





JOIN

PLAY

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



Sail



JOIN

PLAY

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



Sail



JOIN

PLAY

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



Sail



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PLAY

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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



PLAY

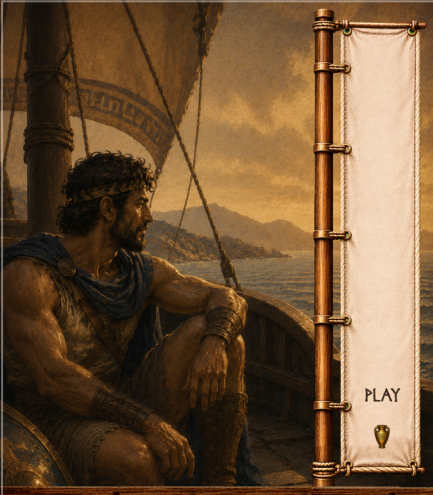
Peg and Mallet

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



PLAY

Quiet Watch

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



Rest



JOIN

PLAY

Offering at Dawn

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

Draw an adventure card.



Pray



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.

Turn one face-down card back face up.



Rest



Illustration of a man in a blue cape and headband, holding a large fishing net. In the background, a ship is visible on the water.

JOIN

PLAY

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

Gather



Illustration of a woman in a red dress and headband, holding a bowl of herbs, and a man in a blue cape and headband, holding a bowl of herbs. They are standing in a garden.

JOIN

PLAY

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

Gather



Illustration of a man in a blue cape and headband, kneeling and working on the hull of a ship.

PLAY

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

Repair



Illustration of a man in a blue cape and headband, holding a spear, standing on a rocky shore. In the background, a woman in a white dress and headband, holding a spear, is visible.

JOIN

PLAY

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

Navigate



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Navigate



JOIN

PLAY

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



Navigate



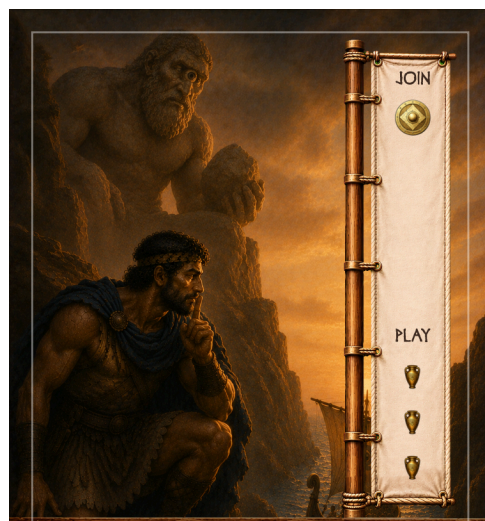
JOIN

PLAY

Wise Counsel
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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



