

# **AEON**

## **ANCIENT GREECE**



**VOL 2**  
**DEEPER**  
**INTO THE**  
**LABYRINTH**

CONTAINS 112  
**DCC**  
**RPG**

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# Introduction

*“Sing oh Goddess of the good old days, when adventures were underground, arms and armor were bronze, and heroes were destined to die the death of a glorious warrior!”*

AEON: Ancient Greece Vol. 2 continues the odyssey we began in our first issue. This zine you hold in your hands includes:

- A new level-1 adventure that expands the Labyrinth of Daedalus.
- New Olympian patrons available to all characters and new patrons available only to wizards.
- A roster of Bronze Age Greece’s greatest heroes.

Owning Vol. 1 is not required to enjoy *Deeper into the Labyrinth*, because it stands on its own. However, you and your friends will enjoy creating 0-level characters, surviving the funnel, and exploring the labyrinth more.

You can buy a physical or PDF copy of *Aeon: Ancient Greece Vol. 1* at [sharktopusgames.com](http://sharktopusgames.com)

## A Note on History

The adventures in *Aeon: Ancient Greece* assume that the campaign takes place just a few years before the Trojan war, or around 1200 BC. This is at the end of Mycenaean Greece and allows all the characters from the *Iliad* and the *Odyssey* to interact with your players. However, it is easy if a judge wants to play in a different time period.

The Labyrinth of Daedalus as a dungeon, is like a pickle jar. Daedalus is down there working on his projects and will continue to do so whether heroes interrupt him in 1200 BC, 1999 AD or even the ruined future of *Mutant Crawl Classics*! He has extended his life unnaturally and is now near immortal.

Even though the Labyrinth is set in the mythical real world of Crete, it could just as easily be set in other settings like Goodman Games’ *The Dying Earth*, Raorgen Games’ *Pax Lexque Campaign Setting*, or your own personal campaign. Minotaurs and labyrinths are just an iconic pairing.

# Deeper into the Labyrinth

## 1-Level Adventure:

### *Judge's Eyes Only!*

This adventure is designed for a handful of 1<sup>st</sup> level characters. It is a continuation of the 0-level funnel *The Labyrinth of Daedalus* (Aeon: Ancient Greece Vol 1). Some groups will want to dig deeper into the Labyrinth, others may wish to leave the maze behind and explore the rest of the bronze age Aegean.

However, *Deeper into the Labyrinth* can be used as a stand alone adventure. There is a secret side entrance which can be accessed and used as a starting point. There is also a second entrance through this adventure that links with the lair of the Minotaur.

## Background

Everyone is already familiar with the fact that the Labyrinth was a prison for Asterion the Minotaur. However, what is less well known is the fact that Daedalus returned to the Labyrinth and continued his many experiments. The Labyrinth is more than a physical space made of stone; it is a living servant that Daedalus has bent to his will. It changes shape and provides him with everything he needs.

Daedalus ought to be dead by now, but he has unnaturally extended his life by drinking the divine blood of an Egyptian god he captured. Unfortunately, living longer only extends his suffering. Daedalus is tortured by the death of his son Icarus. He has spent years attempting to clone his son to unite his shade with a suitable body. The endless corridors of the Labyrinth are filled with abandoned experiments, artwork, and cast aside Icarus clones.



## **The Labyrinth Map**

# Running the Labyrinth

There are several ways to run the labyrinth. One method is to follow the map in a literal sense with its twists and turns. Another method would be to follow along alphabetically. Finally, the judge could roll on a table as the heroes blindly blunder through the maze. Track the order in case the party wants to double back. This method would be a great way to run the Labyrinth at a convention.

**Entrances.** There are multiple ways to get into the Labyrinth.

- Area A- The Labyrinth's Lobby\*
- Area M- The Secret Entrance
- Area P- The *Nautilus*

**Capstone Encounters.** Pick one of these when you have about 30 minutes left in the session and you want to end it with a big encounter.

- Area K- Den of the Minotaur\*
- Area S- The Workshop of Daedalus

## d14 Random Encounters

- |    |                                      |
|----|--------------------------------------|
| 1  | Area B- The Marble Quarry*           |
| 2  | Area C- The Gallery*                 |
| 3  | Area D- Secret Closet*               |
| 4  | Area E- Altar to Poseidon*           |
| 5  | Area F- Pack of Bull-Dogs*           |
| 6  | Area G- Icarus 1*                    |
| 7  | Area H- Shades of the Restless Dead* |
| 8  | Area I- The Well*                    |
| 9  | Area J- Icarus 3*                    |
| 10 | Area N- The Bridge                   |
| 11 | Area O- Sokar's Prison               |
| 12 | Area P- The <i>Nautilus</i>          |
| 13 | Area Q- The Treasury                 |
| 14 | Area R- The Jail                     |

\*See *Aeon: Ancient Greece Vol. 1, The Labyrinth of Daedalus*

## Player Start

**Treasure and its Value:** Bronze age Greece is a pre-money society, which means they do not use coinage or measure their wealth based on how many gold coins they possess. Instead, Homer usually values treasure based on how many cows it could be worth. The value of treasure is listed both in traditional coins as well as livestock.

- A goat is worth about 25 sp.
- A ram or ewe is worth about 1 gp
- A milk cow or steer is worth about 10 gp
- An ox is worth about 15 gp.

**Entrances:** There are two entrances to this second portion of the Labyrinth. The first comes after the encounter with the minotaur and is an ideal way to continue from the 0-level funnel.

**Area L- Hidden Door.** *Beneath a pile of chewed up and shattered human remains is a trap door. The wooden door swings open to a crawl space covered with spider webs and rat droppings. The tunnel ends with a second door that opens out the floor and into a new room.*

This cramped tunnel is roughly 3' by 3' and 50' long. It is only wide enough for a party of mortals to crawl on their hands and knees through complete darkness. While the passageway is perfectly safe, the players may feel very reluctant to move through it and may want to explore it as much as they can before throwing themselves down into such a claustrophobic and cramped space. There is a 75% chance that a scared rat crawls across a random player's hand. Once the players are free from the hidden door, they are covered in dust, grime, and cobwebs. The other end of the tunnel comes out of Area M.

**Area M- The Secret Entrance.** *Amongst the burnt-out ruins of Knossos is the remains of a fountain or pool. Most of the sculptures and valuable carvings have been smashed, vandalized or looted. Along one wall, partially blocked by stone rubble, is a fresco of two kilted males bearing clay jugs.*

There is a hidden latch underneath both jugs. The latch on the left has a slot for one of Daedalus' signet rings, which are worn by all his clones so that they can unlock doors and deactivate traps. If the

signet ring is used it unlocks the door, deactivates the trap and swings the entire fresco inward.

