything in its path.

Reward:
+3 Drachma

5 ♥ 6 ⚔ 2 🛡

1

## Gluttonous Bear

Enemy - Animal

A bear who has recently left hibernation has become protective of its hovel.

Reward:
When claimed, immediately shuffle your discard pile into your personal deck

7 ♥ 5 ⚔ 1 🛡

1

## Charging Bull

Enemy - Animal

The bull storms towards you destroying everything in its path.
Weakness: Fire

Reward:
Shuffle all purchasable combat cards back into the deck when claimed

5 ♥ 5 ⚔ 0 🛡

1

## Illusionist

Enemy - Human

A deceptive trap tricks you into a fight with this magi.
Resists: Fire and Frost

Reward:
When claimed, choose a combat card you have played this turn, this now counts as if you played it twice

4 ♥ 5 ⚔ 4 🛡

1

## Giant Skeleton

Enemy - Monster

A giant from a lost kingdom has risen and attacks you on sight.

Reward:
+3 Drachma

6 ♥ 4 ⚔ 0 🛡

1

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A giant from a lost kingdom has risen and attacks you on sight.

Reward:
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6 ♥ 4 ⚔ 0 🛡

1

## Giant Skeleton

Enemy - Monster

A giant from a lost kingdom has risen and attacks you on sight.

Reward:
+3 Drachma

6 ♥ 4 ⚔ 0 🛡

1

## Hippogriff

Enemy - Monster

The symbol of Apollo, this creature has an eagles head on a horses body.

Reward:
Move two additional grid spaces for free

6 ♥ 6 ⚔ 1 🛡

1

## Persian Immortal

Enemy - Human

The immortals attack from the shadows, using scare tactics to intimidate their foes.
Resists: Physical

Reward:
+3 Drachma

5 ♥ 5 ⚔ 4 🛡

1

## Vengeful Satyr

Enemy - Monster

A companion of Pan, this Satyr is particularly aggressive.
Resists: Fire
Weakness: Frost

Reward:
Steal a card from a players hand at random

7 ♥ 5 ⚔ 3 🛡

1

## Hippocampus

Enemy - Monster

Found in rivers and lakes, this creature is half horse, half fish.
Weakness: Lightning

Reward:
Immediately travel to the Ruins in Fields of Arcadia when claimed

6 ♥ 4 ⚔ 3 🛡

1

## Corinthian Warrior

Enemy - Human

Dressed in heavy armour this warrior makes for a tough opponent.
Resists: Physical
Weakness: Poison

Reward:
When claimed, gain +5 defense this turn

3 ♥ 4 ⚔ 7 🛡

1

## Viper

Enemy - Animal

Sneaking through the grass the viper has a deadly bite.
Resists: Poison

Reward:
+3 Drachma

2 ♥ 5 ⚔ 0 🛡

1

## Jackal

Enemy - Animal

Usually hunting in packs, this jackle doesn't seem too concerned that hes been left behind.
Weakness: Fire

Reward:
+3 Drachma

6 ♥ 5 ⚔ 0 🛡

1

## Jackal

Enemy - Animal

Usually hunting in packs, this jackle doesn't seem too concerned that hes been left behind.
Weakness: Fire

Reward:
+3 Drachma

6 ♥ 5 ⚔ 0 🛡

1

## Weasel

Enemy - Animal

A weasel catches you off guard and tries to steal your food.

Reward:
+3 Drachma

3 ♥ 3 ⚔ 0 🛡

1

## Blessed Fox

Enemy - Animal

This fox appears to have been blessed by the gods themselves.
Resists: Lightning, Fire and Frost
Weakness: Poison

Reward:
+3 Drachma

4 ♥ 5 ⚔ 0 🛡

1

## Great Bat

Enemy - Animal

Searching for blood, this bat attacks at night.

