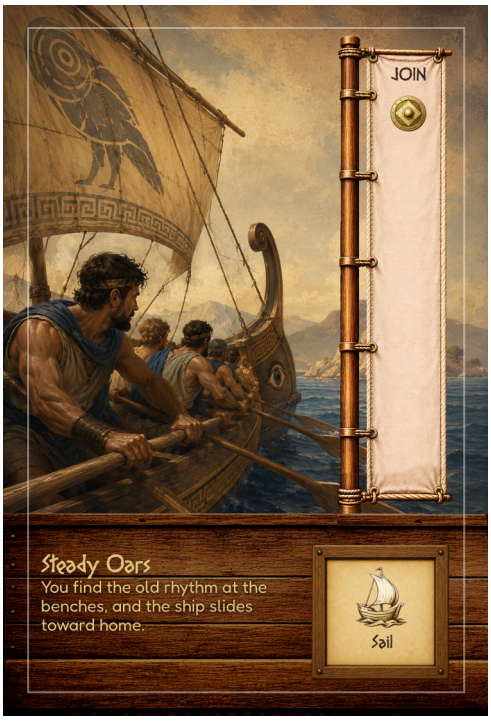








JOIN
Steady Oars
You find the old rhythm at the benches, and the ship slides toward home.
Sail


JOIN
Fair Wind
A kinder wind rises behind you and fills the sail for Ithaca.
Sail


JOIN
PLAY
Shore Party
You wade onto a strange beach, unsure what waits for your crew inland.
Gather


JOIN
PLAY
Wooden Horse
You press a finger to your lips and lead the hidden company toward the walls.
At Troy, Explore without a challenge.
Explore


JOIN
PLAY
Foragers
Your crew comes ashore on a friendly coast and gathers what the land will give.
Gather


JOIN
PLAY
Foragers
Your crew comes ashore on a friendly coast and gathers what the land will give.
Gather



Peg and Mallet

You kneel at the hull and drive the peg home, and the ship takes back a piece the sea had claimed.

Snap 1 piece back on the ship.

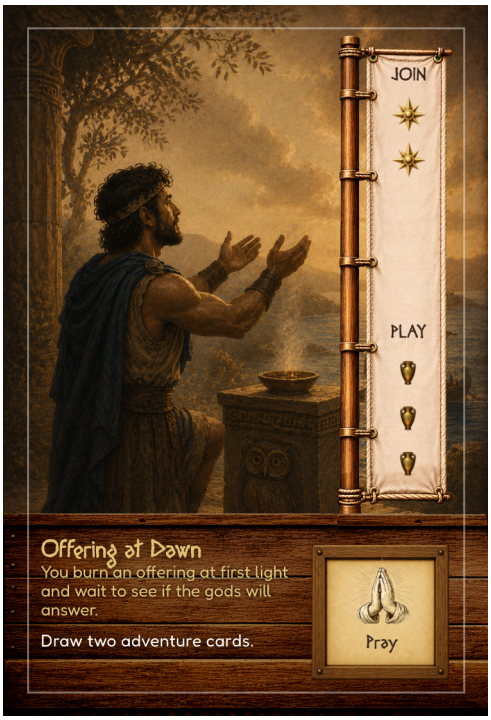
Repair



Quiet Watch

You keep the deck while the companions sleep and dream of home.

Rest



Offering at Dawn

You burn an offering at first light and wait to see if the gods will answer.

Draw two adventure cards.

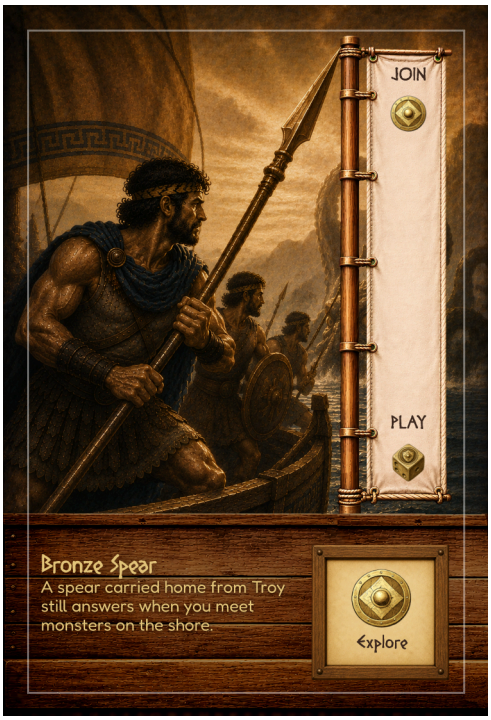
Pray



Bronze Spear

A spear carried home from Troy still answers when you meet monsters on the shore.