The latch on the right does not need a ring, unlocks the secret door and activates the trap. The door to the fresco swings outward. There is a wire attached to the panel that is pulled taught activating the trap. Anyone standing in front of the door as it swings open must make a DC 15 Reflex saving throw or they are shot by 1d7 arrows taking 1d6 damage for each arrow. If the door is approached from the inside, this trap can easily be deactivated by removing the wire that connects to the door. This antechamber has a hallway that leads into the Labyrinth and a trap door on the ground with a tunnel that leads to Area L.

**Area N- The Bridge.** *This hallway consists of two platforms, one on each end of the space, between the two platforms is a stinking pit 30' deep. 30' wide and filled with foul smelling brackish green water. The pit reaches completely from side to side. There is a sturdy wooden plank that stretches across the expanse.*

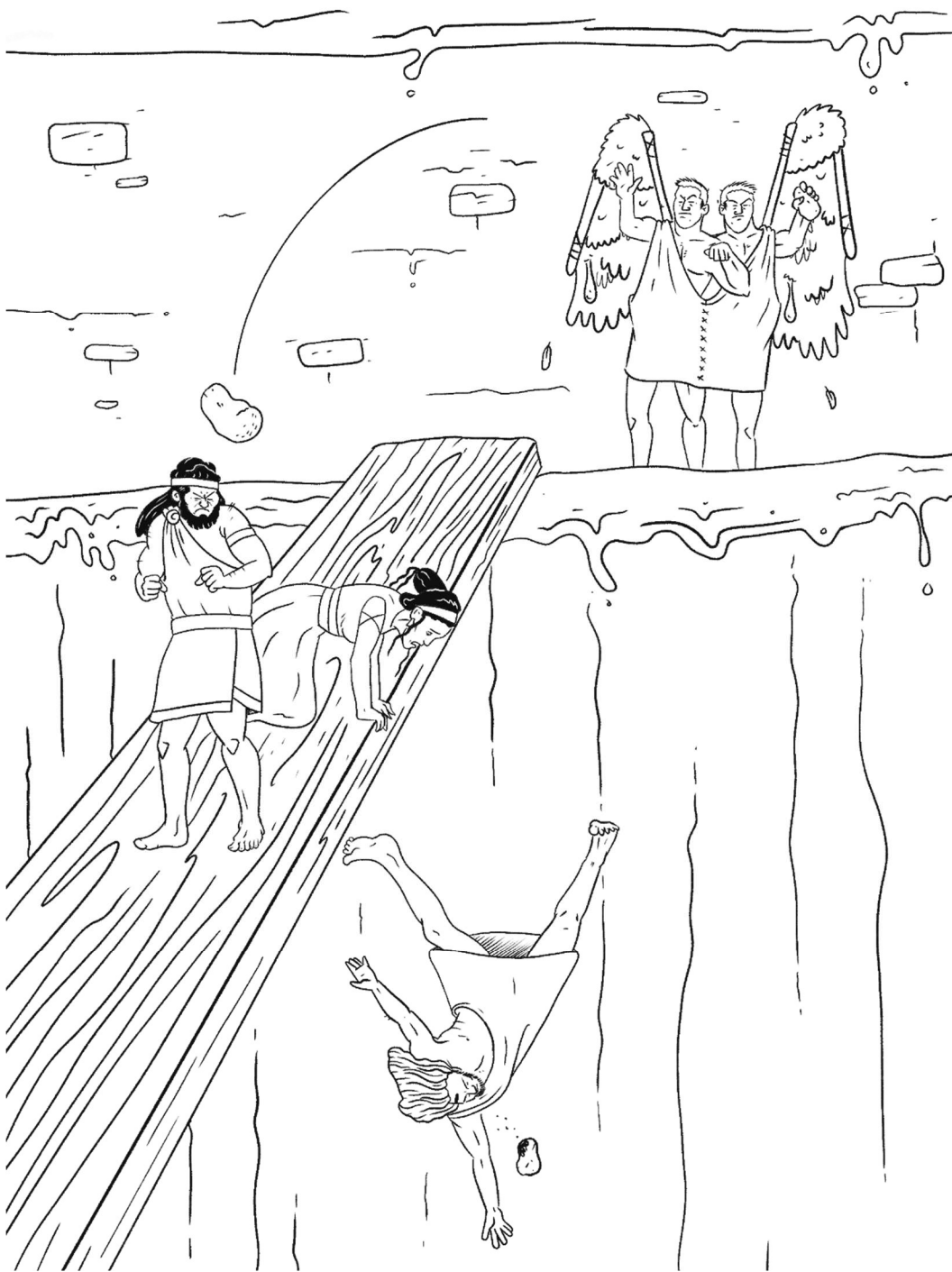
Moving across the plank is straight forward. A character that simply walks across must make a DC 13 Agility check to cross safely. If the character chooses to move slowly and carefully, crawling across the plank improves their die by one step.

The pit is filled with only a few inches of disgusting fetid water. Anyone who falls in takes 3d6 damage. For every 6 rolled, the victim breaks a bone. For each broken bone, the PC permanently loses 1 point of Strength or Agility. The bones will never heal quite right. The sides of the pit are slick with algae, making climbing out very difficult. A rope would be required to get out.

Before the journey is completed, Icarus 6 and 7 arrive. These failed clones are unique because they are conjoined twins literally joined at the hip. Their duty is to guard this section of the Labyrinth, when they see people moving up the ramp, they reveal a basket full of softball sized stones and begin hurling them.

**Icarus 6 and 7:** Init +2; Atk stone +4 missile (1d6); AC 12; HD 2d6; MV 30' Act 2d20; AL C; Special: Anyone balancing on the bridge must make a DC 13 Reflex saving throw or fall; SV Fort +4, Ref +2, Will +2. Icarus 6 and 7 carries two signet rings that can unlock doors and deactivate traps.





**Area O- Sokar's Prison.** *This dark chamber is silent, except for the occasional sound of chains rattling and a gentle pumping. Chained to a wall is a large, 8-foot-tall man wrapped in bandages. His hands are hanging above his head, which is that of a hawk. Several tubes are attached to his torso and connect into a large machine that seems to be pumping the blood out of him. He is surrounded by jars of thick liquid gold.*

Sokar is an Egyptian death god. If anyone speaks Egyptian, they will be able to speak with him easily. Otherwise he only speaks a few words of very old proto-Greek. He's been trapped so long he struggles to speak the same language as people who live on the surface. What is clear is that he is asking for help.

His chains are thick hardened steel, specially crafted by Daedalus. They are impervious to bronze tools and weaponry. A DC 17 Strength check could pull them from the wall. If the tubes are removed from his body the pump will stop working, and a shade will step forth from the machine. It is the shade of Icarus, the son of Daedalus.