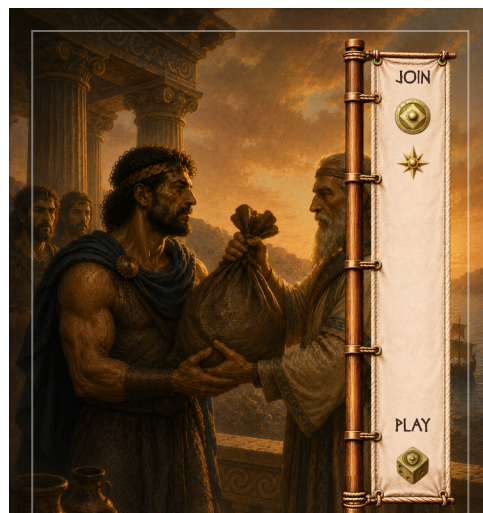
JOIN

PLAY

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



JOIN

PLAY

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



JOIN

PLAY

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



JOIN

PLAY

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



JOIN

PLAY

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



JOIN

PLAY

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



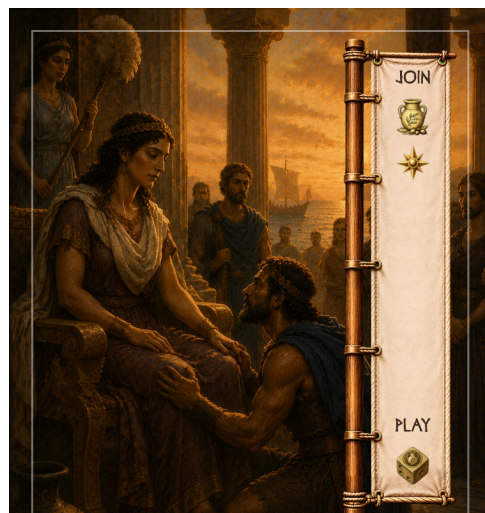
JOIN

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



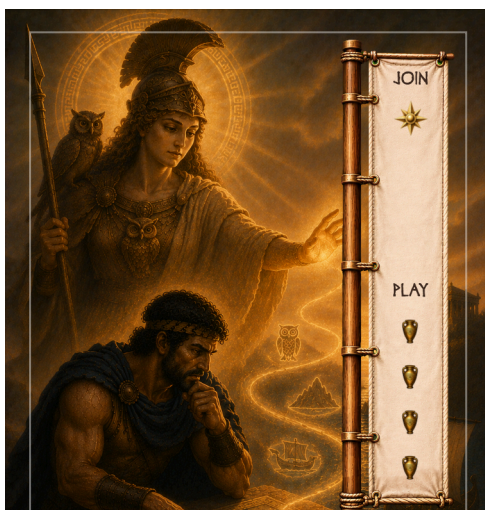
JOIN

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

PLAY

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



Sail



JOIN

PLAY

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



Sail

A man with a beard and a blue cape steers a ship at night. The ship's sail features a large owl. In the background, the constellation of the Hunter is visible in the dark sky. A vertical scroll on the right has a 'JOIN' button with a gold coin icon and a 'PLAY' button with a gold die icon.

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

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Sail

A man with a beard and a blue cape steers a ship at dawn. The ship's sail features a large owl. The sky is a mix of orange and blue. A vertical scroll on the right has a 'JOIN' button with a gold coin icon and a 'PLAY' button with a gold die icon.

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

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

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

Sail



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PLAY

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



Sail



JOIN

PLAY

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



Sail



JOIN

PLAY

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



Sail



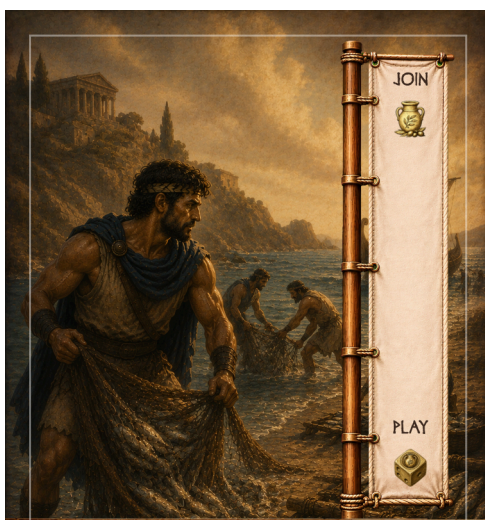
JOIN

PLAY

Night Passage
 You keep the ship moving through the dark while the sailors trust your hand on the tiller.



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



Illustration of a man in a blue cape crouching on a rocky shore, prying shellfish from the rocks. Another man is visible in the background.

JOIN

PLAY

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

Gather



Illustration of a man in a blue cape crouching on a ship's deck, pouring wine from a jar into the sea. A large owl emblem is visible on the ship's sail.

JOIN

PLAY

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

Draw an adventure card.

Pray



Illustration of a man in a blue cape crouching on a ship's deck, burning incense in a bowl. A large owl emblem is visible on the ship's sail.

JOIN

PLAY

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

Draw an adventure card.

Pray



Illustration of a man in a blue cape kneeling at a roadside altar, lighting a torch. A statue of a woman is visible in the background.

JOIN

PLAY

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

Draw an adventure card.

Pray



Illustration of a man in a blue cape crouching on a ship's deck, casting stones. A statue of a woman is visible in the background.

JOIN

PLAY

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

Draw an adventure card.

Pray



Illustration of a man in a blue cape standing on a ship's deck, raising his hands in prayer. A statue of a woman is visible in the background.

JOIN

PLAY

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

Draw an adventure card.

Pray