Reward:
+3 Drachma

4 ♥ 5 ⚔ 0 🛡

1

## Catoblepas

Enemy - Monster

This buffalo-like creature has shaggy fur, large horns and toxic breath.
Resists: Poison
Weakness: Fire

Reward:
When claimed your Attack Power this turn is augmented with poison

3 6 0

1

## Disciple of Hecate

Enemy - Human

A follower of the goddess of the moon and witchcraft.

Reward:
When claimed, draw two additional cards in your draw phase

6 5 2

1

## Giant Centipede

Enemy - Animal

The creature has a thick carapace on its back.

Reward:
+3 Drachma

3 4 5

1

## Sacred Owl

Enemy - Animal

The owl is a symbol of Athena, and is considered sacred.
Resists: Frost
Weakness: Fire

Reward:
+3 Drachma

4 4 0

1

## Sacred Owl

Enemy - Animal

The owl is a symbol of Athena, and is considered sacred.
Resists: Frost
Weakness: Fire

Reward:
+3 Drachma

4 4 0

1

## Agrianian Peltast

Enemy - Human

Hiding behind a shield this peltast hurls javelins at his opponents.
Resists: Physical

Reward:
When claimed, gain +4 defense on this turn

4 5 5

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+3 Drachma

4 6 6

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+3 Drachma

4 6 6

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 2 additional maximum movement this turn

5 6 4

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 2 additional maximum movement this turn

5 6 4

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+3 Drachma

5 6 4

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+3 Drachma

5 6 4

1

## Mountain Lion

Enemy - Animal

A mountain lion stalks this area searching for food.

Reward:
+3 Drachma

5 5 0

1

## Damysus

Enemy - Monster

The fastest of the Giants, whose ankle was removed and given to Achilles to heal his burnt foot.

Reward:
You can move 5 spaces for free this turn

7 6 4

1

## Crocotta

Enemy - Monster

The Crocotta is a dog-like creature that can mimick the human voice and uses this to lure people into its den.

Reward:
When claimed, choose a card that another player has in play, this counts as if you have played the chosen card this turn.

7 4 3

3

## Scroll of Summoning

Item

If you land on a space that allows you to draw cards, you may discard this item to move any face up Enemy in this region to your space and encounter it as if you had drawn it.

3

## Scroll of Summoning

Item

If you land on a space that allows you to draw cards, you may discard this item to move any face up Enemy in this region to your space and encounter it as if you had drawn it.

3

## Relocation Scroll

Item

If you land on a space that allows you to draw cards, you may discard this item to move any face up Location in any region which you are not currently in, to this location.

3

## Assyrtiko Wine

Item

Grown from the grapes of Santorini this wine is imbuded with a volcanic essence.
Reveal the top card of your deck, if it is Gold gain a stat, if it is Silver gain a Combat Card, otherwise lose 3 health.

3

## Retsina Wine

Item

Said to be Apollo's favourite wine, the taste is extremely rich.
Reveal the top card of your deck, if it provides Attack Power gain a stat, if it provides Defense gain a Combat Card, if it is Currency gain a Drachma, otherwise lose 3 health.

3

## Ismaros Wine

Item

The recipie of this wine is thought to be forgotten, as supplies were destroyed in battle at Ismaros, so supplies are greatly limited.
Reveal the top card of your deck, if it is a Combat Card then gain a Gold, otherwise lose 3 health.

3

## Kos Wine

Item

This wine is extremely sweet and will replenish those who are low in vigor.
Reveal the top card of your deck, if it is a Currency card then replenish 4 health.

3

## Curse of The Poor

Item

This curse tablet has been inscribed with a curse asking the gods to bestow the carrrier with a lack of wealth.
If you own more than 7 Drachma destroy any Drachma until you own only 7.
You may never own more than 7 Drachma while you have this curse.
This item may not be discarded until you move to the Peddler.

1

## Cerberus

Enemy - Monster

The legendary three headed dog, Cerberus, the guardian of The Underworld. When defeated, Cerberus is mearly knocked unconscious and will remain in this space.

9 ♥ 10 ⚔ 5 🛡

3

## Zeus Crested Ring

Equipment - Ring

A gold ring imprinted with the crest of Zeus.
-3 Attack Power
When you play a card which provides Attack Power gain Attack Power equal to how many combat cards you have played this turn.