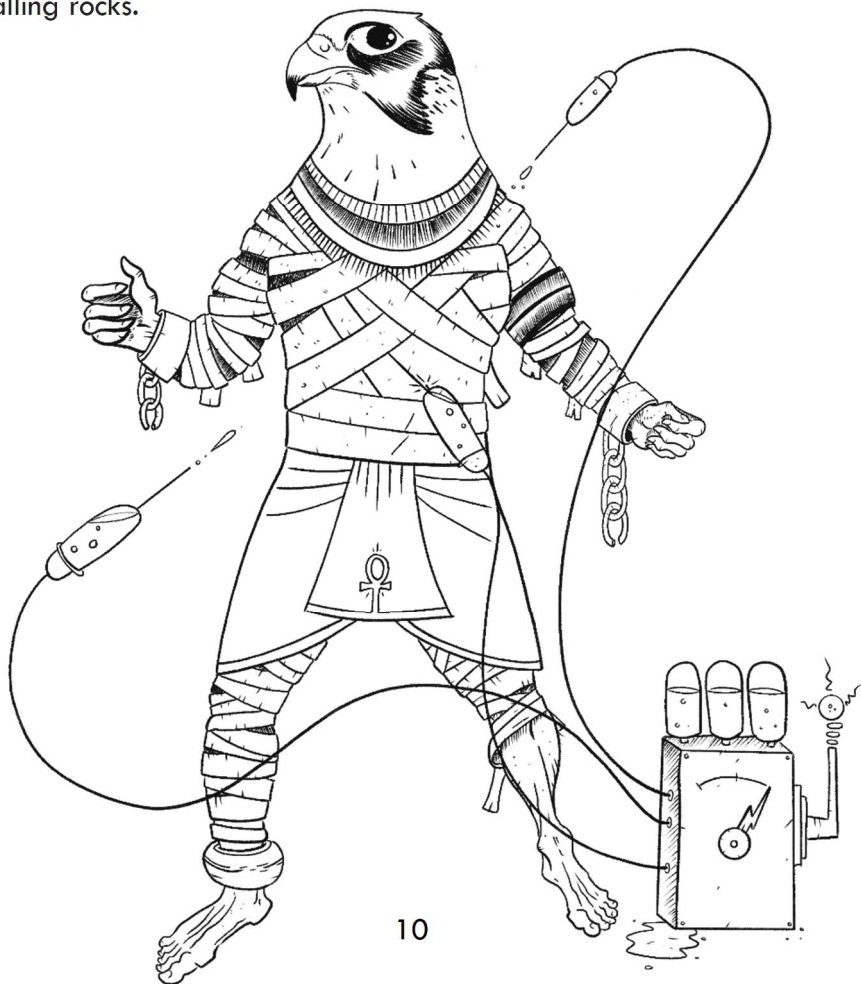
The shade is initially friendly and will ask the party not to set Sokar free. He tells them that Sokar is an evil god and would kill them all the first chance he gets. (this is probably a lie) Icarus' shade is willing to share a jar of ichor (god blood) if they leave this place and leave Sokar chained. If the party chooses to ignore Icarus and set the god free or if they attack him, the shade will defend himself. Once reduced to ¼ hp Icarus will flee.

**Shade of Icarus, son of Daedalus:** Init +0; withering soul +3 melee (dmg on a successful hit, a living creature loses 1d3 points of Stamina. If brought to 0 Stamina, the creature dies, rising next round as a Restless Soul and will immediately attack the closest living creature); AC 10; HD 1d10; MV 30' levitate, Act 1d20; SV Fort +0, Ref +2, Will +4; AL C. Special: Incorporeal.

**Sokar (weakened state):** Init +2; Atk chain +6 melee (dmg 1d6 plus DC 14 Ref save or be entangled); AC 16; HD 6d12 (immortal); MV 30' or Fly 30'; Act 2d20; SV Fort +11, Ref +7, Will +11; AL L. Special: If Sokar is reduced to 25% hp he will use what remains of his strength to fly through the ceiling of the Labyrinth sending collapsing stones down upon the heads of anyone in the room.

**Divine Ichor:** The machine is draining Sokar's blood, which is golden ichor which can cure any ailment. Anyone who drinks a jar of ichor regains any lost spells, heals any ability damage, and regains any lost hit points. Drinking this ichor will curse the imbiber. The three Furies will come and attack any mortal within 1d3 days of leaving the Labyrinth. Due to the risk of being trapped forever, they refuse to enter this cursed place.

**Watch for falling rocks:** If Sokar is freed, he will reward the players by telling them about a set of beautiful silver necklaces he made stored in Daedalus' treasure vault. Then he wastes no time escaping. First, he will smash the machine that has been stealing his divine ichor, then he will launch himself into the ceiling, punching a giant hole and causing a partial cave in. Anyone in the room must make a DC 14 Reflex saving throw or take 2d6 damage from falling rocks.



**Area P- The *Nautilus*.** *This chamber is well lit and filled with the echoed splashing of sea water. It is a grotto full of sea water. Docked in this cave is a strange mechanical vessel. Anyone who can read Greek sees the word “Nautilus” on the side of its hull.*

Daedalus is not only obsessed with bringing his son back to life, he is also fascinated by the story of Atlantis. He believes that locating Atlantis may hold the key to successfully resurrecting Icarus. This is not based on any fact, but the desperate acts of a mourning father. The Labyrinth, in its magical fashion, gives Daedalus what he needs to continue his work including carving this grotto out to the Cretan Sea.

The *Nautilus* is a rudimentary submarine. It can hold 4 passenger and it is powered by a large crank. The crank must be turned by two crewmembers to move the propeller. A crew could easily use it to escape the Labyrinth.

This grotto also serves as a potential side entrance into the labyrinth. The heroes could moor their ship outside the entrance to the cave and swim or row into this area.

In the grotto there is a sea nymph named Ox-eyed Pluto who has been having a romantic relationship with Daedalus for years. They are both mutually obsessed with themselves and incredibly toxic. She will not stop anyone from stealing the *Nautilus* because it would amuse her to see if Daedalus would even notice. If she is given a gift, she also has directions on where to find Atlantis. She never bothered to give these directions to Daedalus because he never asked.

