



AMAZONS
Vs
VALKYRIES

WARRIOR
CULTS

Bloodstone Press™



MAZONS
vs
ALKYRIES

WARRIOR CULTS

CREDITS

Design and Development by Lahn J. Ogre

Editing by Heather Clift and Les Moore

Graphic Design by Joel Grahm

Some Graphic Elements by Lord Zsezse Works

Art Hieronymus Bosch, Charles Le Brun, Andre Castaigne, Cornelis Cort, Louis Finson, Adrien Guignet, Gustave Guillaumet, Wilhelm von Kaulbach, Henri Laurent-Desrousseaux, Paul-Marie Lenoir, William T. Maud, H.P. Motte, Lionel Noel Royer, Pelagius Palagi, Georges Rochegrosse, Eugenio Oliva y Rodrigo, Salvatore Rosa, Giuseppe Sciuti, Dean Spencer

CONTENTS

Introduction

Warrior Cults

Amazons

Apollonian Agents

Berserkers

Carian Contingent

Champions of Andrastra

Companion Cavalry

Companion Infantry

The Conquerors

Elephant Company IX

Gaesatae

Honor Guard of Sparta

Immortals

Korbis Clan

Leopard Society

Lightning Riders

Lions of Kush

Medjay

Myrmidons

Numidian Cavalry

Poseidon Command

Roman Equites

Sacred Band of Carthage

Sacred Band of Thebes

Scythian Archers

Silver Shields

Sons of Mars

Spartan Krypteia

Spartan Soldiers

Thessalian Cavalry

The Ten Thousand

Thull Hoard

Valkyries

AMAZONS vs VALKYRIES

REGIONAL MAP
CIRCA 4500 TA



COPYRIGHT 2020, BLODSTONE PRESS

OPEN GAME CONTENT

There is no Open Game Content in this file. The entire text of this document is Product Identity.

PRODUCT IDENTITY

The following material is hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and is not Open Content: The term Amazons Vs Valkyries, all trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plot, storylines, setting information, locations, and characters.

COPYRIGHTS AND TRADEMARKS

"Bloodstone Press," Amazons Vs Valkyries, and the Bloodstone Press logo are trademarks owned by Bloodstone Press. This material is protected under the copyright laws of the United States of America (copyright 2020). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

The watermarked page background is owned by Lord Zsezse Works and used in accordance with their license.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.



INTRODUCTION

Welcome to the Warrior Cults supplement for the Amazons vs. Valkyries campaign setting. This file offers an overview of many of the wellknown units of mercenaries and special operations troops in the Hellenized world. Players may read about these warrior cults to get a sense of the campaign setting, to learn about different groups of warriors they may interact with or join, and to find inspiration for their own campaigns in this setting. Many other warrior cults exist in this setting, which are not covered in this file. Game masters are encouraged to develop their own based on these outlines.



COMPATIBILITY

This file contains no open game content. However, the information herein can be easily applied to the original rules set (1st edition Pathfinder) or to the newer set of upcoming game rules designed for use with the 5th edition of the world's most popular RPG.

RECRUITMENT

Joining most of these organizations is easy for anyone who meets the requirements. In fact, it may be difficult for characters to fend off aggressive recruiters and NOT join one or more of these groups.

Casualties and retirements create a constant need for replacements. Warrior cults work tirelessly to recruit new members. Some warrior cults compel young people to join, using government power to conscript them into service. Some even buy slaves and allow them to fight to earn their freedom.

There are also recruiters working for queens and governments across the Mediterranean who seek to employ these warrior cults. Carthage, in particular, sends scores of recruiters all across Hispania, Gaul, Germania, Illyria, Libya, and beyond, seeking mercenary bands to strengthen the Carthaginian army. The Egyptians, Persian, and Macedonians also rely heavily on mercenaries. The Romans, Parthians, and others employ them as well, but to a lesser degree.

WARRIOR CULTS

Warfare is a way of life for millions of people across the known world. The Romans, the Greeks, and others have "War Season" every year which lasts from March until October when armies go abroad seeking lands to conquer, cities to besiege, and enemies to vanquish. Violence, aggression, and physical threats are the primary tools of influence among tribes, clans, and petty kingdoms. Nations and empires cloak their aggression in ideals of righteous conquest, blood feuds, or preemptive self-defense.

Just as sorceresses and witches gather in covens to share arcane secrets and pursue esoteric lore, warriors with shared purposes also form bonds of camaraderie and sisterhood to advance their common goals. These bonds lead to the creation of formal groups with rules and leaders, treasures and ambitions.

A warrior cult is any band of mercenaries, elite soldiers, religious warriors, or dedicated fighters who have gathered together behind a common cause and identity. They are often recognized by a unique insignia or symbol, and they share a common creed. There are hundreds of such warrior cults in the world. These groups often have initiation ceremonies, special training, and high standards of skill that must be demonstrated and maintained. Religion plays a role in all warrior cults, even if it is just a nominal one.

When characters join one or more of these cults, they automatically gain a group of friends, connections, and compatriots on whom to rely. However, these associates may also come asking for favors. The characters will also be assigned duties and given missions. In most cases they are paid a pittance for their services. In some cases there may be dues, tithes, or fees to be paid instead.

Failure to meet the training requirements or pay the dues (if any) can mean expulsion from the group. In most cases, members must cover the expenses of their equipment and, in some cases, they are required to maintain a warhorse as well. Exceptions are noted in the descriptions below.

Each warrior cult is defined with the following terms:

Symbol. The symbol that identifies the cult, which is often displayed on shields, banners, flags, and signet rings.

Strength. A rough estimate of the total number of members in the cult.

Location. The places where the cult members are most commonly (and less commonly) encountered.

Requirements. The minimum standards that an applicant must meet to be a member of the cult.

Deities. The divine figure(s) which the cult members look to for guidance, protection, and wisdom.

Creed. The cult's guiding principle.

Objective. The cult's primary objective or purpose.

Missions. Some of the more common missions a cult member may be issued.

AMAZONS

Symbol. Varies by unit

Strength. 50,000+

Location. Any, most commonly in the southeastern half of the known world

Requirements. Female, divine heritage, martial skills

Deities. Artemis, Otrera, Ares

Creed. All men shall bow to the matriarchy

Objective. Preserve and expand the Amazonian homeland and way of life, destroy the Valkyries

Missions. Amazons may be sent on any sort of mission involving the defense or expansion of their homeland, culture, and ideals. War is a common call to action for Amazons, and they may find themselves serving as emissaries, saboteurs, or battlefield combatants.

More than just a cult, the Amazons have taken control of enough territory to rival the Greeks, Scythians, and Sarmatians. They are highly respected throughout the Eastern Mediterranean and beyond, wielding tremendous influence in the courts of kings and emperors. They participate in all major battles and their actions are often decisive, swaying the course of history.

The Amazons' leadership consists of a council of twelve Matriarchs with a Grand Champion at the head who is appointed for life and is in direct contact with Ares. Although it is a warrior cult, many members are not warriors. Some are scouts or spies while others are advisors and priestesses.



Amazons can be found in most lands of the eastern Mediterranean. They serve the kings of Scythia, Persia, and Macedon as mercenaries, advisors, and special operations units. The Amazons also operate temples in foreign cities. In Athens, for example, there is a tomb and temple complex housing the remains of the Amazon hero Antiope.



The Amazons who staff the complex serve as priestesses, temple guards, ambassadors, and recruiters. There are similar complexes in many other large cities throughout the eastern Mediterranean including Chalcis, Alexandria, and Megara.

Most Amazons are of Scythian descent.

Others are Greek, Arabic, Sarmatian, or Persian. They tend to be tall and athletic, with dark eyes and hair. Nearly all Amazons are human, though they occasionally allow nymphs or giants to join their ranks. Most often, Amazons are outfitted as medium infantry or cavalry, wearing hoplite armor (breastplate, helm, and greeves) and carrying a large wooden shield. They are usually armed with a spear and short sword.

Amazon Matriarchs rule as duchesses in Amazonia and women occupy all major social and political positions in that country. All Amazons are convinced of an extreme form of matriarchy which influences every aspect of their lives. Amazons are hostile toward most outsiders, especially men. While they welcome any woman who wishes to join them permanently, they are suspicious of those who only want to stay for a short time.

Amazonia is a land of majestic mountains, lush forests, and fertile plains that stretch along the coast of a sea rich in fishing and trade. The land is abundant with wildlife and dotted with small villages of farmers, fisherwomen, huntresses, and tradeswomen. The Amazonians have built many forts, towers, and outposts to defend their territory from invasion and they run constant patrols between those strong points. The Amazon high command convenes for meetings and ceremonies in the marble citadel of Themiskyra. There are also gates to Olympus and Arcadia hidden in Amazonia.

Besides the nation of Amazonia, the Amazons also have two small colonies in other lands. The largest is on the island of Lesbos and the Amazons there are known as the Lycastians. The smallest is a settlement near a hidden oasis in the deserts of Libya where the Chadesian Amazons dwell. The Amazon battle queen, Myrina the Great established both colonies during her wars of conquest.

The Amazons' network of power extends throughout the Mediterranean and near east. They infiltrate foreign governments and influence political decisions. They have cult operations in many capital cities that serve as consulates and they send ambassadors and emissaries to work in many others. Some Amazons serve as military advisors to foreign leaders, assisting them with strategy, tactics, and leadership. Through this web of influence and power, the Amazons strategize against their ultimate adversaries: the Valkyries.

Fresh recruits into the Amazon military are initially called bannerettes. These young women must complete all the training requirements, including slaying a man or a dangerous beast, before they can be promoted to the ranks of a true Amazon warrior.

Young bannerette mercenaries are frequently hired out to foreign leaders. Serving in a mercenary brigade is a common way for Bannerettes to earn a living, gain combat experience, and establish a reputation.