3

## Thunderbolt Amulet

Equipment - Amulet

A gold amulet in the shape of a thunderbolt, imbues the wearer with the power of Zeus.
In your deck-building phase you may discard 3 Currency cards to play Lightning Spear.
Lightning Spear:
+3 Attack Power
This attack is Augmented with Lightning

3

## Tidal Amulet

Equipment - Amulet
A silver amulet in the shape of a wave, imbues the wearer with the power of Poseidon.
In your deck-building phase you may discard 3 Currency cards to play Tidal Wave.
Tidal Wave:
+1 Attack Power
You may move an enemy up to 4 spaces away, for every card or player this Enemy moves through gain +1 Attack Power.

3

## Heart Amulet

Equipment - Amulet

A platinum amulet in the shape of a heart, imbues the wearer with the power of Aphrodite.
In your deck-building phase you may discard 2 Currency cards to play Remedy.
Remedy:
+2 Defense
Replenish 2 health

3

## Occultist Chain

Equipment - Amulet

This heavy chain is worn around the necks for cults who worship Hecate.
If your attack power is augmented with Fire, Frost or Lightning, you may also choose to augment your attack power with Poison.

3

## Tyche Crested Ring

Equipment - Ring

A tungsten ring imprinted with the crest of Tyche, the goddess of chance and fortune.
Buying blind from the combat deck cost 1 less currency.
When you buy blind draw 2 cards, keep one and discard the other.

3

## Lucky Amulet

Equipment - Amulet

After your draw phase, you may name a card, then reveal the top card of your personal deck. If you named the revealed card, then put it in your hand, otherwise discard it.

3

## Vine Amulet

Equipment - Amulet
This braided amulet has been woven from grape vines, it imbues the wearer with the power of Dionysus.
In your deck-building phase you may discard 3 Currency cards to play Drunken Brawl.
Drunken Brawl:
You and enemies have -2 Attack Power
Reveal cards from your deck until you revel a card with Attack Power, play this card for 0 pl…

3

## Ring of Favour

Equipment - Ring

An ancient ring forged as a favour to the gods
-1 Attack Power
+1 Stength
+1 Dexterity
+1 Intelligence

3

## Ring of Protection

Equipment - Ring

This ring was a gift to Athena from Hephaestus
+4 Defense

4

3

## Boulder Ring

Equipment - Ring
A ring set with a chip from Sisyphus' boulder which represents arrogance and blasphemy.
Your health is reduced for each enemy reward card you have.
At the start of your turn, you may claim an enemy reward card that is on top of any discard pile.
Place your claimed enemy reward cards under this ring, they may not be claimed again but st…

3

## Spartan Helmet

Equipment - Helmet

Plumed helmet worn by the Spartans
+2 Defense

2

3

## Corinthian Helmet

Equipment - Helmet

These bronze helmets are a staple of any Hellenic military.
+1 Defense
If you would lose health in battle, you may destroy a card that provides defense from your discard pile to prevent any damage dealt by the enemy.

1

3

## Tragedy Mask

Equipment - Helmet

These masks were worn in performances to enhance character
Before you engage in combat, you may swap an enemies Attack Power and Health values.

3

## Parrying Shield

Equipment - Shield

This small leather wrapped shield is designed to deflect an enemies attack.
+1 Defense
If your enemy has more Attack Power than you, then ignore the enemies Defense value.

1

3

## Aspis

Equipment - Shield

Heavy wooden shield used by infantry.
+2 Defense
If you would lose health in battle, reveal the top card of your deck, if it is a combat card then gain +1 Defense.

2

3

## Aegis

Equipment - Shield

The legendary shield of Athena, gifted by Zeus.
+2 Defense
Enemies that resist Lightning have -2 Attack Power.
If you would lose health in battle, reveal the top card of your deck, if it is a combat card then gain +3 Defense.