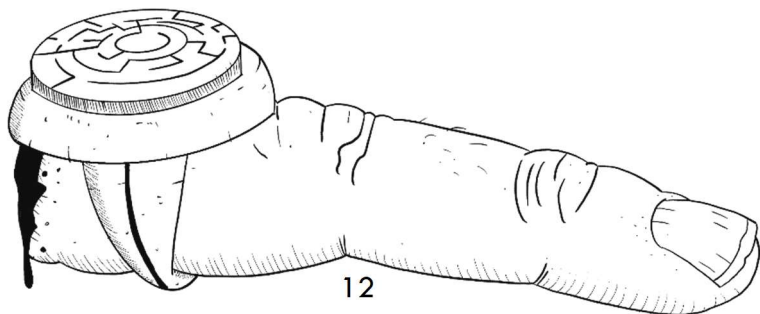
**Ox-eyed Pluto:** Init +1; Atk Dagger +3 melee (dmg 1d4+1); AC 10; HD 3d12 (immortal); MV 30' or swim 40'; Act 1d20; SV Fort +1, Ref +2, Will +4; AL C. Special: An Oceanid can grant water breathing for 1 hour. However, while the target can breathe water, they cannot breathe air. They must make a DC 12 Fort saving throw each round that they have not submerged their head in water. The DC increases by 1 every round, after two consecutive rounds of failure, the target will suffocate and die.

**Area Q- The Treasury.** *This room is a museum filled with glorious works of art. The high vaulted walls and ceilings are covered with stunning murals of beautiful youths flying through the sky on wings made of wax and feathers. It is full of row upon row of neatly organized shelves displaying gorgeous pottery, masterful sculptures, and intricate jewelry. The most intriguing work is a large bronze sculpture of Cerberus, the three headed dog that guards the underworld.*

**Treasure.** There are 10 expertly painted pots worth 1 gp each or 1 ram or ewe each. There are three marble sculptures depicting Icarus and are worth 300 gp each worth a herd of 20 cattle. However, they weigh 120 pounds and transporting them out of the labyrinth would be very difficult. There is a set of beautiful silver Egyptian style bracelets and a matching necklace worth 500 gp or a large herd of 30 very healthy high-quality cattle. These treasures are something any king would want displayed in their palace. They may be worth even more than that if the seller realizes the jewelry was made by the god Sokar, a god and noted silver smith.

**Trap.** The silver jewelry rests on a display that has a slot for one of the signet rings worn by all the Icarus clones. If the silver jewelry is removed from its display without inserting a signet ring, the trap is activated. Heavy stone doors drop down at the entrances and a thick smoke begins to pour forth from the three mouths of the Cerberus Statue.

Anyone who breathes in the poisonous gas must make a DC 13 Fort save or take 1d6 Constitution damage. Once the target reaches 1 Constitution, they fall unconscious for 1d7 hours. The room will fill up with gas within 1d3 rounds. Within an hour, Icarus 12 will visit the treasury, replace the silver necklaces, and drag any unconscious bodies to Area R.



**Area R- The Jail.** *This grimy room is packed with small cells. There are several people who are trapped here. This is the outcome for unfortunate souls who wander into the Labyrinth. They are unfortunate specimens in Daedalus' bizarre experiments.*

**What are they doing with them?** It is best to keep this aspect of the adventure vague. It is scarier not to go deep into gory detail about what is happening to these poor people. The dark experiments your players think up in their heads will be worse than anything you or I could cook up. Keep it that way.

The warden of this prison is the tragic figure known as Icarus 12. There is the Minoan number for 12 tattooed into his forehead. He is an almost perfect clone, except for the fact that he has a slight birthmark on his right cheek. Icarus 12 is a person filled with rage. He hates everything about life. He hates the fact that he was brought into this world for one reason, to serve as a vessel for Icarus' shade, and is seen as a failure. He hates everyone. But he hates Icarus and Daedalus more.

Icarus 12 could be bribed to release prisoners. He could also be overpowered. If the prisoners are freed, they will happily join the party in a vendetta against Daedalus. They could be a valuable source of new 0-level characters or hirelings.

**Icarus 12.** Init +3; Atk bow +5 missile fire (1d6); AC 15; HD 2d6; MV 30' or fly 30'; Act 2d20; SV Fort +4, Ref +3, Will +3; AL C. Special: Icarus 12 can lift a character off the ground, fly them up to 20' and drop them, dealing 2d6 damage. Icarus 12 wears a signet ring that can be used to deactivate traps.

**Area S: The Workshop of Daedalus.** *This chamber is filled with tables cluttered with tools and half completed projects. One corner is jammed with a cluster of partially finished marble sculptures. The walls are lined with glass tubes filled with amniotic fluid and several Daedalus clones in various states of growth from embryonic, to child, to young adult. Daedalus sits hunched over a scroll lit by an oil lamp. He is busily scratching away at it with a quill and does not look up to acknowledge anyone has entered the room.*

*Judge's Note:* This capstone encounter should not appear until the end of the session when using the random encounter method.

Daedalus will not look up from his work no matter what. If the players question him, he will answer them tersely and dismissively.

He is incredibly annoyed at this interruption and will simply demand the interlopers leave immediately. If they refuse, he will grumble to himself “I don’t have time for this...” and activate his Icarus clones.

The amniotic tubes on the side of the room will open, unleashing 1d7 Icarus clones who will pick up various hammers and chisels and attack immediately. Some of these clones will pick up sets of wings made of feathers and wax to fly over the battlefield.

**Icarus 23-28:** Init +3; Atk hammer +3 melee (1d6+2); AC 15; HD 2d6; MV 30’ or fly 30’; Act 1d20; SV Fort +4, Ref +3, Will +5; AL C. Special: Icarus clones wearing wings can lift a character off the ground, fly them up to 20’ and drop them, dealing 2d6 damage.

#### d7 Icarus Clone Mutations

- 1 **Acid Spit.** As an action, this clone can spit caustic acid. The target must make a DC 15 Reflex save or take 2d6 damage. The next round they take another 1d6 damage.
- 2 **Additional Arms.** This clone has d4 additional arms jutting out of their body. They have an additional 1d20 action die.
- 3 **Telekinesis.** This clone has psionic powers and is surrounded by a rotating ring of tools and debris which he can launch with his mind. +8 missile fire (1d6).
- 4 **Self-Detonation.** Once this clone is at 25% hp he explodes. Everyone within 25’ must make a DC 15 Reflex save or take 3d6 damage. Half damage on a success.
- 5 **Bone Growths.** This clone has sharp jagged bones sprouting forth from his flesh. He has a claw attack that replaces his hammer attack. Claw +6 melee (2d8+3).
- 6 **Massive Growth.** This clone is massive and stands twice the size of a normal man. He has the following stats: Init +1; Atk meaty fist +9 melee (1d4+5); AC 16; HD 5d8; MV 20’; Act 1d20; SV Fort +8, Ref +2, Will +2; AL C.
- 7 **Prehensile Tongue.** A massive tongue lashes out of this clone’s mouth. Anyone hit must make a DC 13 Reflex saving throw to avoid being grappled.