Explore



Bronze Spear

A spear carried home from Troy still answers when you meet monsters on the shore.

Explore



Blessed Spear

Ares lays his hand on your bronze, and the point hungers for the next fight.

Explore


JOIN
PLAY
Blessed Spear
Ares lays his hand on your bronze, and the point hungers for the next fight.
Explore


JOIN
PLAY
Torch
You lift your torch in the cave mouth and gather what the dark has kept from your crew.
Gather


JOIN
PLAY
Torch
You lift your torch in the cave mouth and gather what the dark has kept from your crew.
Gather


JOIN
PLAY
Hardened Survivor
You sleep at last, having already lived through worse than this voyage.
Return a face-down card back to your hand.
Rest

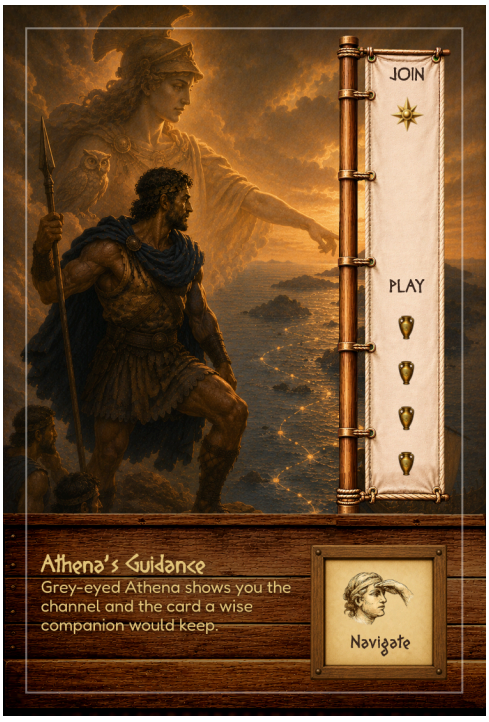

JOIN
PLAY
Fishing Net
You cast the net in kindly water, and the sea gives back what it can spare.
Gather

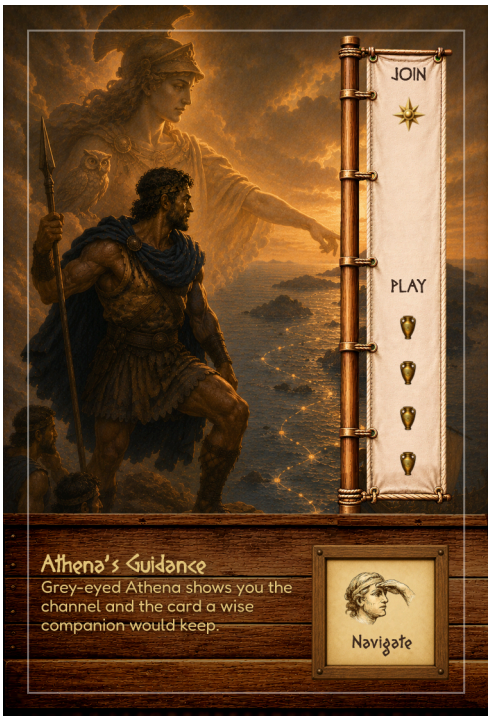

JOIN
PLAY
Fishing Net
You cast the net in kindly water, and the sea gives back what it can spare.
Gather