On the battlefield Amazons occupy every combat role including mounted air cavalry. Airborne units usually ride giant eagles. The core force of heavy infantry is augmented with light infantry, archers, bannerettes, and skirmishers. Amazon heavy cavalry, both terrestrial and airborne, wear breastplates and carry xystons as lances.



Names. When a bannerette becomes an Amazon Warrior, she often takes a new name with an appropriate meaning.

Amazon Names

Name	Meaning
Ainia	Swift
Alala	War Cry
Alexis	Defender
Alkaia	Mighty
Arynata	Defender
Andromeda	Ruler of Men
Appollonia	The Destroyer
Barkida	Grievous Wrath
Bremusa	Raging Woman
Elektra	Bright, Shining
Eurybe	Great Strength
Hypatia	Supreme
Kassandra	Entangles Men
Kyme	Wave
Lykopolis	She-Wolf
Melantha	Dark Flower
Molpadia	Death Song
Nike	Victory
Olympia	Of Olympus
Penthesilea	Makes Men Mourn
Persephone	Slayer of Men
Sara	Princess
Tanis	Serpent Woman
Thermiodosa	Heated; Fiery

APOLLONIAN AGENTS

Symbol. Bow and arrows or lyre

Strength. 3,000

Location. Common in Macedon, rare elsewhere

Requirements. Swear an oath to Apollo, archery skills

Deities. Apollo

Creed. Wisdom is the most powerful weapon

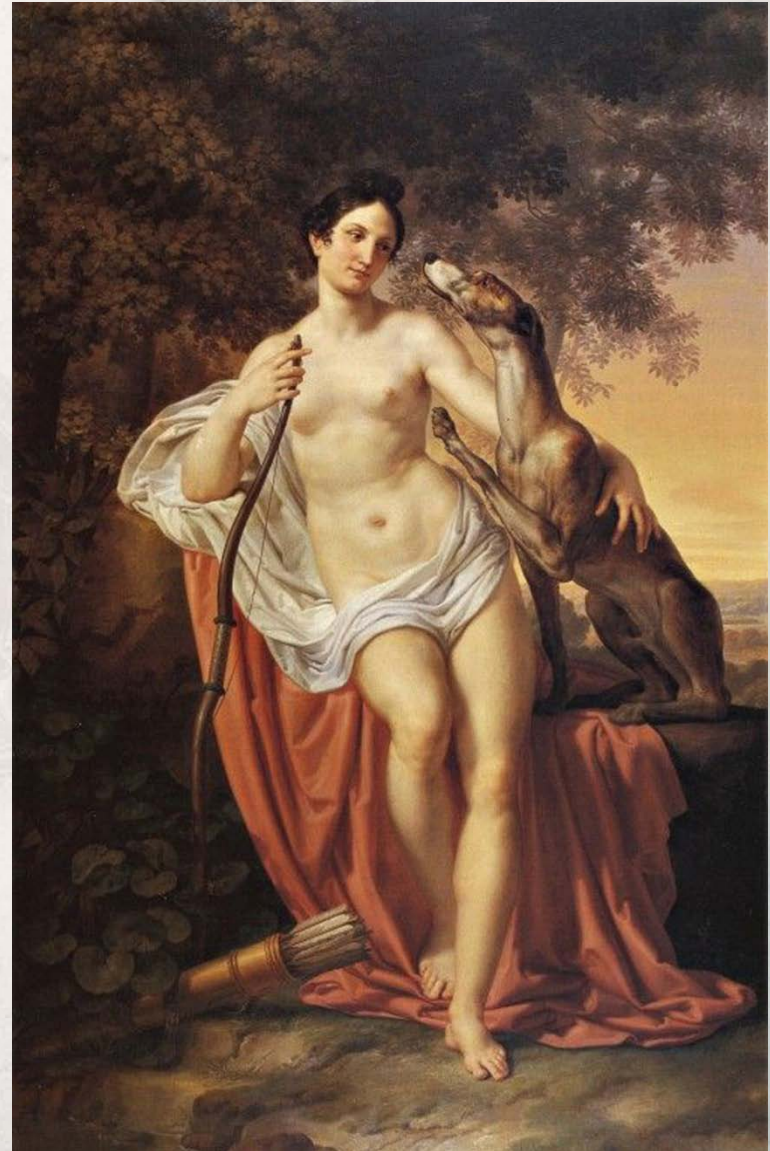
Objective. Expand knowledge and serve the temple

Missions. Apollonian Agents are often found protecting temples, guarding shipments of tribute, or serving as bodyguards or armed escorts for academicians, philosophers, and priestesses. They often travel abroad in pursuit of knowledge, seeking lost artifacts, ancient wisdom, or new discoveries.

These elite archers serve the Temple of Apollo. They are members of the mystery cult, having been initiated under secret rites, and they are part of the temple leadership.

Agents of Apollo tend to be thoughtful, educated, and wise. They appreciate fine arts and entertainment. They usually wear little to no armor and carry a short sword, daggers, and a bow with up to 24 arrows.

Although they rarely participate in full scale battles, they are often involved in small skirmishes. When called to battle, they serve as archers or scouts.



BERSERKERS

Symbol. Bear, boar, wolf, or lioness

Strength. 50,000+

Location. Common in the northlands, rare elsewhere

Requirements. Ferocious combat skills, survival skills

Deities. Aegir, Surtur, Thrym, Thor

Creed. Unrelenting violence can overcome any problem

Objective. Defend their own tribe, obey the gods

Missions. Berserkers may be called upon whenever overwhelming violence is required. This includes raiding, war, and big game hunting. Berserkers may also find themselves on expeditions into unsettled territory or serving as elite bodyguards.

Berserkers are a special breed of warrior, well known for their monstrous ferocity. Although their numbers are large, Berserkers are disorganized and may be found throughout the armies of Scandinavia, Germania, Gaul, Caledonia, and the Baltic, often fighting against each other in tribal wars. They are also found among Celtic, Gaulish, and Germanic mercenary bands fighting all throughout the Mediterranean and beyond.

Berserkers are wild, short-tempered, and dangerous. Feral mannerisms, savage threats, and a thirst for violence make them unmistakable when encountered. They rarely wear anything more than war paint and furs, and they use whatever weapons they can lay their hands on.



Berserkers seek personal victory in battle and are usually scattered among a larger force. Even when concentrated together, Berserkers lack any sort of order or discipline and fight as a disorganized mob.

To appear more fearsome, they sometimes wear the furs and skins of their totem animal. However, the greatest berserkers have no use for costumes because they physically transform into hybrid beasts when enraged.



CARIAN CONTINGENT

Symbol. Ship and crossed arrows

Strength. 1,400

Location. Western Anatolia, the Aegean

Requirements. Elite martial skills

Deities. Poseidon, Artemis

Creed. Defend the seas of Caria with courage and skill

Objective. Control the waters around Caria

Missions. The Contingent is usually kept close to their home base in Caria and used for homeland defense. However, they are sometimes called upon to assist foreign allies as well.

The Carian Contingent is a fleet of 70 ships (and their crews) based in Caria, which is a small satrapy in western Anatolia. Most ships in the fleet are triremes, but there are also a few other vessels used for transporting supplies and making artillery attacks.

The Contingent has been around since the days of the Trojan War and is mentioned in the Iliad.

Originally a Greek colony, Caria has been caught between the Greeks and Persians in several wars. Today Caria is part of the Seleucid Empire, but the citizens often think of revolt.

Queen Artemisia of Halicarnassus commands the Carian Contingent herself. She is a skilled archer and carries an ancient Scythian compound bow that many believe is magical.

Besides oarsmen, the contingent includes dozens of archers and marines. Members of the Contingent enjoy elite social status in Caria and the lands of Lydia (which Caria controls). All citizens recognize their insignia and respect their rank and authority.



CHAMPIONS OF ANDRASTRA

Symbol. Woman with sword and shield

Strength. 2,000

Location. Greece, Persia, Egypt, Carthage

Requirements. Elite martial skills

Deities. Andrastra

Creed. Victory through strategy, discipline, and faith.

Objective. Achieve glory, power, and wealth through mercenary work

Missions. Although they are mercenaries, the Champions of Andrastra are not common soldiers. As such, they are reserved for second wave attacks and asymmetric missions outside of traditional combat.

The Champions of Andrastra is a small, well-trained band of Celtic mercenaries from Gaul and Germania. They were formed only a few years ago and have grown rapidly under their strong leader, a woman named Kennera, who is a priestess of the Celtic war goddess, Andrastra. They possess a measure of order and discipline that is uncommon among barbarians and they excel at guerrilla warfare.

Most Champions of Andrastra carry spears, axes, and longswords. Some use hammers or clubs. They use javelins and slings for range combat. Unlike some Celts who fight naked, the Champions of Andrastra wear armor (chain mail, scale mail, or leather) and use large shields. They are considered heavy infantry, but about 200 are mounted on horses and serve as cavalry.



COMPANION CAVALRY

Symbol. Hammer and anvil

Strength. 3 groups of roughly 500 each

Location. Macedon, Persia, Egypt

Requirements. Aristocratic birth, elite martial skills

Deities. Ares, Athena

Creed. Excellence and honor light the path to victory

Objective. Serve their kings, honor the legacy of the original Companions, and uphold the high standards of their unit.

Missions. Decisive combat actions, spearheading assaults.

Phillip II became king of Macedonia in 4442 TA. With new tactics, weapons, and training, he soon transformed the Macedonian cavalry into the world's most formidable fighting force. And he dubbed them his Companions.

The original members were drawn from the Macedonian aristocracy and selected for their superior combat skills. They were outfitted with the heaviest armor and the best weapons, which they purchased themselves. Their steeds also wore heavy barding. After Phillip's death, the Companions served Alexander and their numbers swelled during his campaigns. He personally led them in nearly every battle. When Alexander died and his empire was divided, each of the three diadochi took a company of Companions into their service.