2

3

## Lion Shield

Equipment - Shield
This wooden shield has been painted with a lion insignia, possibly as a tribute to Heracles.
+1 Defense
If your Strength is lower than your opponents Attack Power, then the enemy has -2 Attack Power.
If you would lose health in battle, reveal the top card of your deck, if it is a card that provides defense then gain +2 Defense

1

3

## Crescent Moon Shield

Equipment - Shield

A brass shield in the shape of a cresent moon, useful for catching an opponents weapon, this shield is a symbol of Nyx, the goddess of the night.
You may not equip this shield if Strength is your highest stat.
+2 Defense
+1 Intelligence

2

3

## Arachne's Robe

Equipment - Armour

A robe spun from the silk of Arachne.
+1 Defense
While equipped you may choose to be unaffected by events.

1

3

## Corinthian Shield

Equipment - Shield

A bronze shield used by Corinthian infantry.
+2 Defense
If you would lose health in battle, reveal the top card of your deck, if it is a card that provides defense ignore any damage dealt by the enemy.

2

3

## Hestia's Robe

Equipment - Armour

The goddess of the hearth has blessed this robe, when worn a sense of homeliness and familiarity can be felt in siutations which would normally seem daunting.
+1 Defense
When you encounter an enemy that has more Attack Power than you have health gain +3 Defense

1

3

## Royal Cuirass

Equipment - Armour

This black curirass is adorned with a gold trim.
+3 Defense
Whenever you win a battle, lose 1 health.

3

3

## Atlas Globe Replica

Item

This globe is a replica of the world held up by the titan Atlas, spinning the globe recalls a location buried deep in memory.
Search any discard pile for a location card and place it on top of any encounter deck.

3

## Vinsanto Wine

Item

This wine is made by Dionysus and is extremely potent.
Replenish 4 health.
Reveal the top card of your deck, if it provides Attack Power gain a stat, if it provides Defense gain a Combat Card, if it is Currency gain a Drachma, otherwise lose 8 health.

3

## Limino Wine

Item

Rumour has it that this wine is the oldest in Greece.
Reveal the top card of your deck, if it is Currency then gain a Currency card of equal value.

3

## Old Map

Item

A torn off piece of an old map.
When used you may move any location to any space that allows you to draw cards that currently does not have a location.

3

## Old Map

Item

A torn off piece of an old map.
When used you may move any location to any space that allows you to draw cards that currently does not have a location.

3

## Broken Axe

Item

This axe is beyond repair, but perhaps a god may be able to restore it to it's former glory.
If you bring this item to the Shrine to Ares you may take a Labrys from the Agora Marketplace deck for free.

3

## Illyrian Helmet

Equipment - Helmet

The Illyrian helmet has a long design which even covers the wielders neck and chest.
+3 Defense for each empty Armour, Shield or Boots slot.
+2 Attack Power for each empty Amulet or Ring slot.

3

## Talaria

Equipment - Boots

These winged sandals are worn by Hermes, who claims the wearer can move as swift as any bird.
+1 Maximum Movement.
For your movement you may either move 1 or 3 spaces for free.

3

## Achille's Burnt Shoes

Equipment - Boots
At his birth, Achilles was dragged from a fire, his feet burnt to a crisp, these sandles are what remains.
+1 Maximum Movement
You may move an additional space for free.
If you defeat an enemy using a Combat Card augmented with Fire you may move an additional space (but do not encounter the space).

3

## Heavy Treads

Equipment - Boots

This greaves are reinforced with a combination of Iron and Brass making them very heavy.
+1 Defense
+1 Maximum Movement
You may move an additional space for free.
If you defeat an enemy using a Combat Card providing defense you may move an additional space (but do not encounter the space).

3

## Regal Sandles

Equipment - Boots

These sandles are encrusted with gems and jewels and sought after by the very wealthy.
If you own less than 5 Drachma at any time you must discard the Regal Sandles.
+1 Maximum Movement
You may move an additional space for free.
If you start your movement within 5 spaces of a location or tile that allows you to spend Drachma you may immediately move to that …

5

## Hestia's Feast

Event

Hestia has offered you a seat at the next Feast of Olympus, replenish 5 health.