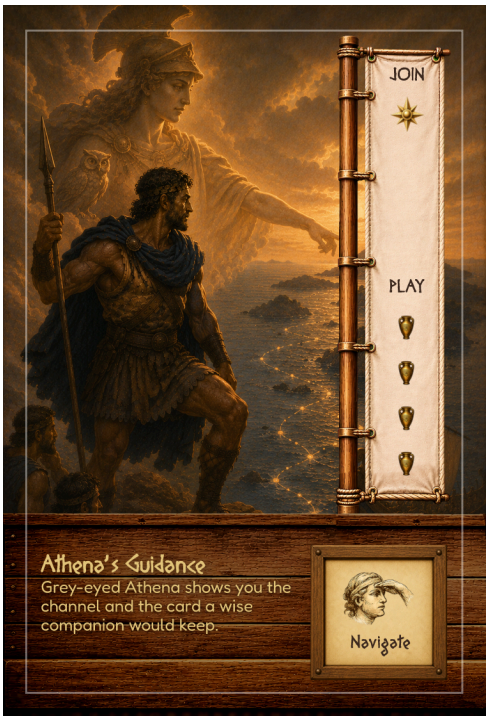

JOIN
PLAY
Herbal Remedies
From Circe's garden you take herbs that heal the body and sharpen the mind.
Gather

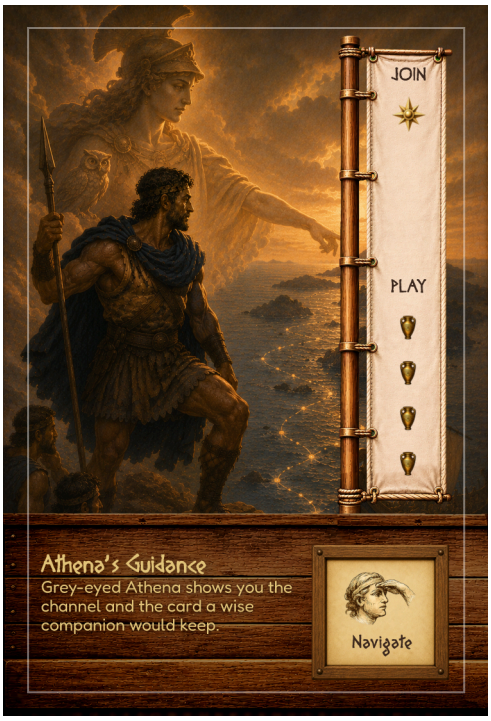

JOIN
PLAY
Herbal Remedies
From Circe's garden you take herbs that heal the body and sharpen the mind.
Gather

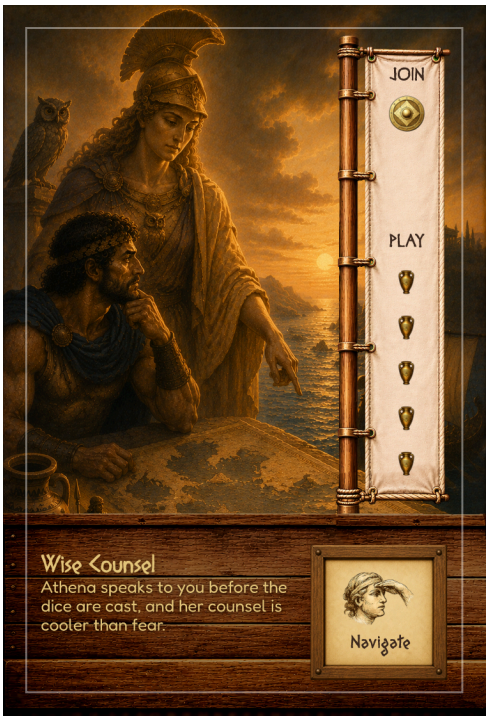

PLAY
Shipwright
You know every timber, and you set the lost pieces back upon the hull.
Snap 2 pieces back on the ship.
Repair

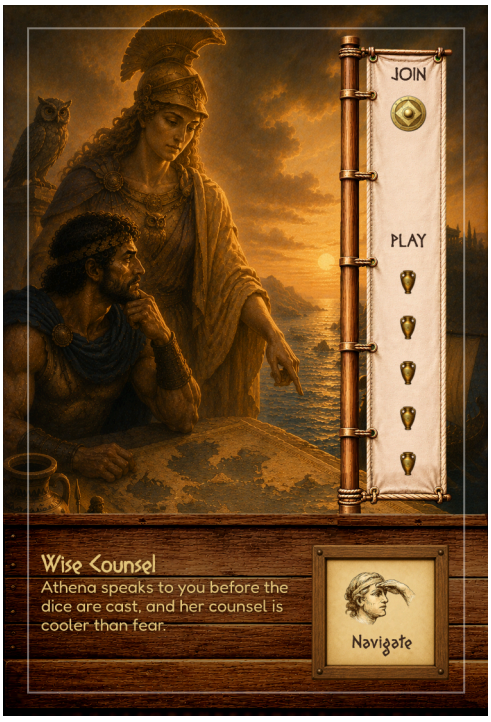

JOIN
PLAY
Athena's Guidance
Grey-eyed Athena shows you the channel and the card a wise companion would keep.
Navigate