Today there are three bands of Companions and they are known by different names. Those in Egypt are the Royal Guard of Ptolemy. Those in Macedon are the Sacred Guard of Antigonos. And those in Persia are the Royal Squadron of Antiochus. The modern Persian Companions also wear the ultra-heavy cataphract armor and barding.



The Companion Cavalry is heavily armored and charges directly into the midst of infantry ranks, impaling them, trampling them, and disrupting their organization.

On the battlefield they usually occupy the right flank, although they occasionally deploy in unorthodox arrays. A common maneuver is to take a wedge formation with their commander at the very tip and charge directly into massed infantry.

COMPANION INFANTRY

Symbol. Varies by unit

Strength. 12,000

Location. Macedon

Requirements. Elite martial skills, phalanx fighting skills

Deities. Ares, Athena

Creed. Training and discipline turn flesh into iron

Objective. Battlefield victory

Missions. Serve in the Macedonian phalanx, travel wherever the army goes, defeat all enemies before them.

Phillip II organized the Companion Infantry as part of his restructuring of the Macedonian army. Conscripted from the peasantry, these farmers and field hands were turned into professional soldiers through intense training and discipline that was only slightly less rigorous than that of the Spartans.

Today the Companion Infantry serves the king of Macedon (Antigonos) and forms the core of his army. The Macedonian government equips the Companions with standardized armor and weapons for free. Although their body armor was originally limited to helmets and greaves (no breastplates), it was quickly upgraded. Phillip soon provided the Companions with a basic bronze or lamellar breastplate known as a kotthybos. They also carry a small shield to facilitate the use of their two-handed spears (sarissas), and are armed with a short sword as a secondary weapon.

The Companion Infantry is well paid and receives a wage that is greater than most professional soldiers.

Sarisa. The sarisa is a spear up to 20 feet long and requires two hands to use. It is extremely effective when used in tight phalanx formations, but completely unwieldy in a skirmish. There is a bronze spike on the butt of the spear so it can be set in the ground against a charging enemy. The shaft separates into two halves for ease in transport. Either half of the sarisa may be used as a regular long spear. In battle, the halves are joined together with a bronze tube.



THE CONQUERORS

Symbol. Helm, Sword, and shield

Strength. 2,000

Location. Macedon

Requirements. Elite martial skills

Deities. Athena, Nike

Creed. The greatest warriors win the greatest rewards

Objective. Defend the royal families and protect the right flank of the phalanx

Missions. The Royal Guard's primary duty is to protect the royal family and their interests. However, when called to war they serve as an infantry vanguard.

Among the Macedonian peltasts there is a unit of elite, special operations troops known as the Conquerors. While peltasts of other lands are unarmored skirmishers equipped with javelins and small shields, Macedonian peltasts use long spears and large shields. They may fight in tight formation or as skirmishers and sometimes wear a linothorax and greaves. The Conquerors serve among these Macedonian peltasts unless they are called upon for special duties. When not serving on the battlefield, they work as royal guards and handle covert military missions.

In combat the Conquerors form the core of a larger force of five thousand light infantry soldiers who are deployed to protect the right flank of the phalanx. They sometimes lead assaults, serving as a vanguard of shock troops. They are also deployed for special operations such as reconnaissance, ambushes, and guerrilla tactics.

The Conquerors are highly disciplined and well trained, able to maintain order in the most dire of circumstances.

Any Macedonian citizen with enough skill and talent can earn a position among the Royal Guard. However, such an achievement requires years of training and proving oneself in tests and battles.



ELEPHANT COMPANY IX

Symbol. Red elephant and the number 9

Strength. 300

Location. Carthage, Sicily, Egypt, Anatolia, Persia

Requirements. Indian heritage, basic combat skills, elephant handling

Deities. Kartikeya

Creed. Fear is more powerful than iron

Objective. Gain wealth, honor, and fame through war

Missions. These mercenaries are usually hired to do battle against modern armies that deploy troops in tight formations such as phalanxes.

These mercenaries from India have thirty huge elephants trained for battle. Ten soldiers are assigned to each elephant. One is the beast's handler or driver, known as a mahout. In battle, three soldiers ride in a howdah atop the elephant, using bows and javelins. The other squad members remain close and use spears to keep enemy soldiers from swarming around it.

The elephants are well-trained and intelligent. They can distinguish between allies and enemies, even in a tight melee. They are sometimes used to charge groups of enemy infantry, breaking up their ranks and causing disorder. The elephants wear light armor of scale or leather, and they have iron blades affixed to their tusks. However, these huge creatures tire quickly and can only be used in short bursts. Prolonged battles tend to turn against them.



Elephants can also be panicked. Getting caught in a trap, being swarmed and speared by enemy troops, loud (magical) explosions, and other startling events can cause even the most well trained elephants to be overcome with fear. When panicked, they will flee from the enemy, trampling friendly troops, and be completely out of control.

To stop a panicking elephant, the mahout carries a sharpened rod coated with a potent poison that will kill the beast almost instantly. However, this poison is sometimes in short supply, the rod may get lost in combat, or the mahout might be slain, leaving no easy way to stop a panicking elephant.

GAESATAE

Symbol. Varies by war band

Strength. 30,000

Location. Carthage, Sicily, Italia, Egypt, Anatolia, Persia

Requirements. Celtic heritage, basic combat skills

Deities. Coinchend, Cathubodua, Veica Noriceia, Smertrios

Creed. Victory favors the brave

Objective. Gain wealth, power, and glory through war

Missions. As mercenaries, the Gaesatae may be hired for any sort of war related mission. Their most common assignment is battlefield combat, but they are also hired for guard duty and sometimes work as guerrilla fighters.

Like all Celtic civilizations, the Gaesatae are a warrior society and frequently hire themselves out as mercenaries to the warring nations of the south. These Gaulish barbarians from the Alpine regions of northern Italia are known for rushing into battle wearing nothing but war paint. Some carry small wooden shields. They are armed with an array of weapons that include spears, javelins, axes, two-handed hammers, and longswords.

A contingent of elite Gaesatae serves as the royal guard in Carthage. There is also a small number of archers and a few squadrons of chariots among the Gaesatae. Most Gaesatae, however, are light infantry with only basic discipline. When pressed they can form a defensive line, but otherwise they prefer to charge the enemy as a disorganized mob.

The Carthaginians, Romans, Macedonians, Illyrians, Sicilians, Persians, and Egyptians all frequently hire the Gaesatae for mercenary work. It is not uncommon for different battalions of Gaesatae to face each other in wars between their employers.



IMMORTALS

Symbol. An eagle and three spheres

Strength. 10,000

Location. Common in Persia, uncommon in other lands

Requirements. Fanatic loyalty to the emperor, superior martial skills

Deities. Ahura Mazda

Creed. Fight to the death without fear

Objective. Achieve glory and victory for the Empire

Missions. Immortals are often found guarding royal palaces and members of the Seleucid aristocracy. They are also frequently called to war, sent to conquer new territory, or defend threatened territory. Immortals serve in a wide range of capacities while on campaign, usually spearheading the army's advance and taking on critical assignments.

Cyrus the Great formed the Immortals early in his reign and appointed his top commander, Pantae Arteshbod, as their first leader. She set the standards for the Immortals' qualifications and training, ensuring they were the best troops in all of Persia.

Membership in the Immortals is exclusive and prestigious and comes with several fringe benefits and superior pay. These rewards entice soldiers in the regular army to apply for a position in the unit. But to qualify, an applicant must meet high standards of fitness, discipline, and combat skill.



The Immortals' strength is kept constantly at 10,000. Whenever one is lost to battle or illness, another highly skilled soldier is selected from the backlog of applicants to fill the open position. Their ranks include both infantry and cavalry elements.

Immortals wear brightly colored robes over a suit of scale mail. They also wear tiaras with veils or face wraps that protect them from the choking dust of the Persian plains. Every immortal is equipped with a wicker shield, a short spear, a short sword, a sling, a bow and 24 arrows provided by their government. Cavalry units use a longer spear as a lance.

HONOR GUARD OF SPARTA

Symbol. The letter Lambda

Strength. 300

Location. Common in Sparta, rare in greater Macedon

Requirements. Elite combat skills, wealthy

Deities. Athena or Apollo

Creed. Uphold the honor and legacy of the ancient Spartan warriors

Objective. Achieve constant victory through rigorous training and testing of skills

Missions. Members of the Spartan Honor Guard typically lead troops in battle, protect the kings and high officials, and work to maintain their status as the best of the best warriors in all of Sparta.

The Spartan Honor Guard, also called the Hippeis (cavalry), consists of three hundred of the most highly skilled and elite Spartans. It was the Honor Guard who fought the Persians at Thermopylae, and the modern members of the unit are committed to upholding that legacy. The Spartan kings appoint a special official who chooses the members of the Honor Guard each year. The members are selected from the best Spartan Soldiers, and most of them have also served in the [Krypteia](#).

Although the name Hippeis implies a cavalry role, they are not mounted units. Like all Spartans, they are hoplite infantry armed with a spear, javelins, and short sword. They wear a red cape, a helmet, and greaves, and carry a heavy shield.



KORBIS CLAN

Symbol. Two stars and sword

Strength. 800-1000

Location. Any

Requirements. Korbis clan member, basic combat skills

Deities. Erma (war goddess)

Creed. Gold for blood.

Objective. Earn as much gold as possible selling their mercenary services to warlords and empires

Missions. Guard duty, reconnaissance and raids, Calvary and infantry combat duty

The Korbis clan is just one of scores, if not hundreds, of mercenary bands from Hispania. Mercenary work is one of the most common ways the Iberians earn money. But rather than hiring themselves out individually, each spring chieftains gather volunteers from their clans and leads them as a group in service to Carthage, or Rome, or some Greek city. They may travel as far as Egypt or Persia to find work.