5

## Tidal Wave

Event

Poseidon has been enraged by Amphitrite after she rejected his offer of marriage. In his rage he has summoned a great wave to wash over the land.
Move all face up cards two spaces down, if the cards would enter the River Styx or move off the board then destroy them.

5

## Sisyphus' Boulder

Event

Sisyphus defied the gods in his hubris, and was forced to push a massive boulder up hill for eternity.
Once again he has dropped this boulder causing it to roll until he catches it.
Move this card 6 spaces in the direction that you just moved, any enemies that this passes through are destroyed.
If this card moves through another player they lose 5 health and this card is discarded.

5

## Full Moon

Event

Nyx has blessed the night with a full moon and those who pray to her are empowered.
Each player, starting with you, may draw the top card from the encounter deck of the region they currently in, if a enemy is draw they may claim the reward and discard the enemy.

5

## Fissure

Event

The ground in The Underworld can be unstable and a fissure can open up to consume souls.
A fissure opens up in each space you just moved, and 3 spaces in front of you, in the same direction of your movement, starting from the tile you are on.
Any characters within these tiles must lose a random item, equiptment, or all their Drachma.

5

## Themis' Council

Event

Themis has ordained that by her scales, balance must be bestowed upon you.
Destroy a stat card in which you have the highest stat and gain a stat card in which you have the lowest stat.

5

## Thick Fog

Event

A vast and obscure fog has covered the land, keep this card in play until another event is drawn, players may only move a maximum of 2 spaces while this is active

5

## Pandora's Box

Event

Agonising curiosity led Pandora to open the box which she was forbidden to ever open, thus unleashing sin unto the world.
Reveal the top 5 cards of the Combat Deck, lose health equal to the total Attack Power of the revealed cards, minus your current Defense.
If you survived you may gain up to 3 of these revealed cards.

5

## Allure of the Succubus

Event

A succubus has lured you into it's trap.
Move all enemies in this region to this space and then encounter them.

5

## Stolen Nectar

Event

The mortal Tantalus, who was often invited to dine with the gods, has stolen some ambrosia and nectar from Olympus and has shard them with other mortals.
The Olympians have discovered this blasphemy and are furious and demand all mortals pay for their treachery. Any character within 2 space of a Shrine must lose 5 Drachma.

5

## Tantalising Punishment

Event

As punishment for feeding his own child to the Gods, Tantalus was placed beneath a fruit tree. Whenever he reached for the fruit, the wind wafted the branches away. You may torment Tantalus by eating a fruit from the tree, pleasing the gods, gain a random card from the Oracle deck. Otherwise you may aid Tantalus and feed him the fruit, outraging the gods, lose 3 health and take any item for free from the Agora Marketplace deck, as a gift from Tantalus.

5

## War Funds

Event

A lack of warfare recently has made Ares demand that more must be provided to mortals to encourage their bloodlust.
Keep this event in play until a new event is drawn.
Whenever a character encounters an enemy they also gain a Drachma.

5

## Thanatos' Shackles

Event

Thanatos, the personification of Death, was sent to kill Sisyphus.. However, Sisyphus managed to convince Thanatos to try on his unbreakable shackles. Realising this was a trick too late, Thanatos was locked in a closet by Sisyphus.
Until he is found by the gods no death can occur in the world.
Keep this card in play until another event is draw.
No players may go below 1 health, and no enemy rewards can be claimed while this card…

6

## Isles of the Blessed

Location

These isles are said to bestow renewal upon those who come here, perhaps even the posibility of being reborn.
Players who land here may draw three combat cards and destroy any of these cards and then must gain an equal amount of cards destroyed from the combat cards currently available to purchase.

6

## Persephone's Chamber

Location

Persephone, the daughted of Demeter, who was abducted by Hades, who desired a wife, has now found a comfortable home within the underworld. Persephone has been in touch with her dark side since arriving in the underworld. Players landing in this location may lose one health point to steal an enemy reward card from another player.