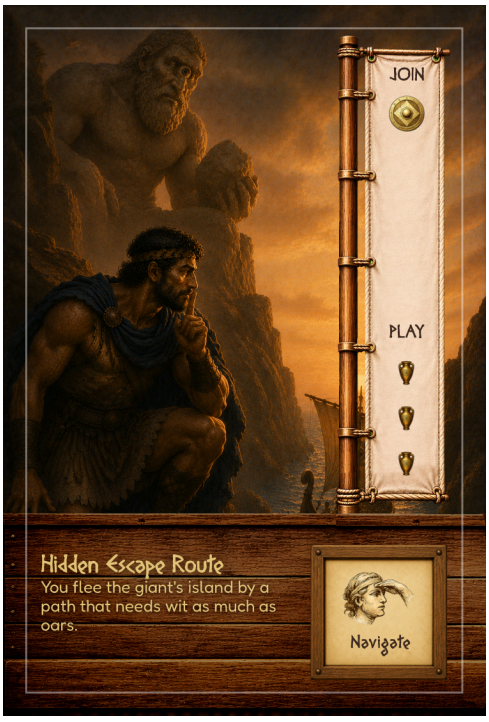

JOIN
PLAY
Athena's Guidance
Grey-eyed Athena shows you the channel and the card a wise companion would keep.
Navigate

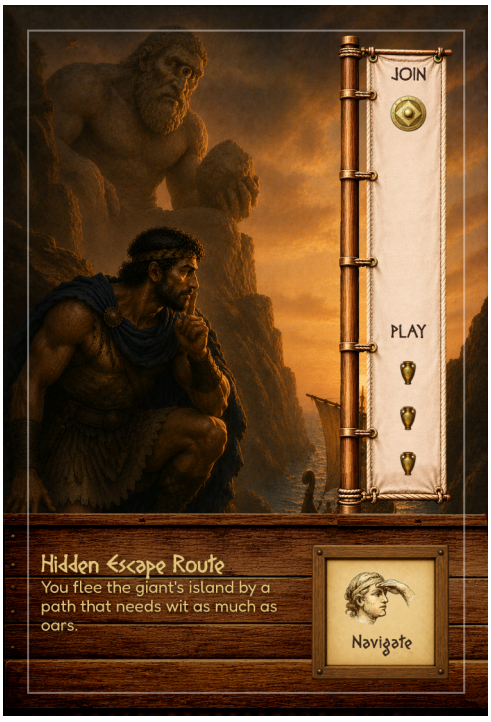

JOIN
PLAY
Athena's Guidance
Grey-eyed Athena shows you the channel and the card a wise companion would keep.
Navigate


JOIN
PLAY
Athena's Guidance
Grey-eyed Athena shows you the channel and the card a wise companion would keep.
Navigate


JOIN
PLAY
Wise Counsel
Athena speaks to you before the dice are cast, and her counsel is cooler than fear.
Navigate


JOIN
PLAY
Wise Counsel
Athena speaks to you before the dice are cast, and her counsel is cooler than fear.
Navigate


JOIN
PLAY
Hidden Escape Route
You flee the giant's island by a path that needs wit as much as oars.
Navigate


JOIN
PLAY
Hidden Escape Route
You flee the giant's island by a path that needs wit as much as oars.
Navigate


JOIN
PLAY
Dawn Departure
You have the crew at the oars before the Cicones' inland allies can muster.
At Ismarus, Explore without a challenge.
Explore



Captain's Grip

You drag the dazed men back to the benches and bind them before the sweetness takes hold.

At the Lotus-Eaters, Explore without a challenge.

Explore



Wind Bag

Aeolus knots the contrary winds in oxhide and leaves you only the west wind for Ithaca.

At Aeolia, Explore without a challenge.

Explore



Stern Cable

You tie up outside the harbor, when the giants smash the fleet you cut the cable and row clear.

At Telepylus, Explore without a challenge.

Explore



Sprig of Moly

Hermes presses the black-rooted herb into your hand, and Circe's drug does nothing in your cup.