Like other mounted Hispanic units, the Korbis clan fights as both infantry and cavalry. They will harry an enemy from horseback with javelins and spears, then dismount and form a heavy infantry line. They have trained their horses to wait nearby while the riders dismount to fight. They may then remount to pursue fleeing enemies or to escape from a melee that has turned against them.

The Korbis' are true mercenaries and see their work as a simple business arrangement, more profitable (and exciting) than farming or fishing.

Their leader, an aging battle chief named Magaverico, has taken the 'blood for gold' philosophy to heart and instilled it in his clan members. He strongly encourages all able-bodied people of his clan to join him on campaign each year. He believes it is the easiest and best path to wealth and security for the clan. In recent years he has begun thinking of retirement and started training his daughter to replace him. She currently serves as his top lieutenant and handles most daily operations.



LEOPARD SOCIETY

Symbol. Leopard

Strength. 5,000

Location. Jungles near Nanogia and Macrobia

Requirements. Male, elite combat and stalking skills

Deities. Agassu

Creed. Silent and ferocious

Objective. Defend and protect the tribe by harnessing the savage spirit of the leopard

Missions. Members of the Leopard Society are often assigned covert military operations including scouting, reconnaissance, sabotage, assassination, and terrorism.

These savage, cannibalistic warriors dress in the skins of leopards and use weapons that resemble leopard claws. They are most often found in the jungles between Nanogia and Macrobia.

It is an all male cult, concerned primarily with accumulating wealth. The leader, it is said, has a secret cavern somewhere deep in the jungle, filled with gold.

Before a battle, members of the Leopard Society dress in leopard skins and engage in ritual cannibalism. They believe that by emulating the leopard's hunting behavior, they gain some of its primal, deadly aspects. If they don't have any captured enemy soldiers to sacrifice, members of the Leopard Society hunt innocent people.



LIGHTNING RIDERS

Symbol. Lightning bolt and camel

Strength. 2,000

Location. Persia, Parthia, India

Requirements. Gedrosian heritage, basic archery skills

Deities. Nike

Creed. Be fast, be first

Objective. Strike enemies with such speed, agility, and range that they cannot retaliate

Missions. The Lightning Riders serve as fast, light cavalry on the battlefield and also perform messenger duties, speeding quickly from camp to camp with critical orders and information.



The Lightning Riders are a troop of mercenary Gedrosian cavalry mounted on the fastest racing camels they can find. They pay a premium for these steeds and breeders are encouraged to raise even faster camels.

The Lightning Riders typically work for the Persians, serving as mounted archers and messengers, quickly carrying vital information over dangerous or hostile territory. They may be deployed as far away as Anatolia or Egypt. They sometimes also work with other eastern nations including Parthia and India.

The Lightning Riders wear little or no armor and carry short, compound bows. When deployed for combat, they race around the battlefield raining arrows down on opponents and dashing away before their victims can retaliate.

They sometimes also serve as scouts and outriders, running long patrols around the perimeter of the army when it is moving or camping. They scout the way ahead and protect the flanks and rear from guerrillas.

LIONS OF KUSH

Symbol. Three lionesses heads

Strength. 4,000

Location. Egypt, Persia, Libya

Requirements. Kushite heritage, basic martial skills

Deities. Sekhmet, Bastet

Creed. Courage is my sword

Objective. Become masters of warfare

Missions. As mercenaries, the Lion of Kush are frequently hired out for combat duty in Persia, Egypt, and Libya. Serving as guards or armed escorts are also common assignments.

The Lions of Kush are a company of mercenaries from the land of Kush. Their leader, Princess Kaditede, formed the unit several years ago as a means of gaining experience and honing her war skills.

The Lions of Kush are primarily an infantry battalion with a small number of archers and cavalry for support. The infantry are armed as hoplites and fight in a phalanx formation. Roughly 40% of the members are women and they occupy most of the archery and cavalry roles. A small contingent of women also serves in the infantry.



MEDJAY

Symbol. Sun and arrow

Strength. 3 battalions of 500 each

Location. Egypt

Requirements. Desert survival, special ops training

Deities. Sekhmet

Creed. Faith and dedication

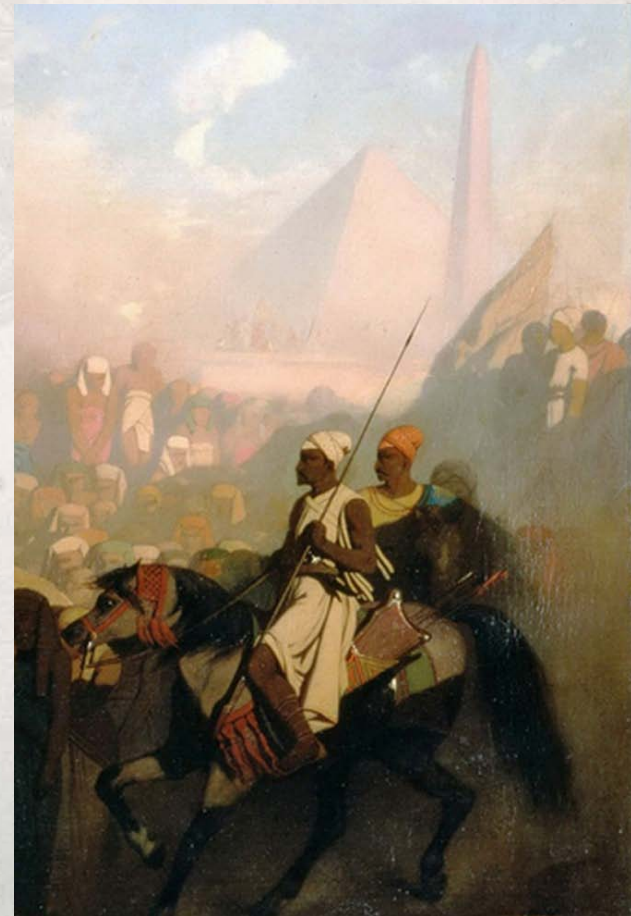
Objective. Serve the pharaoh and Egypt

Missions. Desert patrols, scouting, guarding tombs, special operations

The medjay are Egyptian rangers, scouts, and tomb guards who specialize in desert terrain and battling undead. The medjay were originally a Kushite tribe that lived in southern Egypt during the Old Kingdom, more than 2000 years ago. As outstanding warriors and desert rangers, their skills earned them a place of distinction in the Pharaoh's army. Over the centuries, the role of the medjay rangers became an official military unit while the medjay tribe faded into history. Today, members of the Medjay may be from any place in Egypt and Arabs or Berbers are occasionally admitted too.

There are three battalions of medjay. One is assigned to guarding burial sites and tombs. They protect the sites from grave robbers, but also protect the living from the undead that sometimes stir. The second medjay battalion is assigned to border defense and its members patrol the scorching deserts of Libya and the Sinai. The third battalion of medjay is reserved for special military operations against foreign adversaries.

A medjay ranger is typically equipped with a bow, short sword, and light, leather armor. Those assigned to border patrol wear no armor, instead dressing in robes to protect against the sun. Those assigned to the tombs carry whistles for summoning help to troublesome encounters. The tomb guards are also trained in fighting undead and are equipped with necromantic relics and magical weapons. The special operations division is trained with a wide array of weapons and tactics. Like other elite units, they train regularly and are ready for deployment in a moment's notice.



MYRMIDONS

Symbol. An ant

Strength. 2,500-5,000

Location. Common in Aegina, rare elsewhere

Requirements. Myrmidon bloodline, elite combat skills

Deities. Zeus

Creed. Hard work is essential for victory

Objective. Protect their homeland and way of life

Missions. Myrmidon mercenaries might be hired out for any sort of combat role, though escort and guard duties are also common tasks.

When Hera learned that King Aeacus of Aegina was actually one of Zeus' illegitimate children, she sent a plague to kill all of his subjects. Having a divine heritage, Aeacus and his son Phokis survived the plague, but all other inhabitants of Aegina perished.

Aeacus prayed to his father for a means to repopulate his island kingdom. Zeus responded by instantly transformed a large colony of industrious ants into humans who became Aeacus' new subjects and the first myrmidons.

Like any colony of ants, the vast majority of the transformed myrmidons were female. They had a queen named Endeis, whom Zeus wed to Aeacus. King Aeacus continued to rule over the myrmidons for a time, but he was slowly brought under the controlling influence of his new wife.

Aeacus and Endeis had several daughters and two sons, Peleus and Telamon. As the boys grew, Endeis infected them with a hatred for their elder half brother, Phokis. Eventually, Phokis was murdered and his body hidden.