3

## Pomegranate Seed

Item

Pomegrante seeds are sacred in the underworld, and if eaten they shall bind you in The Underworld forever. You may not discard this item until you have reached the Throne of Hades.
You may not leave The Underworld while you have this item, even if you would be moved by an event or item, such as a portal stone.

6

## Charon the Boatman

Location
The wicked boatman Charon offers passage across the river Styx to all those who can pay. Place this location on any tile in the River Styx. Players who land adjacent to this card may reveal the top card of their deck, if a copper is revealed you may pay a Drachma to be ferried to the space below Cerberus. If a silver is revealed yoy may be ferried to the space below Cerbeus. If a gold is revealed you may be ferried to the space in the underworld adjacent to this card.

6

## Depths of Tartarus

Location

The tunnels and depths of Tartarus extend far beyond the city itself, and you have found an entrance to these tunnels. Draw the top 10 cards of the The Underworld encounter deck facedown and place them on this location. Players landing on this location may pay up to 5 Drachma to reveal and encounter a card for each Drachma paid, once all cards are revealed discard this location.

6

## Divine Font of Intelligence

Location

A font containing water blessed by the gods, that when drank provides a sense of wisdom. Place 3 tokens on this location, if a player lands here they may remove a token to gain 1 intelligence. A player may only claim one token, once all tokens are gone the font is empty and can be removed from the board.

1

## Harpie

Enemy - Monster

A harpie has the face of a female human and the form of a bird, with sharp claws. The harpies dragged people down to The Underworld and tortured them on their way.
Weakness: Lightning

Reward:
+4 Drachma

7 6 3

1

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Enemy - Monster

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Weakness: Lightning

Reward:
+4 Drachma

7 6 3

1

## Lamia

Enemy - Monster

Lamia was a mistress of Zeus, until his wife Hera, cursed Lamia causing her to become a child eating demon.

Reward:
Claim at the same time as another enemy reward card to claim it twice

8 8 3

1

## Gorgon

Enemy - Monster

The gorgons were a race of cave dwellers who has snakes for hair, staring into the eyes of a Gorgon will turn you to stone.

Reward:
Use on another players turn at the start of their movement. You may choose where they move, up to 3 spaces away from their current space.

9 9 5

1

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Reward:
Use on another players turn at the start of their movement. You may choose where they move, up to 3 spaces away from their current space.

9 9 5

1

## Manticore

Enemy - Monster

The manticore is a winged creature with the body of a lion and a scorpions stinger.
Resists: Poison

Reward:
+4 Drachma

10 8 0

1

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Enemy - Monster

The manticore is a winged creature with the body of a lion and a scorpions stinger.
Resists: Poison

Reward:
+4 Drachma

10 8 0

1

## Thanatos

Enemy - Human

The god of death, Thanatos carries a giant scyth used for harvesting souls.
Resists: Physical

Reward:
Used when you are about to engage in combat with an enemy, you automatically defeat the enemy

10 11 4

1

## Hypnos

Enemy - Human

Hypnos is the god of sleep and can torment those who anger him with nightmares.
Resists: Physical

Reward:
Put any face up enemy to sleep by shuffling the card into its encounter deck

9 8 0

1

## Alecto

Enemy - Monster

One of the three furies who have blood shot eyes and the wings of a bat. Alecto is the embodiment of vengeance.

Reward:
If you are defeated in battle, you may claim this reward to draw 3 more cards, play them at no cost and battle the enemy again

7 7 3

1

## Tisiphone

Enemy - Monster

One of the three furies who have blood shot eyes and the wings of a bat. Tisiphone is the embodiment of murder.

Reward:
Use when another player claims an enemy reward, you may also gain the reward

7 7 3

1

## Megaera

Enemy - Monster

One of the three furies who have blood shot eyes and the wings of a bat. Megaera is the embodiment of jealousy.