At Aeaea, Explore without a challenge.

Explore



Blood Offering

You dig the trench and pour the rite Circe taught you, and the shades drink and speak freely.

At the Land of the Dead, Explore without a challenge.

Explore



Beeswax

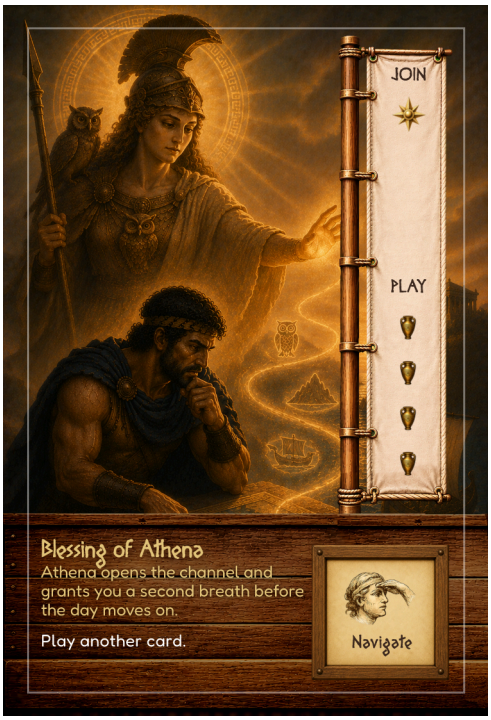
You stop the companions' ears with Circe's wax, and the song cannot pull them into the foam.

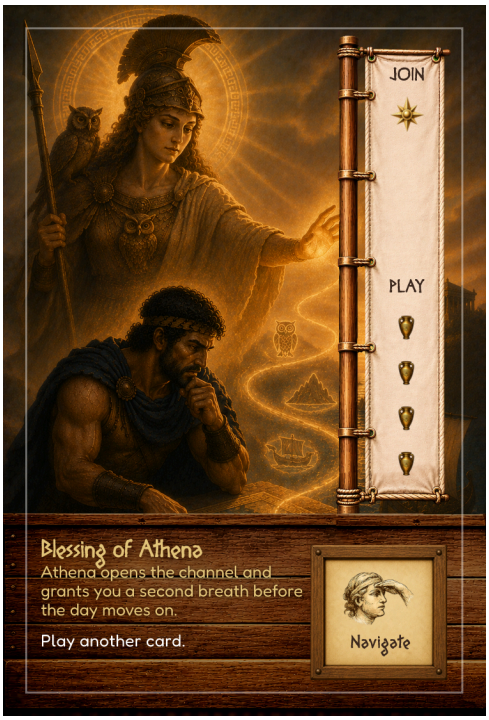
At the Sirens' Rocks, Explore without a challenge.

Explore


JOIN
PLAY
Circe's Route
You steer clear of Scylla and the trouble lurking nearby, just as Circe told you.
At Scylla and Charybdis, Explore without a challenge.
Explore


JOIN
PLAY
Queen Arete's Knees
You clasp the queen's knees as Nausicaä told you, and the whole Phaeacian court rises to help.
At Scheria, Gather without a challenge.
Gather

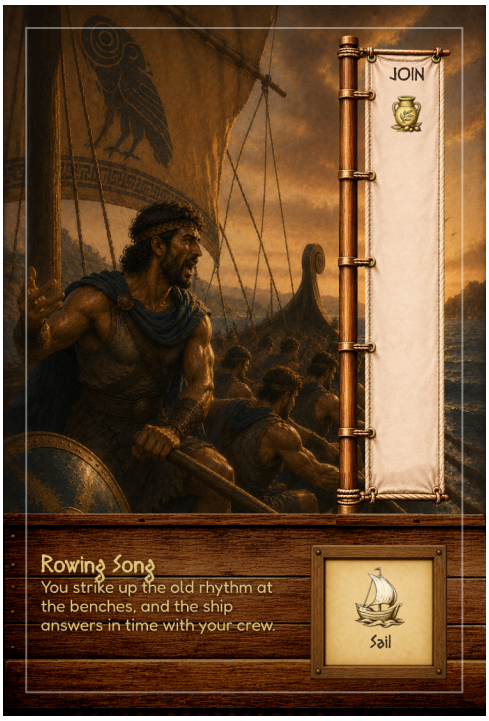

JOIN
PLAY
Blessing of Athena
Athena opens the channel and grants you a second breath before the day moves on.
Play another card.
Navigate