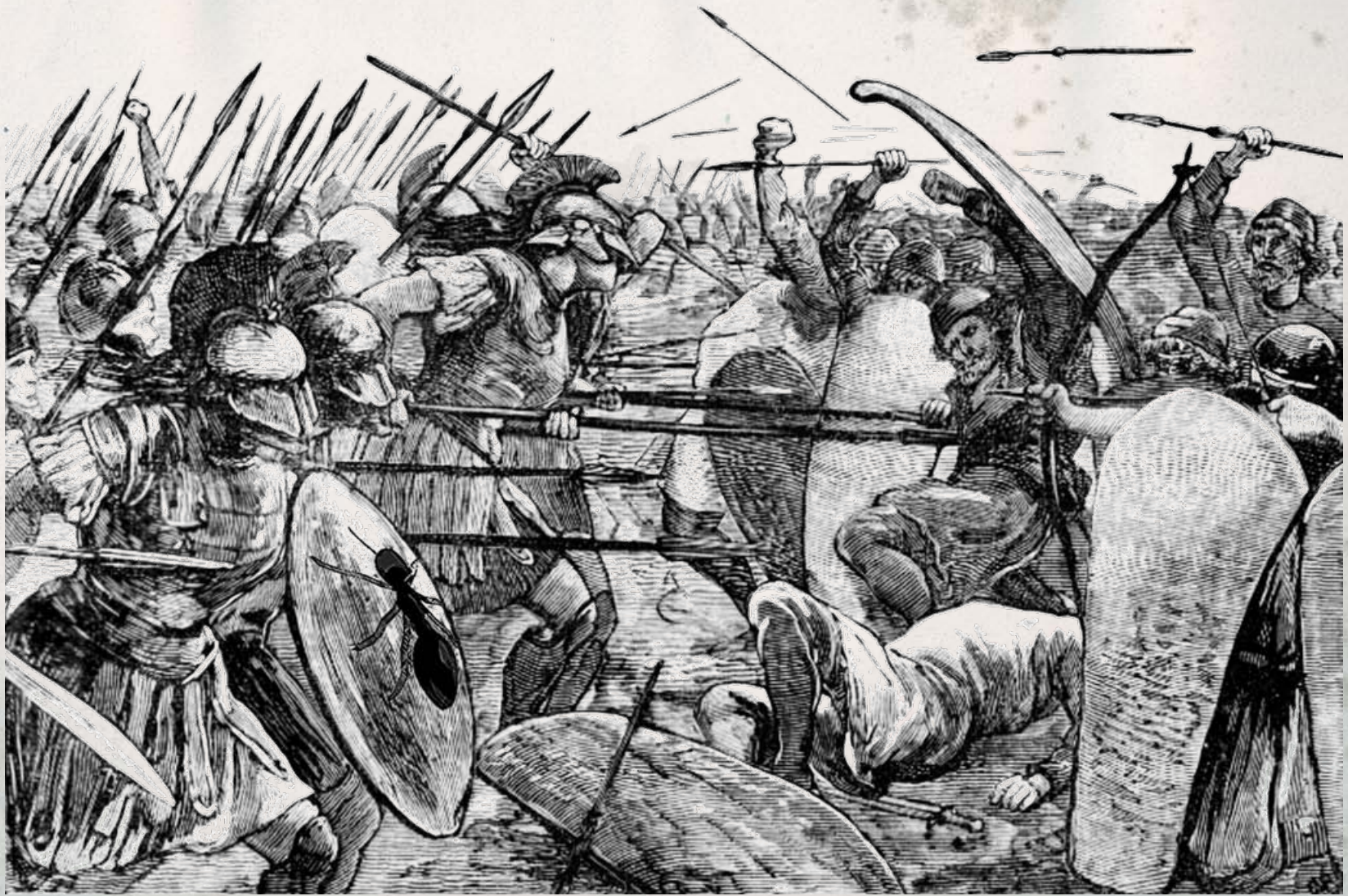
Peleus and Telamon were implicated and at Endeis' urging, Aeacus exiled them. King Aeacus then disappeared from the historical record and all subsequent rulers of Aegina have been unwed myrmidon queens.

A contingent of Myrmidons remained loyal to Peleus and followed him to Phthia in Thessaly. Peleus later had a son named Achilles who led his father's Myrmidons at Troy.

Today the Myrmidons of Aegina live peacefully under their young queen, Airla. Myrmidon mothers give birth to daughters 98% of the time. When males are born, they are raised and kept for breeding until they are no longer useful. They are then cast out from the island to fend for themselves.

Although the Myrmidon military is primarily concerned with protecting their home island from invasion, some units are hired out as mercenaries. Any ambitious warlord with enough gold can hire a unit of Myrmidons to reinforce her troops and gain an edge on the battlefield.

Myrmidons are recognized by their brown armor, ant symbol, and the fact that they are all women. They also rival the Spartans in order and discipline.



NUMIDIAN CAVALRY

Symbol. Various

Strength. 30,000-50,000

Location. Mauretania, Carthage, Egypt, Rome

Requirements. Elite riding skills

Deities. Ammon-Ra

Creed. A strong arm and a strong horse brings strong earnings

Objective. Become wealthy via mercenary work

Missions. Reconnaissance, patrols, screening maneuvers, skirmishing

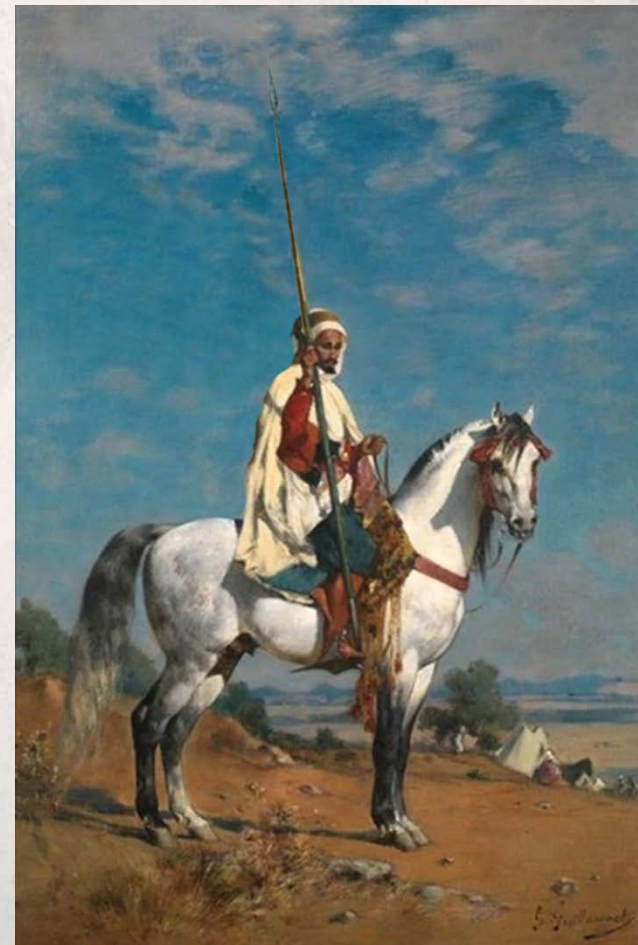
Frequently cited as the best light cavalry in all of Africa, the Numidians are remarkable fast, tenacious, and effective. The majority can be found fighting for Mauretania and Carthage. Smaller numbers are employed in Egypt and Rome. They sometimes also work for warlords and petty kings in Hispania or wealthy caravan owners in Libya. In some cases, they fight against themselves as warring nations hire Numidians to counter their opponent's Numidians.

Their harassing tactics of raining thousands of javelins down on infantry from a close range, although not decisive against battle hardened heavy infantry, is an effective way to soften them up for other units. It can also drive weaker units and skirmishers from the field.

Numidian horses are small compared to the long-legged Arabian mounts used in the east. They cannot run quite as quickly, but they can maintain a faster walking

speed for more hours every day, enabling them to be much swifter on the march than other units. This makes the Numidians ideal for forward observation, patrols, scouting, and reconnaissance duty.

They wear no armor, but sometimes carry a small shield. For weapons they carry only javelins or spears and a short sword.



POSEIDON COMMAND

Symbol. Trident emerging from water

Strength. 1,500+

Location. Corinth and adjacent seas

Requirements. Elite waterborne combat skills

Deities. Poseidon

Creed. Master the sea through faith and skill

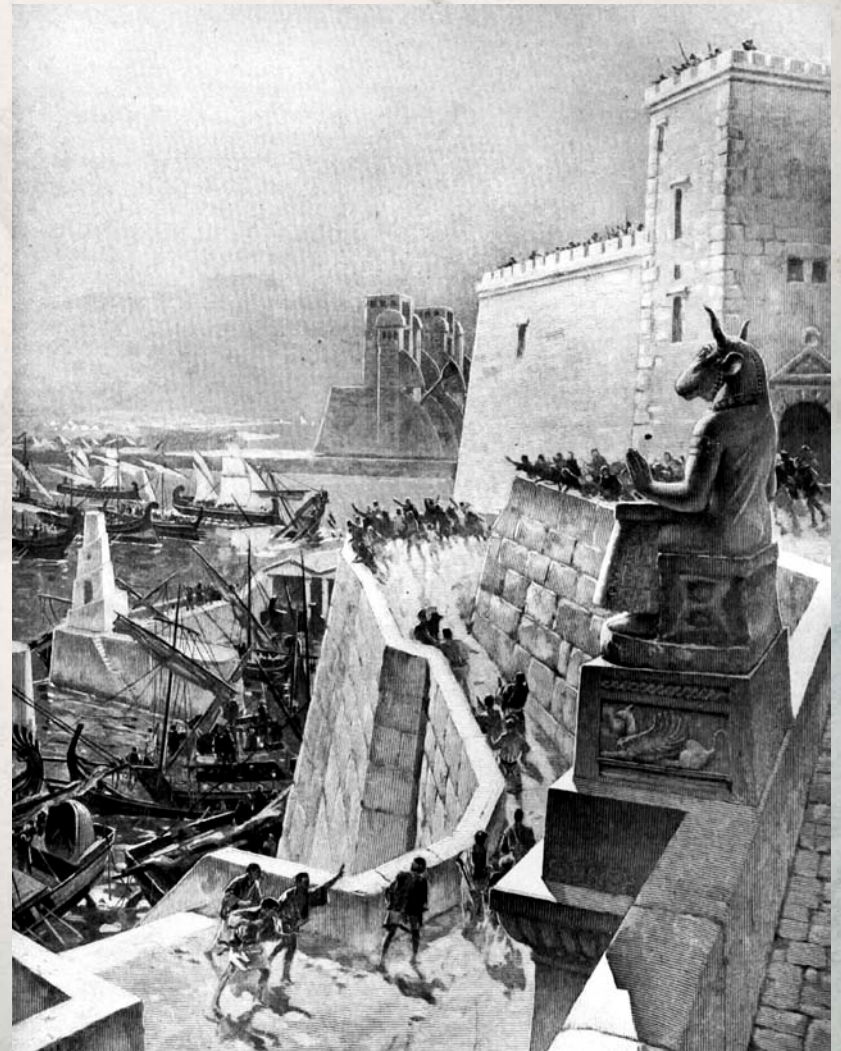
Objective. Serve the King of Corinth in all military matters involving the sea

Missions. The King of Corinth calls upon the Poseidon Command to assist in navel battles and execute amphibious assaults.

