

AGON

EHP0054

Role Playing Game

ISBN 978-1-61317-175-2

MSRP \$25.00

Format 6"x9" color hard-cover, 160 pages

Product# EHP0054

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The Ten-Second Pitch

AGON is A fast-paced, *stand-alone roleplaying game of heroic adventure* in a *mythic world*.

Target Market

- Fans of sword & sandals media, Greek myths and epics, and the like.
- Also appeals to fans of other "alliance of rivals" tales like *The Fast & The Furious* and *Top Gun*.
- Fans of games designed by John Harper such as the popular hit *Blades in the Dark* and the award-winning *Lady Blackbird*
- Evil Hat fans looking for a non-Fate game

Up-Sells & Cross-Sells

- Stand-alone Evil Hat games like *Blades in the Dark* [EHP0030], *Scum and Villainy* [EHP0040], *Band of Blades* [EHP0048], and *Monster of the Week* [EHP0009]
- Other mythological RPGs and supplements.
- Dice! It's best if each player has 1d4, 3d6, 3d8, 2d10, and 1d12.

Selling Points

- A unique system that puts an emphasis on teamwork, rivalry, passion, glory, and mythical heroes.
- Book contains multiple islands with challenges supernatural and mundane for the heroes to overcome, with more scenarios available online.
- Conflicts that are resolved with one big roll of the dice, keeping the action fast and exciting while allowing the story to advance at a steady speed
- Easily customizable for one-shot games or a campaign of multiple islands along the heroes' odyssey
- A beautiful, evocative book with high production quality and good shelf presence
- Author John Harper's dedicated fan base drives buzz and play.
- Strong online community support with over 15,000 newsletter subscribers for Evil Hat

HEROES OF LEGEND

In the mists of ancient time, a poet sings of great deeds wrought by mighty heroes—of monsters slain and justice restored, of wise counsel and devious strategies, of courage, valor, and daring—defiant of the gods themselves. In AGON, you create these heroes, crafting their epic tale into an immortal legend.

On their way back home from war, a band of heroes becomes lost among strange islands populated by mythical creatures, dangerous villains, legendary kingdoms, and desperate people—each entangled in strife, at the mercy of the capricious gods.

It falls to you as the epic heroes of your age to seize this opportunity for greatness—to set things right in these lost lands, overcome the trials of gods, monsters, and mortals, prove the glory of your name, and win your way back home.

In this book, you'll find:

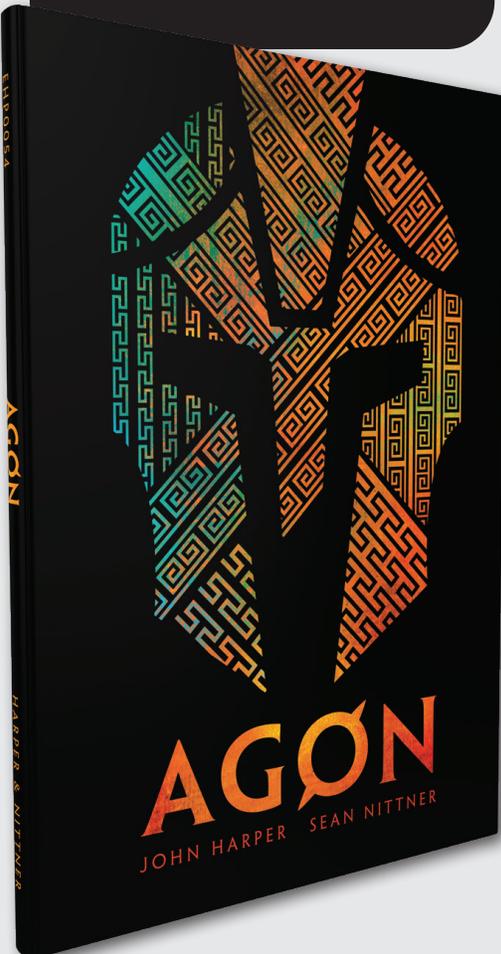
- Rules for creating your epic heroes, earning Glory for their Names, and forging their eternal legends.
- Divine Favor, Bonds, and Pathos to call upon for great deeds.
- Islands full of gods, monsters, and people to challenge your heroes.
- Contests of Arts & Oration, Blood & Valor, Craft & Reason, and Resolve & Spirit test both the prowess and passions of the heroes.
- Guidance for the Strife Player, who presents the challenges of the islands.
- The Vault of Heaven to record your progress towards returning home and the grace (or ire) of the gods.

THE TRIALS OF GLORY AWAIT!

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