JOIN
PLAY
Blessing of Athena
Athena opens the channel and grants you a second breath before the day moves on.
Play another card.
Navigate


JOIN
Following Sea
The swell lifts your stern and pushes the ship forward like a hand from Poseidon.
Sail


JOIN
Star Steering
You hold the course by the Bear and the Hunter while the companions pull at the benches.
Sail


JOIN
Dawn Sail
You cast off at first light, and the voyagers bend to the oars before the heat of day.
Sail


JOIN
Rowing Song
You strike up the old rhythm at the benches, and the ship answers in time with your crew.
Sail


JOIN
Trimmed Sail
You haul the sheet and set the canvas to catch what wind the gods will grant.
Sail


JOIN
Lee Shore
You hug the lee of the coast and let the land break the worst of the sea for your company.
Sail


JOIN
PLAY
Salt Fish
Your crew hauls silver fish from the shallows and lays them out to keep for the voyage.
Gather


JOIN
PLAY
Driftwood
You comb the beach for dry wood and stack what the tide has cast up for your crew.
Gather



Shellfish

You pry shellfish from the rocks at low tide and pass them up to the waiting sailors.

Gather



Libation at Sea

You pour wine into the waves and ask the gods to look kindly on the voyagers.

Draw 2 adventure cards.

Pray

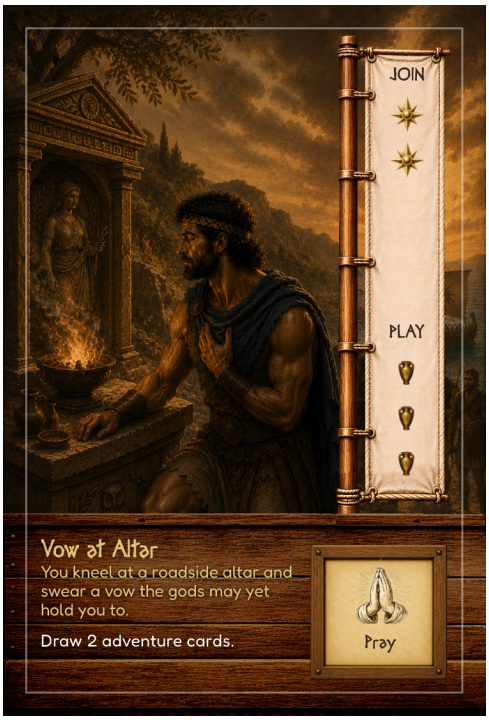


Smoke Offering

You burn incense on the deck and watch the smoke climb toward Olympus.

Draw 2 adventure cards.

Pray



Vow at Altar

You kneel at a roadside altar and swear a vow the gods may yet hold you to.

Draw 2 adventure cards.

Pray

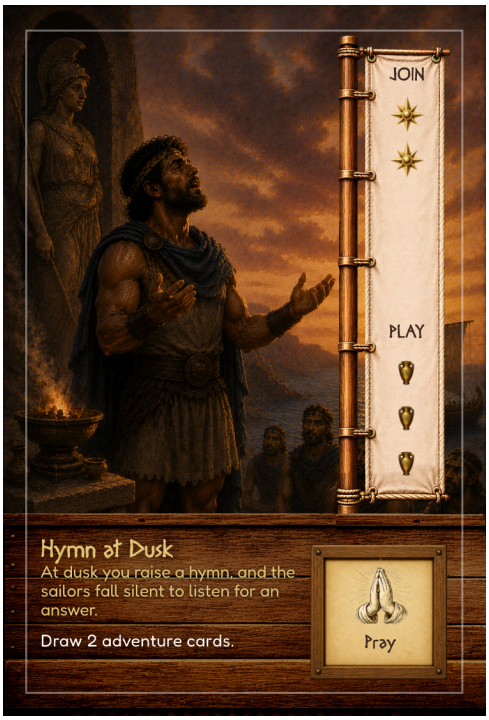


Oracle Stones

You cast the stones and read what sign the immortals have left for your company.

Draw 2 adventure cards.

Pray



Hymn at Dusk

At dusk you raise a hymn, and the sailors fall silent to listen for an answer.

Draw 2 adventure cards.

Pray