Based in Corinth, these elite marines are skilled in ship-to-ship fighting, infiltrating harbors, and raiding coastal fortifications. They are sometimes sent on scouting missions to remote islands or along foreign coasts. On occasion they also face monsters from the deep.

Members of this elite unit must be powerful swimmers, deadly combatants, and resourceful survivalists. Because of the waterborne nature of their missions, they wear no armor and carry only a few weapons (javelins, short swords, knives, spears, tridents, and nets).

Magical Relics. According to rumors, the Poseidon Command's armory includes several magical aquatic relics such as a helm that allows the wearer to breathe underwater, and a conch shell that summons and controls schools of fish.



ROMAN EQUITES

Symbol. Varies by unit

Strength. 6,000+

Location. Common throughout Roman lands

Requirements. Roman aristocrat, basic combat skills

Deities. Bellona, Minerva, Jupiter, Mars

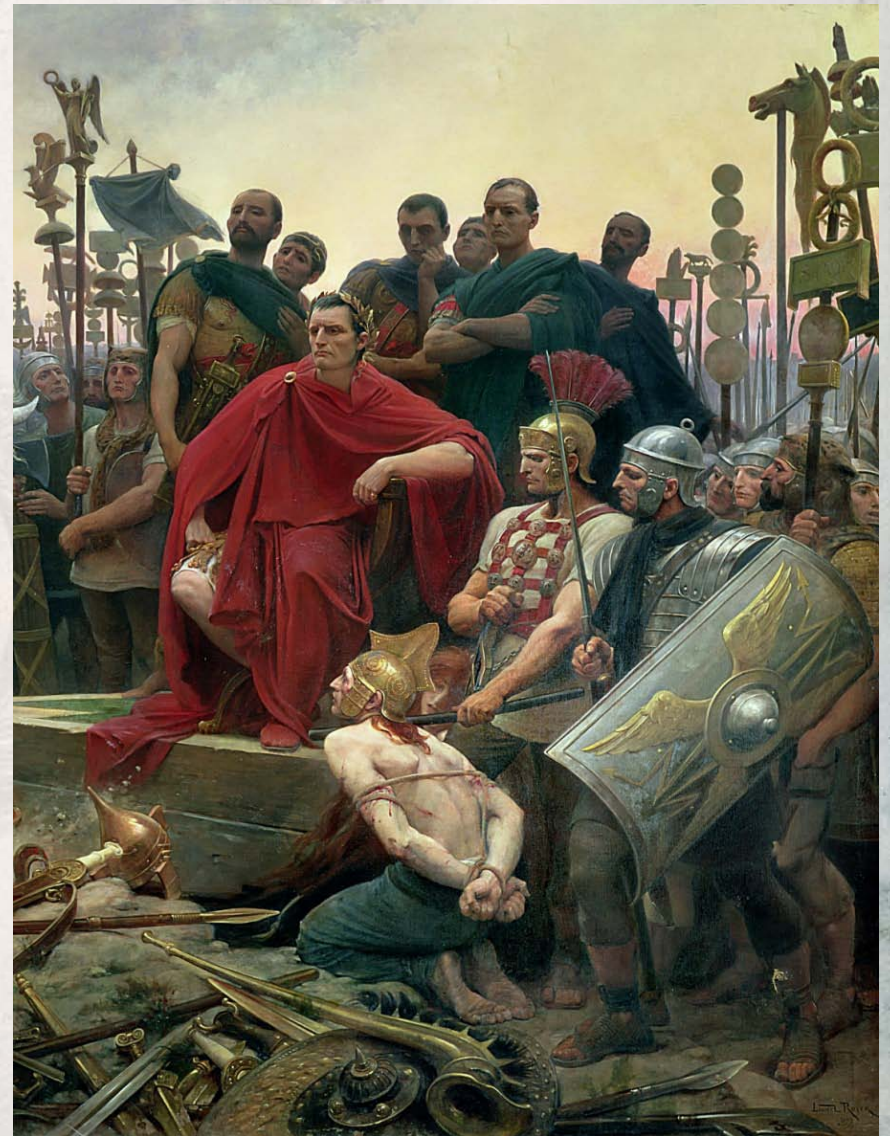
Creed. Honor and glory above all else

Objective. Achieve fame and recognition

Missions. Besides typical military missions, members of the Roman Equites must also deal with the burdens of being a member of the Roman upper class. Attending state functions and important family events can lead to just as much danger as the battlefield. They may also be called upon to serve as emissaries or to accompany a delegation to a foreign land.

The elite Roman Equites are drawn from the families of wealthy Roman landowners. Membership in the group requires a great deal of wealth. The family must own an amount of land worth at least 25,000 drachmas. The member is also expected to cover the costs of all equipment, including a warhorse. Other soldiers often regard them as pampered and privileged, more skilled at navigating a banquet than a battlefield.

The Roman Equites hold heroism and glory in high regard and always seek to achieve fame and recognition. Collecting the weapons and armor of defeated foes is a sign of their prowess and rather than selling them, Roman Equites will often keep the spoils of their opponents as trophies.



SACRED BAND OF CARTHAGE

Symbol. Black sword

Strength. 2,000-3,000

Location. Common in Carthaginian lands

Requirements. Carthaginian aristocrat, elite combat skills

Deities. Moloch, Yam

Creed. For Carthage, Tanit, and my family

Objective. Defend Carthaginian lands and culture at all costs

Missions. Members of the Sacred Band of Carthage must defend Carthage from all foreign enemies on the battlefield. As members of the aristocracy, they also have to contend with palace intrigues, scandals, and feuds.

Most Carthaginians who serve in their military are officers or cavalrymen. However, the Sacred Band of Carthage is a heavy infantry unit composed of highly skilled, upper class Carthaginian citizens who have trained for battle since childhood. While the Sacred Band forms the core of the Carthaginian infantry, they are augmented with large numbers of mercenaries (Berbers and Celts), allied forces, and levied troops from vassal states.

Members of the Sacred Band are pikemen equipped with the finest weapons and armor (which they purchase themselves) and they fight in the phalanx formation. They are recognized by the high quality of their equipment and their slow, deliberate march.

The Sacred Band of Carthage has been completely wiped out twice in the past one hundred years. Each time it was destroyed, the band was rebuilt with fresh recruits within one year.



SACRED BAND OF THEBES

Symbol. Two male warriors embracing

Strength. 300

Location. Thebes and surrounding area

Requirements. Elite martial skills, homosexual

Deities. Dionysus, Apollo

Creed. Love is the most powerful compulsion for victory

Objective. Defend Thebes and carry out all orders of the commanding officer.

Missions. The Sacred Band is often tasked with defending Thebes from traditional military threats and asymmetric threats as well.



Composed of 150 pairs of male lovers, the Sacred Band of Thebes is legendary throughout Greece. Phillip of Macedonia destroyed the Sacred Band in 4466 TA, but not before they left an indelible mark in the annals of military history.

The Macedonians went on to completely destroy Thebes and left the city in ruins for a generation. After Alexander's death, the new satrap over Macedonia and Greece, Cassander, set about rebuilding Thebes. His restoration plans included reconstituting the Sacred Band.

The modern unit has been formed according to the original standards. But this new Sacred Band has not yet been tested on the battlefield as their forbearers had.

The Sacred Band is based in the fortress of Cadmae in Thebes. Members are handpicked by the hipparch (cavalry commander) who leads them. The hipparch reports to the Ruling Council of Thebes and the council members are all vassals of the King of Macedon.

Each pair of warriors consists of an older "Lover" that is between the ages of 20 and 30 and a younger "Beloved" who is a teenager. As the Beloved mature and complete their training, at the age of 21, they are bestowed gifts from their Lover, including a suit of armor, and are initiated into the ranks of Lovers and take on a Beloved of their own to train and mentor.

SCYTHIAN ARCHERS

Symbol. Crossed arrows

Strength. 300 – 1,200

Location. Athens

Requirements. Basic martial skills, Scythian, enslaved

Deities. Tabiti, Scythian Ares, Oitosyros

Creed. Equal treatment under the law for everyone

Objective. Enforce the law and carry out the orders of the Eleven

Missions. The Scythian Archers are responsible for protecting the Athenian magistrates, enforcing Athenian laws, investigating crimes, and executing criminals.

The Athenian government has captured and enslaved these elite Scythian warriors, and put them to work as peace officers. They serve the magistrates who rule Athens, known as The Eleven. The archers act as bodyguards, security personnel, criminal investigators, and law enforcement. They are particularly focused on crimes that pose a direct threat to the government, such as assassination of political figures, revolution, and espionage.

Although they are slaves, the Scythian Archers are respected and treated well. The terms of their bondage are similar to a long term employment contract. They have a great deal of autonomy and freedom, but are prevented from leaving their jobs and may be called to duty at any moment of the day or night. Being a civilian police force, Scythian Archers are rarely deployed in

warfare. However, in desperate times they take to the battlefield to defend Athens, serving as archers and military police.

Scythian Archers are instantly recognizable. They wear a characteristic red Scythian cap and carry a compound short bow. They usually wear scale mail armor. All Athenian citizens respect the archers.

