

PREPARING THE GAME

To play this game, you will need the following materials:

- A standard deck of cards without any jokers. You will use this as a way to guide the story, and its challenges. This is your **Story Deck**. When you use a card, discard it.
- Two six-sided dice. You will use these to perform actions in the narrative, and get answers about the world. These are your **Action Dice**.
- A notebook to act as your **Journey Book** for log entries.
- Index cards or random slips of paper.
- A token of some sort (coin, poker chip, etc.).

Shuffle and place your Story Deck on a flat surface, and gather your Action Dice.

CREATE YOUR CHARACTER

Choose your name, preferred pronouns and the name of your soulmate. Your character has three approaches. Assign one to a +2, another with a +1, the third defaults to a 0.

- **Strong** like Hercules.
- **Clever** like Ulysses.
- **Trickster** like Orpheus.

Finally, decide where you begin your journey.

- **Elysium (Light)**, the paradise of heroes
- **Asphodel Meadows (Shade)**, the place of anonymous souls
- **Tartarus (Darkness)**, the hell of the villains

THE GAME

MAKING AN ACTION

Actions guide your journey across the underworld. Each one is a self-contained system which helps you resolve the questions you have, or the actions you want to take.

When making an Action, go through the following:

- Draw 2 cards face-up from your Story Deck.
- Roll and sum your two Action Dice.
- Add any modifiers to your roll to get your Score.

Interpret the result as follows, then discard the cards.

- If your score is **higher than both cards**, there's **Light**.
- If your score is **higher than one card**, there's **Shade**.
- Otherwise, there's **Darkness**.

Aces are worth 1, Jacks are worth 11, Queens are worth 12, and Kings are worth 13. Each Action is formatted Actions+(Modifier), and tells you what happens when there's Light, Shade or Darkness. Modifiers can be your approach, golden apples or anything else.

EXPLORING THE WORLD

When you start the game, draw a card from the Story Deck, and place it face up in front of you. This is where you are right now. As you discover the land, you will add more cards to your World Map. Each card being a new region.

When you add a new region card, the corner of your card needs to connect with another region's corner. To know whether the region you are adding is located below, beside or above your current location, compare the numbers of both cards, and interpret the result.

- If the number on the new card is higher than the one on your current location, place the card above.
- If the number on the new card is lower than the one on your current location, place the card below.
- Otherwise, place the card beside your current location.
- If the new card you place face up **is an Ace or K**, you have entered a **new zone of Hades**. Choose which new zone you arrive randomly (even numbered in one zone, odd numbered in the other).

Use RANDOM TABLES for inspiration, place slips of paper on top of the cards to note down details about the region.

RECOVERING MEMORIES

To locate memories, DISCOVER A REGION. If the card you add is a face card (jack, queen, or king), there is one.

REMEMBERING AND FORGETTING

In Hades, you are only memories of your life, and you must try to preserve them. When the Forgetting track (with 5 spaces) is full or the Story Deck empty, it's time to stop and remember; otherwise, your character would end up seeing their very essence extinguished.

When you stop to remember, write an extra entry in your travel journal, shuffle the cards discarded during your journey with those in the Story Deck, and clear your Forgetting track.

FIGHTING DAEMONS

If you encounter a *daemon*, you may confront them. Build a stack of cards as described in the FIGHT A *DAEMON* action. When the number of cards of the stack matches the *daemons* Strength (STR), they fade away and perish. If you flee from a *daemon*, their stack persists until you encounter them again.

- **Minor daemon (STR 5):** These spirits or shadows, concepts like old age, fear or poverty, and in that way they torment you. Spades (♠) count as two stack cards.
- **Erinyes/Furies (STR 8):** They represent revenge for crimes. They are winged women, with snakes in their hair and carrying a torch or a whip. Black cards (♠♣) count as two stack cards.

- **Judge (STR 10):** These sons of Zeus judge souls and decide which part of Hades they are sent to. Red cards (♥) count as two stack cards.
- **Cerberus (STR 13):** The terrible two-headed hound that never sleeps and guards the gates of the Afterlife. Hearts (♥) count as two stack cards.

THE ACTIONS

CONFRONT RISK

When you act in the face of adversity, Action+Approach.

- Upon **Light**, it's a full success.
- Upon **Shade**, it's a partial success.
- Upon **Darkness**, it's a setback, mark **1 Forgetting**.

SEARCH FOR GOLDEN APPLES

Golden apples are the food of the gods and grant immortality and happiness. When you search for golden apples, Action+Approach.

- Upon **Light**, you find 2 golden apples.
- Upon **Shade**, you find 1 golden apple.
- Upon **Darkness**, a *daemon* is onto you, mark **1 Forgetting**.

BUY INFORMATION

When you trade golden apples for knowledge, decide on a number of golden apples to expend, and Action+Apples.

- Upon **Light**, you get precise information.
- Upon **Shade**, you get partial information.
- Upon **Darkness**, you get ambiguous information.

DISCOVER A REGION

When you look for a new path, Action+Approach.

- Upon **Light**, add the two cards to your map.
- Upon **Shade**, add either one of the cards to your map.
- Upon **Darkness**, the path is hidden. Add either one of the cards to your map, face down, and mark **1 Forgetting**. To reveal a hidden path, you may BUY INFORMATION or CONFRONT RISK.

FIGHT A DAEMON

When you confront a *daemon*, Action+Approach. Repeat until you've stacked enough cards to match its Strength.

- Upon **Light**, stack the **two cards** on the curse.
- Upon **Shade**, stack either **one of the cards** on the curse.
- Upon **Darkness**, **EVADE DANGER**.