## Ending the Adventure

Daedalus is completely unfazed by his clones being killed by the players. He does not look up from his work, he is completely focused on it. If the players attack him, his head comes clean off and rolls across the floor, revealing that he is in fact, a machine. The head of Daedalus mocks them. "You fool, I'm not the real Daedalus! He's further in this Labyrinth." His headless mechanical body will leap up from the desk and run to pull a large lever down.

Anyone in the room must make a DC 16 Reflex save to race towards the door the entered through or risk being crushed by the collapsing ceiling. The mechanical tinny laughter of the Robo-Daedalus' head fills the room as massive stones tumble down. Anyone who fails the reflex save will be crushed and take 3d6 damage.

**Robo-Daedalus:** Init +3; Atk metal fist +4 melee (1d6+2); AC 15; HD 2d6; MV 30' or fly 30'; Act 1d20; SV Fort +4, Ref +3, Will +5; AL C. Special: If Robo-Daedalus takes any damage it will reveal that he is a machine.

**Treasure:** Resting on Daedalus' desk is a large, ornate silver key. It is clearly incredibly valuable and possibly priceless. It is the type of object that could buy an entire city-state. (Agamemnon would gladly trade rulership of one of his citadels to possess this item.) Anyone who's patron god is Hermes or Hades will instantly recognize that it is the messenger god's key to the Underworld.

Whoever carries it out of the Labyrinth will find undead creatures, daemons, furies, harpies, and other denizens of the Underworld drawn to them. Shades of the dead who have not yet transitioned to the Halls of Hades will congregate near them. Some may even try to steal it. Others may try to ingratiate themselves in the hopes that they can finally find eternal rest.

Those who possess the key can unlock any of the many entrances into the Underworld and will automatically know where they can be found (the Cumaeon Cave, Taenarum, and Lake Lerna). While they possess the key, the protectors of the Underworld like Cerberus will allow them to pass freely unmolested.

Hermes obviously wants this key back and will go to great lengths to obtain it as surreptitiously as possible.



# Olympian Patrons

In a traditional *Dungeon Crawl Classics* campaign, the *invoke patron* spell is reserved only for wizards. However, in an ancient Greek campaign, any character can cast the spell *invoke Olympian* if that patron is one of the Olympians. This represents the way that the gods and goddesses will often take a specific interest in the lives of mortals. In *The Odyssey*, Athena takes several steps to aid the hero Odysseus in his journey home to Ithaca. In *The Iliad*, several gods and goddesses take to the field of battle to help both the Achaeans and the Trojans.

To invoke an Olympian, the supplicant must begin by making an offering to the gods such as meat burned in a fire or wine poured out on the floor. The supplicant should be somewhere sacred or connected to the deity like an altar, sanctuary, or a location important to the gods (like a sacred grove dedicated to Apollo). Even a makeshift altar will do in a pinch.

Supplicants can make their offering earlier in the day, then cast *invoke Olympian* later (like in the middle of a pitched battle), but it must be within a 24-hour time frame.

*Invoke Olympian* is a unique spell that is limited to one use per party per session. A judge wouldn't want their players turning to divine aid every time things got a little tough. The gods may grow annoyed and curse the heroes out of spite. The heroes must agree when to cast the spell and who is casting the spell. The supplicant casting the spell can add +1 to their spell check result if the Olympian they are calling upon matches their patron deity (see character generation in issue #1 of *Aeon: Ancient Greece*).

## Invoke Olympian

**Level:** 1

**Duration:** Varies

**Casting Time:** 1 round, and the spell may be cast only once per week.

**Save:** None

**General:** In order to cast this spell, the supplicant must first make an offering to the Olympian they are calling upon. Supplicants can only invoke one god or goddess at a time. The supplicant must burn at least 1 ability point. The judge determines the specifics of the aid provided by the god. Consult the *invoke Olympian* check results table.

## ***Purification Quests***

When mortals displease and anger the gods, they must find ways to cleanse themselves and regain their patron's favor. Purification quests are also the closest thing Ancient Greece has to crime and punishment. A hero who commits murder may have to go on a quest to absolve themselves.

### **d3 Quest Type**

- 1 Steal...
- 2 Slay...
- 3 Journey...

### **d6 Steal...**

- 1 A Golden Apple from the Hesperides
- 2 A bushel of moly from Circe
- 3 The sword of Theseus
- 4 An immortal cow belonging to the sun god Helios
- 5 *The lasso of Hestia*, owned by Penthesilea
- 6 Purple dye extracted from a magical snail

### **d6 Slay a...**

- 1 Flesh eating mare of Diomedes
- 2 Asterion the Minotaur\*
- 3 Giant boar harassing Sparta
- 4 Cyclops near Mycenae
- 5 Agrios, a Thracian giant, half-man half-bear
- 6 Khrysaor, giant born from the neck of the beheaded medusa

### **d6 Journey...**

- 1 To the Labyrinth beneath Knossos
- 2 To Themyscira, island of the Amazons
- 3 To the temple at Mt. Olympus
- 4 To the Gates of Hades
- 5 To the halls of Nestor, at Pylos
- 6 To Troy, south of the Dardanelles

\*Asterion the Minotaur can be found in the Labyrinth of Daedalus from Aeon:  
*Ancient Greece Vol. 1.*

## Apollo

*"O Lord Apollo, Lycia is yours and lovely Maeonian and Miletus, charming city by the sea, but over wave-girt Delos you greatly reign your own self. Leto's all-glorious son goes to rocky Pytho, playing upon his hollow lure, clad in divine, perfumed garments; and at the touch of the golden key his lyre sings sweet. Thence, swift as thought, he speeds from earth to Olympus, to the house of Zeus, to join the gathering of the other gods: then straightway the undying gods think only of the lyre and song, and all the Muses together, voice sweetly answering voice, hymn the unending gifts the gods enjoy and the suffering of men."*

-Homeric Hymn 3 to Pythian Apollo

Apollo is the son of Zeus and the titan Leto. When Leto was pregnant, she was pursued mercilessly by jealous Hera. She gave birth to Apollo and Artemis on the island of Delos. Countless great deeds are attributed to Apollo. He slayed a great serpent which guarded the oracle of Delphi. He is also known for falling in love with several youths, maidens, and nymphs.

Apollo inspires prophetic dreams in immortals and mortals alike. These prophecies are always wrapped in riddles, but they always come true. His followers also cure the sick and protect the weak.

Apollo is a beardless and physically flawless god. He wields a massive silver bow whose arrows can kill with a single shot and never miss (without divine intervention). He also has the power to bring plagues upon those who displease him.

Apollo is a haughty god who is very picky about who he accepts as supplicant. He prefers those who are young and beautiful, if he can't get that then he will accept those who serve him faithfully and offer satisfying hecatombs. He prefers his sacrifices to be offered at dawn and has many sanctuaries throughout Greece. The island of Delos is sacred to him, as is the oracle of Delphi.