The Athenians rely on these enslaved Scythians for law enforcement because as foreigners the archers have no personal ties to anyone in the city and they have no vested interest in any political movement or ideology. They are considered to be impartial outsiders who can be trusted to enforce the laws equally and fairly upon everyone and without any personal interest or ambition.



SILVER SHIELDS

Symbol. Silver shield

Strength. 5,000 - 10,000

Location. Persia, Macedon, Egypt

Requirements. Elite martial skills

Deities. Ahura Mazda

Creed. Uphold the legacy and honor of the Silver Shields

Objective. Win honor and glory on the battlefield

Missions. As an infantry combat unit, the Silver Shields spend most of their time serving on military campaigns. Often held in reserve, they are deployed only when the stakes are high and the needs are dire.

The original band of Silver Shields were organized under Alexander the Great and consisted of the most highly skilled warriors in his army. Their name is derived from the silvery shields they carried. After Alexander's death, they served Eumenes until they betrayed him to Antigonos. They became servants of Antigonos, but he did not trust them and found them to be unruly. So he sent them to the frontiers of Arachosia to serve Sibyrtius, who deployed the Silver Shields in small groups, sending them on suicidal missions until they were all dead.

The unit was later reconstituted under the Seleucid kings, whom they currently serve. The modern Silver Shields are an elite heavy infantry force consisting primarily of Persians, though they are equipped in the heavy armor of Greek hoplites, just as the original unit.



SONS OF MARS

Symbol. War helmet and crossed spears

Strength. 6,000+

Location. Sicily

Requirements. Male, martial skills, evil

Deities. Mars/Ares

Creed. The powerful should dominate the weak

Objective. Expand the cult's power

Missions. These marauding outlaws are often busy enforcing tribute and taxes upon their victims, harassing and intimidating their neighbors, and generally being malicious, destructive, and evil.

Composed primarily of mercenaries from southern Italia, the Sons of Mars were originally organized under Agathocles, Tyrant of Syracuse, during his war for control of Sicily. When Agathocles was assassinated, a civil war broke out between his successors. In the aftermath of that conflict the new Tyrant of Syracuse, Hicetas, disbanded all of Agathocles' mercenaries.

While many of the mercenaries returned to their homes, others decided to remain together, retain their arms, and become bandits and pirates. They seized control of the city of Messana, slaughtered all the adult men and enslaved the women and children. They have since become wealthy by raiding neighboring lands and pirating any ships that ply the straits between Sicily and Italia.

Today, the Sons of Mars are allied with Rome and fight against Syracuse and Carthage for control of Sicily, setting the stage for the First Punic War.



SPARTAN KRYPTeia

Symbol. The letter Lambda

Strength. 300-900

Location. Common in Sparta, rare elsewhere

Requirements. Elite combat, survival, and stalking skills

Deities. Ares

Creed. Succeed at all things which Sparta requires

Objective. Keep the helots weak and unable to revolt, conduct special operations against enemy forces

Missions. These highly trained commandoes might be sent on any sort of critical military mission including reconnaissance, capturing prisoners, sabotage, and assassination of enemy leaders.

These elite Spartans are trained for special operations deep behind enemy lines. Like all Spartans they are equipped with a red cape, a short sword, and little else. They rarely wear armor, as it interferes with their covert activities.

To hone their skills, the Krypteia practice on the helot population, brutally terrorizing them. They regularly stalk and kill the strongest and fittest helots for their own training purposes and to keep the helots weak. In the autumn of each year, the krypteias' aggression becomes even more severe as they infiltrate the helot settlements and murder as many as they can find. Only Spartans who serve in the Krypteia are eligible for senior command positions later in life.

On military campaigns, the krypteia's skills are put to the test as they are deployed for unconventional warfare against opposing armies. They may be sent to assassinate commanders, disrupt supply trains, destroy siege equipment, or organize rebels and partisans in foreign lands.



SPARTAN SOLDIER

Symbol. The letter Lambda

Strength. 6,000

Location. Common in Sparta, rare elsewhere

Requirements. Spartan heritage, elite combat skills

Deities. Athena and Artemis

Creed. Succeed at all things which Sparta requires

Objective. Defend Sparta at all costs

Missions. Spartan soldiers are constantly training for war. The only time they are not training is when they are engaged in an active military campaign.

While every Greek city-state has an army, the Spartan military takes training and discipline to an entirely different level. Rough, sometimes deadly, training begins at a young age and continues into adulthood. According to Plutarch, the Spartans train so hard for war that when they actually go to war, it is a respite for them. Spartan women train for athletics and combat as well, and they are encouraged to taunt and humiliate the boys who fail the rigorous training. All Spartans are experts in the brutal unarmed combat style known as pankration.

Spartans are easily recognized by their crimson capes, small short swords, and remarkable self control. Discipline is held in the highest regard among the Spartan military. Spartan soldiers speak in as few words as necessary, live in crude barracks most of their lives, exercise every day, and eat only enough porridge and scraps to survive.



Losing one's control in combat, flying into a rage and attacking recklessly as barbarians do, is considered undisciplined, childish, and dangerous to comrades. Order and discipline are critical to victory and any Spartan who succumbs to a fit of uncontrolled rage is ridiculed and belittled by her peers.

Although they still don a linothorax occasionally, the Spartans (and many other Greek soldiers) stopped wearing breastplates in combat over one hundred years ago, opting for less protection in favor of higher mobility. They continue to use greaves, helmets, and shields for protection, however.

The core of the Spartan army is a mora or regiment of just six hundred soldiers. There are ten mora in all of Sparta. These soldiers are augmented with secondary forces, archers, skirmishers, and a small cavalry unit. Mercenaries and allies swell the Spartan ranks further.

THESSALIAN CAVALRY

Symbol. Club and horse

Strength. 1,000

Location. Common in Thessaly, rare elsewhere

Requirements. Thessalian heritage, elite cavalry skills

Deities. Ares, Athena, Hercules

Creed. Excellence, courage, and strength

Objective. Defend Thessaly

Missions. Since the end Alexander's campaigns, the Thessalian cavalry's missions have been limited to cavalry support roles in battles within Thessaly

Widely regarded as the best cavalry unit in all of Greece, the Thessalian Cavalry is known for their exceptional horses, superior riding skills, and unique rhombus battlefield formation, which grants them superior maneuverability and flexibility.

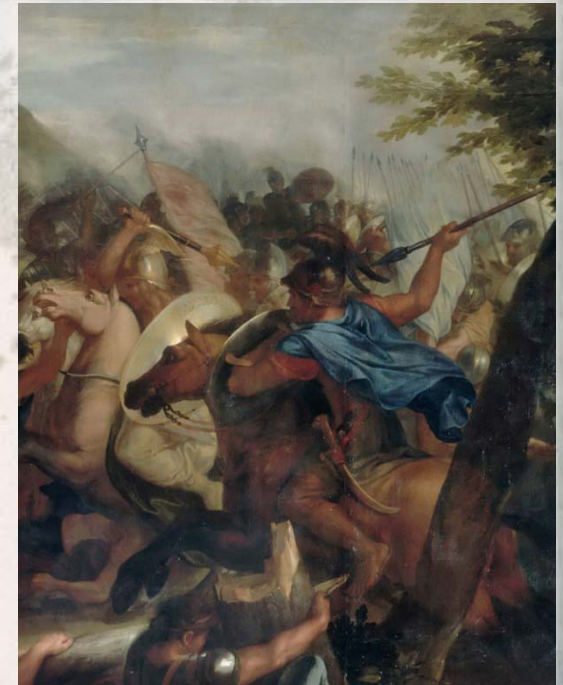
Like most other mounted units, the Thessalian Cavalry uses javelins, fast horses, and scant armor to move quickly around the battlefield and harass opponents. However, while on campaign in Persia with Alexander, they adopted heavier armor and tactics similar to the [Companion Cavalry](#), as they were often tasked with defending the left flank of the phalanx.

Today the Thessalian Cavalry is trained and equipped to serve either as light, highly maneuverable javelin throwers, or as heavily armored defenders.

Thessaly is a land of horses and horsemanship, where the equine traditions and culture are second only to those of Scythia. Hercules also visited Thessaly while completing his Labors. He helped them in their wars and was granted a lordship for his assistance. Although he soon abandoned the position for adventures elsewhere, he left behind a dynasty that still dominates Thessalian politics today. This association with the legendary hero has inspired the battalions of the Thessalian army to incorporate a club into their symbols.

Wealthy Thessalian lords breed some of the strongest and bravest horses in the world. Thessalians often win horse races and mounted archery contests at the Olympics and other sporting events.

Thessalian cavalry is recognized by their broad cloaks that flutter behind them like wings when they ride at full gallop, and the wide-brimmed hats they wear to protect from the sun of the Thessalian plains.



THE TEN THOUSAND

Symbol. Varies by unit

Strength. 30,000-35,000

Location. Any

Requirements. Martial skills

Deities. Athena, Ares, Bastet

Creed. Defend and conquer

Objective. Complete all assigned missions with dignity and courage that honors the memory of the founding members.

Missions. The Ten Thousand may be hired out for any sort of military operation, serving as auxiliary troops, special operations forces, or reserve units.



The Ten Thousand is a large Greek mercenary company composed of several warrior cults. Due to the legends of the founding members, mercenary bands frequently sign up for multi-year contracts of service as it brings steady work, reliable payments, and a level of prestige that they can scarcely earn on their own.

150 years ago the founding members of the Ten Thousand gained everlasting fame when Cyrus the Younger, Prince of Persia, hired them to assist in his bid to usurp the throne from his elder brother. The Ten Thousands aligned themselves with Cyrus and they were at his side on the battlefield at Cunaxa. The Greek mercenaries won the battle, slaughtering the imperial Persian forces and routing them from the battlefield twice. But Cyrus was killed and the Greeks' baggage train was looted, leaving them with no employer, no money, no supplies, and deep in hostile territory.