Reward:
Use when another player gains Drachma, you may gain an equal amount of Drachma

7 ♥ 7 ⚔ 3 🛡

1

## Arae

Enemy - Monster

The arae are a female spirit of curses, their curses are placed upon the dead who roam the underworld.
Resists: Frost
Weakness: Fire

Reward:
+4 Drachma

6 ♥ 6 ⚔ 0 🛡

1

## Arae

Enemy - Monster

The arae are a female spirit of curses, their curses are placed upon the dead who roam the underworld.
Resists: Frost
Weakness: Fire

Reward:
+4 Drachma

7 ♥ 6 ⚔ 0 🛡

1

## Cerastes

Enemy - Monster

A spineless serpent with a set of ram-like horns on it's head.

Reward:
+4 Drachma

6 ♥ 7 ⚔ 3 🛡

1

## Daimon

Enemy - Monster

The guardian spirit of the dead, this spirit protects those who wish to harm those who were killed unjustly.

Reward:
Gain any combat card that is currently purchasable that provides an augment of Poison, Fire or Frost

8 ♥ 9 ⚔ 4 🛡

1

## Polyphemus

Enemy - Monster

The son of poseidon, this collosal Cyclops was blinded by Odysseus

Reward:
Gain a stat of your choice

14 ♥ 7 ⚔ 2 🛡

1

## Eidolon

Enemy - Monster

A eidolon manifests itself infront of you, the eidolons are spirit images of dead people who take on a human form.
Physical damage will do no damage to the Eiodolon.

Reward:
Claim when another player claims a enemy reward card, instead of putting it in the discard pile you may shuffle it into any encounter deck

8 ♥ 6 ⚔ 0 🛡

1

## Empusa

Enemy - Monster

Empusa is a beautiful demigoddess, with flaming hair and one brass leg, and one donkey leg. She waits around here to prey on passing humans flesh and blood.
Resists: Fire
Weakness: Frost

Reward:
Use to triple the Attack Power of any fire augmented combat card

11 ♥ 8 ⚔ 4 🛡

1

## Eurynomos

Enemy - Monster

Eurynomos dwells in the underworld, he is the demon of rotting corpses and guards the piles of humans who met a less than fortunate fate in The Underworld.
Resists: Poison

Reward:
Use to triple the Attack Power of any poison augmented combat card

11 ♥ 8 ⚔ 4 🛡

1

## Ferocious Wolf

Enemy - Animal

This fearsom wolf is looking for his next victim.

Reward:
+3 Drachma

7 ♥ 6 ⚔ 2 🛡

1

## Locust Swarm

Enemy - Animal

An immense swarm of locusts is devouring everything in its path.

Reward:
+3 Drachma

7 ♥ 8 ⚔ 2 🛡

1

## Gluttonous Bear

Enemy - Animal

A bear who has recently left hibernation has become protective of its hovel.

Reward:
When claimed, immediately shuffle your discard pile into your personal deck

9 ♥ 7 ⚔ 1 🛡

1

## Charging Bull

Enemy - Animal

The bull storms towards you destroying everything in its path.
Weakness: Fire

Reward:
Shuffle all purchasable combat cards back into the deck when claimed

9 ♥ 7 ⚔ 0 🛡

1

## Illusionist

Enemy - Human

A deceptive trap tricks you into a fight with this magi.
Resists: Fire and Frost

Reward:
When claimed, choose a combat card you have played this turn, this now counts as if you played it twice

8 ♥ 7 ⚔ 4 🛡

1

## Giant Skeleton

Enemy - Monster

A giant from a lost kingdom has risen and attacks you on sight.

Reward:
+3 Drachma

8 ♥ 7 ⚔ 0 🛡

1

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8 ♥ 7 ⚔ 0 🛡

1

## Giant Skeleton

Enemy - Monster

A giant from a lost kingdom has risen and attacks you on sight.

Reward:
+3 Drachma

8 7 0

1

## Hippogriff

Enemy - Monster

The symbol of Apollo, this creature has an eagles head on a horses body.