**Special Purification Quest:** Apollo demands those who have angered him to prove their love for him by cliff diving. The supplicant must travel to the island of Leukas and to throw themselves off the rock of Leukas and into the sea.

### **Invoke Apollo check results:**

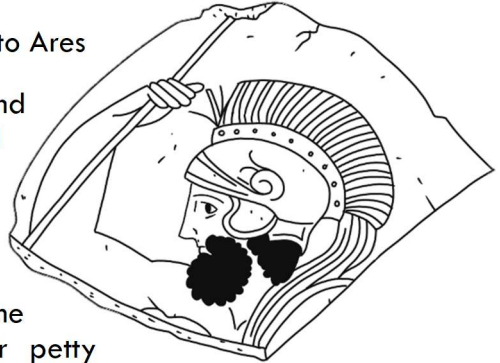
- 1     Lost, Failure, and worse! During the next combat, Apollo strikes the supplicant in the back dazing them and unlatching their armor. During their next battle, the supplicant's armor, helmet, and shield fall to the ground.
- 2-     Lost. Failure. Apollo cannot be invoked by the supplicant for an  
11    entire month, unless the supplicant purifies themselves.
- 12-   For the next 24 hours, Apollo grants the supplicant the ability  
13    to heal 2 HD a number of times equal to their Personality modifier. This is like a cleric using Lay on Hands. Once used, the ability is gone.
- 14-   Apollo shares his skill in archery with his supplicant. The next  
17    ranged attack with a bow cannot miss regardless of range if the supplicant can see his target. It deals damage as normal.
- 18-   Apollo allows the supplicant to recall a previously lost spell, or  
19    to use this ability on someone else.
- 20-   Apollo gives you a vision of the future. The judge can give you  
23    a secret about an encounter. This can be a vague hint about what types of threats or puzzles may be ahead in the session.
- 24-   Apollo draws back his silver bow and shoots an arrow at the  
27    target chosen by the supplicant. The target must make a Fort saving throw vs. the *invoke Olympian* spell check result or die.
- 28-   Apollo grants the supplicant the ability to heal a target  
29    completely. The target regains all lost hit points and ability points.
- 30-   Apollo transforms an enemy into a laurel tree. The target must  
31    make a DC 30 Fort saving throw or become a tree forever.
- 32+   Apollo briefly manifests to slay the supplicant's enemies. He uses his silver bow to shoot the enemy, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12 damage. Apollo attacks a number of enemies equal to the supplicant's level plus their Personality modifier.

## Ares

*"Ares, exceeding in strength, chariot-rider, golden-helmed, doughty in heart, shield-bearer, Savior of cities, harnessed in bronze, strong of arm, unwearying, mighty with the spear, O defender of Olympus, father of warlike Nike, ally of Themis, stern governor of the rebellious, leader of the righteous men, sceptered King of manliness, who whirl your fiery sphere among the planets in their sevenfold courses through the æther wherein your blazing steeds ever bear you above the third firmament of heaven; hear me, helper of men, giver of dauntless youth!"*

-Homeric Hymn 8 to Ares

Ares is the son of Zeus and Hera. He is both hated and respected by mortals. War is an ugly and bloody business, but Ares rewards mortals with glory that can be earned in battle. He is a great slayer of mortals; he cares little for them and their petty squabbles. The cause of a war means nothing to him, he longs only for the pitched heat of armed conflict.



Ares rewards courageous warriors with magic weapons or teaches them skills in combat. He does not reward generals unless they lead from the front. He is more interested in physical prowess than brilliant stratagems.

Ares is a massive perfectly muscled killer. He has a thick black beard, mighty helm, spear, and shield. Ares had three children with his love Aphrodite: Phobos, Deimos, and Harmonia.

Ares is not a kind god; he is very indifferent when it comes to mortals. He mainly cares about the feeling of battle lust and the glory earned on the battlefield. Slaughter is one of the only ways to earn his respect. His favorite places are sacred groves growing near ancient battlefields, or the site of a fresh conflict. Like all gods, he accepts cows as sacrifices, but he prefers large violent bulls.

**Special Purification Quest:** Those who have angered Ares must find the largest bull they can find and wrestle it to the ground. Then it must be sacrificed in the name of the god of war.

### **Invoke Ares check results:**

- 1 Lost, failure, and worse! Ares has fated the supplicant for glorious death. The next time the supplicant kills an enemy in combat, the enemy kills them too. They both die side by side.
- 2- Lost. Failure. Ares cannot be invoked by the supplicant for  
11 an entire month, unless the supplicant purifies themselves.
- 12- The supplicant has their finest moment in battle. They receive  
13 +4 on their next attack, saving throw, skill check, or spell.
- 14- Ares grants part of his martial skill upon the supplicant. The  
17 supplicant's next attack is an automatic critical success.
- 18- Ares sends a severe punishment to the enemies of the  
19 supplicant. The target must make a DC 19 saving throw or be permanently transformed into a rooster. However, the rooster is still the same size.
- 20- Ares blesses the supplicant's body with a fraction of his own  
23 physical prowess. The supplicant's agility is doubled for the next 1d6 hours.
- 24- Ares sends his two sons Deimos and Phobos to spread fear  
27 in the hearts of the supplicant's enemies for 1d4 rounds. All enemies within 100' must make a DC 19 Will saving throw or flee from the supplicant in terror.
- 28- Ares strengthens your body and spirit with bloodlust. You  
29 ignore enemies' armor treating them as though they're AC 10. He also grants you preternatural agility and speed. You gain +6 Agility and +20' movement until the end of combat.
- 30- The supplicants bronze weapons are permanently replaced  
31 with steel ones. These weapons are identical to the original ones but they grant +4 to attack rolls and damage rolls.
- 32+ Ares briefly manifests to slay the supplicant's enemies. He throws his spear at the enemy, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12 damage. Ares attacks a number of enemies equal to the supplicant's level plus their Strength modifier.