The story of their escape across Anatolia, battling over mountainous terrain against savage barbarians, fending off constant guerrilla attacks and assassination attempts while outmaneuvering hostile warlords and kings, has become legend. Historians, playwrights, bards, painters, muralists, and sculptors have all worked to enhance the celebrity status of the Ten Thousand, inspiring generations of young warriors.

Today the Ten Thousand is a highly successful mercenary company. Their headquarters is in Athens, but they have units deployed to clients all over Europe, Africa, and Asia. Some units are hired out to queens and princesses on a seasonal basis or for specific missions. Occasionally, an empire will hire the entire force for a major operation.

Because of its size, wealth, organization, and relationships with national leaders, the Ten Thousand is an influential geopolitical force. Unlike some other large mercenary organizations, the Ten Thousand will not deploy member units to clients that are warring with each other. They will pick one side to support, usually the one that approaches them first or offers the most money.

During the famous campaign in Anatolia, their ranks were reduced to roughly 6,000 troops. But in recent years the fame and celebrity of the Ten Thousand has attracted young volunteers from every continent. The current force consists of more than 30,000 troops including archers, hoplites, peltasts, cavalry, and roughly 70 warships, as detailed below.

The Ten Thousand

Name	Size	Type	Leader
Black Manticores	4,000	Hoplites	Xena of Arcadia
Iron Champions	1,500	Hoplites	Atticus Of Boeotia
Golden Order	1,000	Hoplites	Timon of Stymfalia
Swords of Ares	500	Hoplites	Sophus of Achaea
Megarian Lords	600	300 Hoplites, 300 Peltasts	Jeno of Megaria
War Masters	2,000	1000 Hoplites, 800 Peltasts, 200 archers	Belen Of Sparta
Red Guard	300	Hoplites	Arius Of Syracuse
Fangs of Cerberus	700	Spartan Hoplites	Memnon Of Sparta
Diomedes' Legion	1,500	1000 Hoplites, 500 Peltasts	Rastus Of Sparta
Blood Brigade	400	Greek Mercenaries	Alexander of Cos
Sun Hunters	2,000	Persian Mercenaries	Farid of Persia
Aegean Fleet	35	Triremes and crew	Kyрил of Sparta
White Sails of Ra	25	Triremes and crew	Ngozi of Egypt
Coral Raiders	10	Triremes and crew	Ashti of Persia



THULL HORDE

Symbol. Black claw

Strength. 3000 – 5,000

Location. Any, most commonly in the eastern half of the known world

Requirements. Basic martial skills, evil

Deities. Various humanoid war gods

Creed. Crush all who are weaker and smaller

Objective. Become wealthy through war

Missions. Battlefield reinforcement, shock troops, night operations

The Thull Horde is the largest and most well known bands of humanoid mercenaries to be found from Hispania to India. It is composed primarily of troglodytes from the shores of the Red Sea, but also includes a large number of gnolls from Outer Scythia. The balance of the group consists of hobgoblins, ogres, trolls, giants, and a small number of other races, including humans.

For amusement, members of the Horde often torture their prisoners, turning their campsites into nightmarish scenes of bloodshed. The Horde will occasionally sell these prisoners as slaves, but more often captives are slowly killed and eaten.



While some queens and warlords may employ the Thull Horde for the shock and fear they evoke in enemies, the Horde is also valued for the unmatched endurance of the gnolls and the crushing might of the ogres, trolls, and giants among their ranks.

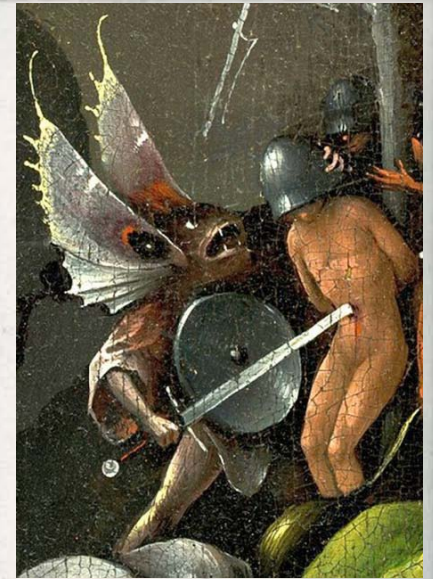
While the Thull Horde is cheaper to employ than most other mercenary companies, the members are also known to be unruly, unreliable, and potentially dangerous to other allied troops.

Aquatic Unit. There is a small unit of kátoikoi (sea dwellers or fish men) among the Horde. They serve as special operators dedicated to marine and amphibious missions.

Mounted Units. Some troglodytes of the Horde ride elephants into battle. Unlike the large Indian beasts used elsewhere, these are too small for a howdah and bear just two troglodytes; a driver and a warrior with javelins.

There are also a small number of gnolls mounted on cave bears among the Horde. They serve as outriders, scouts, and irregular skirmishers in battle.

Leader. Lord Sissik, the leader of the Thull Horde, is a large, grizzled troglodyte who wears a jade crown and carries a magical short sword.



VALKYRIES

Symbol. Varies by unit

Strength. 50,000+

Location. Any, most commonly in the northwestern half of the map

Requirements. Female, martial skills

Deities. Odin, Thor

Creed. Excellence through service and dedication

Objective. Serve the einhier, prepare for Ragnarok, destroy the Amazons

Missions. Valkyries are often sent to gather the souls of soldiers slain in battle. They are often found operating as agents, advisors, liaisons, and officers in various courts and halls throughout the northlands.

More than just a cult, the Valkyries control enough territory to rival the kings of Sweden, Norway, and Finland. They are highly respected throughout the northlands and beyond, wielding tremendous influence in the halls of chieftains and warlords. Their presence is required at all major battles and they often determine the outcome, swaying the course of history.

The Valkyries' high command consists of a council of twelve Dames with a Grand Champion at the head who is appointed for life and is in direct contact with Odin. Although it is a warrior cult, many members are not warriors. Some are scouts or spies while others are advisors and priestesses.



Valkyries may be found in any land north of Rome. They serve the warlords of Gaul, Germania, and Gothiscandza mercenaries, advisors, and special operations units. The Valkyries also have permanent garrisons set up in the largest northern cities.

In Avaricum, for example, there is a contingent of Valkyries who serve the Bituriges king as elite warriors and guards, but also work as ambassadors and recruiters. There are similar garrisons in many other northern cities including Manching, Atuatuca, and Heidengraben.

Many Valkyries are fair haired and light skinned. They tend to be of Scandinavian or Germanic heritage, though they are also found among the Gauls and Celts. Most Valkyries are unusually tall. A few are of average or below average height. They are usually human, but a few are giants or light elves. Valkyries are typically armed with a spear and longsword and carry large wooden shields. Chainmail is the most common armor, though they also wear scale, or piece mail armor.



Valkyrie Dames rule as duchesses in Kvenland and women occupy all major social and political positions in that country. They discourage outsiders from visiting and take measures to prevent explorers from stumbling upon their homeland. If travelers do manage to reach Kvenland, the Valkyries welcome any women who wish to join their society permanently and they turn all other visitors away.

Kvenland is a region of endless pine forests, pristine lakes, and fertile meadows that stretch along the banks of a sea rich in fish and foreign trade. The land is abundant with wildlife and dotted with small villages of farmers, fisherwomen, huntresses, and tradeswomen. The Valkyries have built forts, towers, and outposts to defend their territory from invasion and they run constant patrols between these strong points. The Valkyries' high command gathers for meetings and ceremonies in a massive granite castle known as Aska Faste (the Fortress of Thunder). There are also gates to Valhalla and Alfheim hidden in Kvenland.



Besides their homeland, the Valkyries have a secret outpost and treasury on the island of Thule. They also control a stronghold and training facility on the Isle of Skye known as Skugga Faste (the Fortress of Shadows).

Many Valkyries hold positions of high honor in the courts of the northern warlords. They are advisors in the mead halls and champions on the battlefields, influencing all major events that transpire in the region. While they are loosely scattered, they are not disorganized. They cooperate with each other and they follow orders from their Valkyrie commanders who coordinate a master plan against their sworn enemies, the Amazons.

Initiates to the Valkyrie order are known as Shield Maidens. These young women must prove themselves by slaying an enemy warrior or a dangerous beast before being admitted to the ranks of the Valkyrie.

Northern warlords often hire units of mercenary Shield Maidens to assist in their wars. Serving in such a brigade is a common way for Shield Maidens to earn a living, gain combat experience, and establish a reputation.

Valkyries serve in all combat roles, including air cavalry. Airborne units are usually mounted on giant eagles. The core force of heavy infantry is augmented with light infantry, archers, shield maidens, and berserkers. Valkyrie cavalry, both terrestrial and airborne, wear chainmail and carry lances.



Names. When a Shield Maiden becomes a Valkyrie, she often takes a new name with an appropriate meaning. A list of suggested names and their meanings is provided below.

Valkyrie Names

Name	Meaning
Asta	Divine Beauty
Brenna	Sword
Brynhilda	Armor of Battle
Erika	Ruling Forever
Gunna	Battle
Helga	Divine Woman
Herja	Devastator
Hertha	Powerful Woman
Hilda	Battle
Hjorprimul	Swordswoman
Kara	The Stormy One
Magnhild	Great in Battle
Misti	Mist
Rota	Sleet Storm
Runa	Secret, Rune
Sanngrid	Extremely Violent
Sigrdrifa	Victory Bringer
Sigrun	Victory Rune
Siri	Marvelous Victory
Sylvi	Strength
Thyra	Like Thunder
Tori	Power
Trima	Fight
Ylva	She-Wolf