Reward:
Move two additional grid spaces for free

8 8 1

1

## Persian Immortal

Enemy - Human

The immortals attack from the shadows, using scare tactics to intimidate their foes.
Resists: Physical

Reward:
+3 Drachma

7 7 4

1

## Vengeful Satyr

Enemy - Monster

A companion of Pan, this Satyr is particularly aggressive.
Resists: Fire
Weakness: Frost

Reward:
Steal a card from a players hand at random

9 7 3

1

## Hippocampus

Enemy - Monster

Found in rivers and lakes, this creature is half horse, half fish.
Weakness: Lightning

Reward:
Immediately travel to the Ruins in Fields of Arcadia when claimed

6 6 3

1

## Corinthian Warrior

Enemy - Human

Dressed in heavy armour this warrior makes for a tough opponent.
Resists: Physical
Weakness: Poison

Reward:
When claimed, gain +5 defense this turn

6 6 7

1

## Viper

Enemy - Animal

Sneaking through the grass the viper has a deadly bite.
Resists: Poison

Reward:
+3 Drachma

7 7 0

1

## Kobaloi

Enemy - Animal

A mischievious creature, fond of tricking mortals.
Weakness: Fire

Reward:
+3 Drachma

6 6 0

1

## Kobaloi

Enemy - Animal

A mischievious creature, fond of tricking mortals.
Weakness: Fire

Reward:
+3 Drachma

7 6 0

1

## Weasel

Enemy - Animal

A weasel catches you off guard and tries to steal your food.

Reward:
+3 Drachma

6 6 0

1

## Great Bat

Enemy - Animal

Searching for blood, this bat attacks at night.

Reward:
+3 Drachma

6 7 0

1

## Catoblepas

Enemy - Monster

This buffalo-like creature has shaggy fur, large horns and toxic breath.
Resists: Poison
Weakness: Fire

Reward:
When claimed your attack power this turn is augmented with poison

6 8 0

1

## Disciple of Hecate

Enemy - Human

A follower of the goddess of the moon and witchcraft.

Reward:
When claimed, draw two additional cards in your draw phase

7 7 2

1

## Giant Centipede

Enemy - Animal

The creature has a thick carapace on its back.

Reward:
+3 Drachma

6 6 5

1

## Sacred Owl

Enemy - Animal

The owl is a symbol of Athena, and is considered sacred.
Resists: Frost
Weakness: Fire

Reward:
+3 Drachma

6 6 0

1

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Enemy - Animal

The owl is a symbol of Athena, and are considered sacred.
Resists: Frost
Weakness: Fire

Reward:
+3 Drachma

6 6 0

1

## Agrianian Peltast

Enemy - Human

Hiding behind a shield this peltast hurls javelins at his opponents.
Resists: Physical

Reward:
When claimed, gain +4 defense on this turn

6 7 5

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+3 Drachma

6 8 6

1

## Macedonian Soldier

Enemy - Human

A soldier hailing from the Macedonian kingdom, equipped with a large spear.
Resists: Physical

Reward:
+3 Drachma

6 8 6

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 2 additional maximum movement this turn

7 8 4

1

## Thessalian Cavalry

Enemy - Human

Attacking from horseback, this cavalry infantry dominates in speed and power.
Resists: Physical

Reward:
When claimed, gain 2 additional maximum movement this turn

7 8 4

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+3 Drachma

7 8 4

1

## Thracian Infantry

Enemy - Human

The thracians used cresent shaped shields to catch their enemies weapons.

Reward:
+3 Drachma

7 8 4

1

## Mountain Lion

Enemy - Animal

A mountain lion stalks this area searching for food.

Reward:
+3 Drachma

7 7 0

1

# Damysus

Enemy - Monster

The fastest of the Giants, whose ankle was removed and given to Achilles to heal his burnt foot.

Reward:
You can move 5 spaces for free this turn

9 8 4

1

# Crocotta

Enemy - Monster

The Crocotta is a dog-like creature that can mimick the human voice and uses this to lure people into its den.

Reward:
When claimed, choose a card that another player has in play, this counts as if you have played the chosen card this turn.

9 6 3