## Athena

*"I begin to sing of Pallas Athena, the glorious goddess, bright-eyed, inventive, unbending of heart, pure virgin, savior of cities, courageous, Tritogeneia. Wise Zeus himself bore her from his awful head, arrayed in warlike arms of flashing gold, and awe seized all the gods as they gazed."*

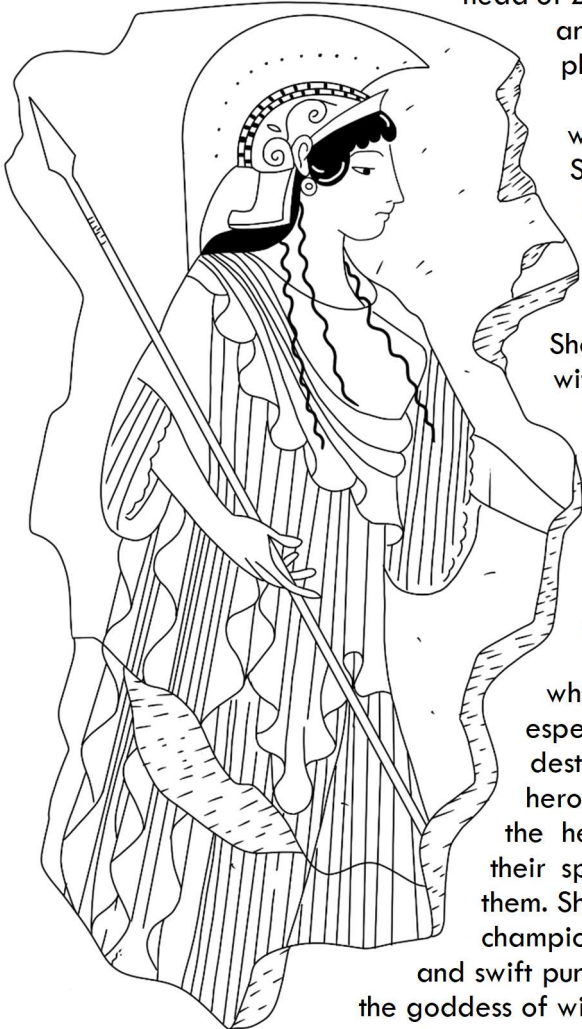
-Homeric Hymn 28 to Athena

Athena was born fully formed when she sprang forth from the head of Zeus. She is a skilled warrior and patron of wise generals, philosophers, and kings.

Athena supports heroes who undertake great quests. She has helped Perseus, The Argonauts, and Herakles in the past.

She is a tall woman with grey piercing eyes. She wears a long dress, along with a breastplate, shining helm, and a bronze tipped spear. Sometimes she wears the Aegis, a breastplate covered in writhing snakes which sends fear into the hearts of her enemies.

Athena is a goddess who cares for mortals, especially those who are destined to become great heroes. She instills bravery in the hearts of men and stiffens their spines when fear overtakes them. She offers aid to her favorite champions as frequently as she can, and swift punishment for those who vex the goddess of wisdom.



### **Invoke Athena check results:**

- 1      Lost, failure, and worse! Insulted by this pathetic display, Athena forces the supplicant's wits to fail them during battle. Their next attack roll is an automatic critical failure.
- 2-11    Lost. Failure. Athena cannot be invoked by the supplicant for an entire month, unless the supplicant purifies themselves.
- 12-13    Athena beautifies the supplicant, making them as handsome, fit, and charming as any god or goddess on Olympus. The supplicants Personality is doubled for the next 1d6 hours.
- 14-17    Athena guides the supplicant's hand in battle, the next successful melee attack deals double damage. This also applies to thrown weapons.
- 18-19    The Aegis of Athena sends fear through the hearts of the supplicant's enemies. All enemies within 100' must make a DC 19 Will saving throw or flee from the supplicant in terror.
- 20-23    Athena shields the supplicant from attacks, making them immune to damage during the next combat.
- 24-27    Athena presents herself in the dreams of a stranger to help the supplicant. The next NPC to meet the supplicant, will recognize them as a friend as per Athena's suggestion.
- 28-29    Athena summons a Pegasus to help the supplicant for 24 hours. It has the following stats: **Pegasus:** Init -2; Atk hooves +3 melee (1d6); AC 10; HD 2d10; MV 60' or 120' fly, Act 1d24; SV Fort +5, Ref +4, Will +3; AL LG.
- 30-31    Athena transforms the supplicant's enemy into a hideous monstrosity. The target must make a DC 30 save or permanently lose 1d12 Personality points.
- 32+    Athena briefly manifests to slay the supplicant's enemies. She throws her spear at the enemy, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12 damage. Athena attacks a number of enemies equal to the supplicant's level plus their Personality modifier.

**Special Purification Quest:** Those who have displeased Athena must travel to her sacred city Athens. There they must find a giant or a bandit who is harassing the people and slay them.



## Heracles

*"I will sing of Heracles, the son of Zeus and much the mightiest of men on earth. Alcmena bare him in Thebes, the city of lovely dances, when the dark-clouded Son of Cronos had lain with her. Once he used to wander over unmeasured tracts of land and sea at the bidding of King Eurystheus, and himself did many deeds of violence and endured many; but now he lives happily in the glorious home of snowy Olympus, and has neat-ankled Hebe for his wife."*

-Homeric Hymn 15 to Heracles

Heracles is the demigod son of Zeus and the mortal woman Alcmena. He was the greatest of the Greek heroes and is revered throughout the Aegean Sea. He is well known for his extraordinary courage, strength, ingenuity, and sexual prowess.

When Heracles died, no one had the courage to light his funeral pyre except for his friend Philoctetes. The fire burned away Heracles mortal body, allowing his immortal body to ascend to Mt. Olympus. For that reason, Philoctetes received the hero's mighty bow and quiver filled with arrows dipped in the blood of the Lernean Hydra.

Heracles cares for mortals more than the average Olympian. Unlike haughty Apollo who often looks down upon the mortals from his lofty position, Heracles was a man of the people. He lived a whole life as a mortal, which gives him a unique perspective on the experience. Heracles believes that those who wish for his help, must first learn to help themselves. He enjoys helping those who are willing to struggle to achieve greatness, rather than those who beg for his aid without lifting a finger. He also has hundreds of grandchildren and great grandchildren; thus, he is always willing to lend them a helping hand.

There are numerous places sacred to Heracles. Usually because he performed a great deed at the location. One of these sites is the great stadium he built at the base of Mt. Olympus where athletes gather to honor his father Zeus. Mortals also celebrated Heracles at the Heracleia, a festival dedicated to the death of the hero.

**Special Purification Quest:** The supplicant must put forth a series of athletic games and win at chariot racing, wrestling, archery, or discus throwing.

