

Map Errata

Judge's Eyes Only!

In AEON: Ancient Greece Vol: 1 the adventure *The Labyrinth of Daedalus* describes a red thread tied to the foot of the machine-man named Glaucus. This thread is meant to represent the thread used by Theseus himself when he first came into the labyrinth to kill the Minotaur years earlier.

Because there is more than one way to run the labyrinth (including a randomly generated version of the Labyrinth coming in volume 2) the path of the thread was kept more suggestive. However, the map can be used literally. If players only want to follow the red thread, following in the footsteps of Theseus, it will take them from Area A to Area C to Area F to Area G to Area J to Area K.

The thread is open to Judge's interpretation. In some versions of the myth, this thread is magical, in other versions it is nothing more than yarn. It would also make sense that the clones of Icarus may shift this thread around from time to time as it amuses them. This red thread could be a red herring that leads the heroes into a completely wrong direction. Finally, this thread could be just an illusion a cruel trick created by the Labyrinth itself as a reflection of its magical and potentially sentient nature.

I hope this helps to fiendishly torment your players in a cruel manner.

Sincerely,

Judge Willett