EVADe DANGER

When you avoid an impending threat, Action+Approach.

- Upon **Light**, you avoid the danger.
- Upon **Shade**, mark **1 Forgetting**.
- Upon **Darkness**, mark **2 Forgetting**.

GeT AN ANSWER FROM THE ORACLE

When you want answers to a yes/no question, Action+2 if likely. Action+0 if unlikely. Action+1 otherwise.

- Upon **Light**, the answer is “**yes, and...**”.
- Upon **Shade**, the answer is “**yes, but...**”.
- Upon **Darkness**, the answer is “**no, and...**”.

OTHER RULES

NAMES

If at any time, when **writing your love's name in your diary**, you **don't remember it**, you will have forgotten them forever and won't remember why you are in Hades, so you will have to leave the underworld.

If at any time, when **writing your name in your diary**, you **don't remember it**, you will have lost all your memories and will remain trapped in Hades's domain for all eternity.

RECALLING MEMORIES

When you find a memory, you can recall it by drawing a card at random from the discard pile, as memories are things that have already happened. Based on the card, you can construct the memory.

Suit	Memory kind
Hearts (♥)	Lovely memories
Spades (♠)	Conflicts
Clovers (♣)	Fortuitous events
Diamonds (♦)	Family and friends

The number of the card also has a meaning:

Number	Meaning	Number	Meaning
Ace	First	8	Comfort
2	Doubts	9	Ex-partner
3	Home	10	Last
4	Details	J	Illness
5	Poverty	Q	War
6	Wealth	K	Death
7	Gifts	—	—

So the **Ace of Hearts** (First/Love) can be your **first kiss** and the **King of Spades** (Death/Conflict) a **mortal confrontation with another person for your soulmate**.

RANDOM TABLES

d66	Elysium	Asphodel Meadows	Tartarus
11	Lustrous herd of cows	Black water ditch	Herd of skeletal cows
12	White swans	Queue of souls	Sea of kopis
13	Hades Statue	Wandering souls	Swamp of shadows
14	Olympic stadium	Procession of souls	Styx, river of hate
15	Scented olive grove	Quicksand	Opaque glass pyramid
16	Golden wool sheep	Dead fruit trees	Mirage of your home
21	Satyrs and nymphs	Withered olive tree	Plain of Skulls
22	Stream of crystal-clear waters	Souls near an extinguished bonfire	Squalid figure on a throne
23	Demigod/demigodness statue	Hades's Stables *	Snakes pit
24	Immense field of flowers	Dusty land	Phlegethon, river of fire
25	Honeycombs with delicious honey	Lectern with an empty book	Plateau of sharp stalagmites
26	Olive tree full of fruit	Lake of souls	Fountain of blood
31	Muses in an amphitheater	Howling cave	Souls that follow your steps
32	Gigantic temple	Ruined bridge over Styx	Soul digging in the earth
33	Mountain of shining gold and silver coins	Oak tree split by lightning	Column of smoke beyond the horizon
34	Hoodooos	Black rosebush	Scaffold
35	Shady Spring	Field of Tears	Buried Hand of Titan
36	Wheat Field	Empty Graves	Field of Blades
41	Heroes and heroines dancing	Crows pecking at a bundle	Ancient battlefield
42	Vineyards with grapes	Endless column	Ash field
43	Herd of Pegasi	Styx, river of hate	Bottomless Pit
44	Astronomical Observatory	Souls Gazing at the Sky	Brambles with Large Spikes
45	Cozy haystacks	Wind that makes it difficult to move forward	Invisible drums deafening
46	Meadow of shadows	Fallen Temple	Burning Pitch Geyser
51	Pergola with food	Dry fountain	Invisible wall
52	Cornucopia	Esplanade of will-o'-the-wisps	Petrified people with faces of horror
53	Fountain of wine and honey	Large leafless elm	Gigantic foot of Cronus
54	Bridge over Styx, river of hate	Two souls pulling a plow	Figures carrying water in bowls with holes *
55	Lake with an islet	Dry riverbed	Beggar selling apples
56	Cobblestone path	Ruined columns	Endless precipice
61	Ground Covered in Copper Coins	Field of Withered Poppy Flowers	Wall of Fire
62	2 coins for Charon	Frozen Souls	Bile lagoon
63	Soft and refreshing breeze	Headless statue	Green gas fumes
64	Flower-covered temple	Floating Ionic columns	Prometheus's Rock *
65	Delicious music without musicians	Lampads collecting firewood for torches	Boulders falling down the hill *
66	Spring of milk and honey	Cocytus, river of lamentation	Acheron, river of sorrow

* there can only be one



«IN HADES» IS A SOLO ROLE-PLAYING GAME ABOUT GREEK MYTHOLOGY BASED ON FIRELIGHTS.

YOUR STORY SO FAR ...

You have descended into the underworld **to rescue the love of your life**. After much effort and hardship, Persephone has taken pity on you, accepted your flatteries, your gifts, and your compliments, and has returned your lost love.

But there's a trick: your loved one doesn't remember you. Hades has stolen the six most important memories she had of you and your love.

Before you can leave the Underworld with your soulmate, you must enter the shadowy world of the dead with the torch given to you by a *lampade*, a nymph of the Afterlife, and recover all the important memories she had of you, which Hades has hidden in his realm.

Throughout your wanderings, you will be harassed by demons, demonic servants of the lord of the underworld.



License: This work is based on Firelights, product of [Fari RPGs](#), developed and authored by René-Pier Deshaies-Gélinas, and licensed for our use under the [Creative Commons Attribution 4.0 License](#)

Game developed by [Gwannon](#) | [Open source](#)