### Invoke Heracles check results:

- 1      Lost, failure, and worse! You are driven mad with rage and attack allies for 1d4 rounds.
- 2-      Lost. Failure. Heracles cannot be invoked by the supplicant for  
11      an entire month, unless the supplicant purifies themselves.
- 12-      Your arrows drip with the venom from the Lernean Hydra. Your  
13      quiver has 1d4 poisoned arrows, anyone struck by them must pass a DC 15 Fortitude saving throw or take 1d6 temporary Stamina damage + regular arrow damage.
- 14-      Heracles bestows a fraction of his strength upon his supplicant.  
17      The supplicant's Strength is doubled for the next 1d4 rounds.
- 18-      Heracles bestows a fraction of his strength upon his supplicant.  
19      The next two successful attacks enacted by the supplicant deals double damage.
- 20-      Heracles sends a giant wild boar to attack the supplicant's  
23      enemies. The boar must be sacrificed to Heracles after the battle. **Giant Boar:** Init +3; Atk tusks +8 melee (dmg 1d10); AC 14; HD 6d10; MV 30'; Act 1d20; SV Fort +9, Ref +2, Will -2; AL N.
- 24-      Heracles bestows impressive throwing abilities upon his  
27      supplicant for 24 hours. The supplicant can throw large boulders which deals 1d12 damage and has a range of 30/60/90. All other thrown weapons have their range doubled.
- 28-      Heracles grants his supplicant a bite from a golden apple. The  
29      supplicant gains 10+level temporary hit points for the next 24 hours. These hit points are lost first when the caster is wounded.
- 30-      Heracles rips a massive branch off an olive tree and gives it to  
31      the supplicant. The club requires a Strength of 16 to wield and deals 2d6+4 damage.
- 32+      Heracles briefly manifests to slay the supplicant's enemies. He throws large boulders at the enemy, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12 damage. Heracles attacks a number of enemies equal to the supplicant's level plus their Strength modifier.

## Poseidon

*"I begin to sing about Poseidon, the great god, mover of the earth and fruitless sea, god of the deep who is also lord of Helicon and the wide Aegae. O Shaker of the Earth, to be a tamer of horses and a savior of ships! Hail Poseidon Holder of the Earth, dark-haired lord! O blessed one, be kindly in heart and help those who voyage in ships!"*

-Homeric Hymn 22 to Poseidon

Poseidon is the god of the sea, earthquakes, storms, and horses. He is the son of Cronus and Rhea. During the War of the Titans, the cyclopes crafted Poseidon a mighty trident, and he used it to imprison the Titans in Tartarus. After the war, the cosmos was divided between him and his two brothers. Zeus received the sky, Hades received the Underworld, while Poseidon received the sea.

The children of Poseidon have strong divine blood, and inevitably become great heroes. Poseidon is almost as powerful as Zeus, during the War of the Giants, Poseidon crushed the giant Polybotes beneath an island.

Poseidon is large, with a thick beard coated in salt from the sea. He carries his golden Trident everywhere and wears a cloak draped loosely around his shoulders. Poseidon rides from his undersea palace to Mt. Olympus on a chariot pulled by two seahorses.

Poseidon is obviously a favorite god for sailors since they place their lives in his hands each time they set sail. Unfortunately, Poseidon cares very little for the lives of mortals and smashes their ships as often as he saves them. Like Zeus, he has also fathered many demigod children, and often offers them aid if he can spare it. He often travels to distant lands where they offer him hecatombs and veneration like in Ethiopia or Troy.

Sanctuaries dedicated to Poseidon tend to be near the ocean, and just like any other red-blooded god, his preferred sacrifice is a bull. The finer quality the better. White bulls are valued above all others.

**Special Purification Quest:** Those who anger Poseidon must sail to the middle of the wine dark sea where land is not visible. There, Poseidon will summon one of his sea monsters to duel the supplicant to the death.

### Invoke Poseidon check results:

- 1 Lost, failure, and worse! Poseidon will not forget this slight. The next time the supplicant sets sail on the wine dark sea, Poseidon will send a great wave to smash the ship to pieces.
- 2- 11 Lost. Failure. Poseidon cannot be invoked by the supplicant for an entire month, unless the supplicant purifies themselves.
- 12- 13 For 24 hours, Poseidon grants the supplicant the ability to breathe underwater and survive the crushing depths and cold of the sea. He also grants the ability to communicate telepathically with all sea creatures.
- 14- 17 Poseidon whisks the supplicant's ship to the nearest safe harbor or their destination almost instantly. If the supplicant is not at sea, they may reroll this *invoke Olympian* check.
- 18- 19 Poseidon sends down one of his magnificent horses that can run on water. It has the following stats:
- Sacred Horse of Poseidon:** Init -2; Atk hooves +3 melee (1d6); AC 10; HD 2d10; MV 120', Act 1d24; SV Fort +5, Ref +4, Will +3; AL LG.
- 20- 23 Poseidon bestows a fraction of his mightiness upon his supplicant. The supplicant's Constitution is doubled for the next 1d6 hours.
- 24- 27 Poseidon sends a sea creature to serve the supplicant for 1d5 hours. The type creature is determined by the judge.
- 28- 29 Poseidon temporarily transforms the supplicant into the equivalent volume of sentient water for 1d6 hours. During this time the supplicant cannot take damage and can flow through any cracks that water could pass through.
- 30- 31 Poseidon launches his golden trident into the air and it smashes down in proximity of the supplicant causing a massive earthquake. This causes all buildings within a 100' radius to collapse. Everyone within that radius must make a DC 30 Reflex saving throw or take 3d6 damage from falling rubble or slipping into a freshly opened crevasse.
- 32+ Poseidon briefly manifests to slay the supplicant's enemies. He unleashes a tidal wave at the enemy, forcing them to make a DC 25 Fort save or drown. On a successful save, the victim suffers 5d12 damage. Poseidon attacks a number of enemies equal to the supplicant's level plus their Constitution modifier.

# Zeus

*"To Zeus, Son of Kronos, Most High. I will sing of Zeus, chiefest among the gods and greatest, all seeing, the lord of all, the fulfiller who whispers words of wisdom to Themis as she sits leaning towards him. Be gracious, all-seeing Son of Kronos, most excellent and great!"*

-Homeric Hymn 23 to Zeus

Zeus is the mightiest of all the Olympians. He is the youngest son of Cronus and Rhea; he was raised in secrecy on Mt. Dikte on Crete. There he was nursed by nymphs and a magical goat named Amaltheia. Once grown, Zeus came to his father, forced him to drink a magical potion that forced Cronus to throw up all the children he ate. Zeus stripped him of his rank and banished him to Tartarus. Then Zeus and the Olympians waged a war against the Titans to conquer the cosmos. He split the spoils of the war with his two brothers Poseidon and Hades. Then he successfully defended his throne from the giants who tried to overthrow him.

Zeus is glorious in every sense of the word. He wields a thunderbolt and can take any shape he wishes. He bestows blessings upon the good and punishes the wicked. He is often surrounded by a retinue of lesser gods who serve him as attendants, guards, and cupbearers.

Zeus is worshipped and honored by Greeks of all walks of life. Even those who may not give homage to each Olympian know better than to ignore the will of the King of the Gods. Zeus has fathered countless children and offers them help and gifts whenever he can. This is probably due to feelings of guilt for being an absentee father. Today thousands of kings, princes, and paupers draw their lineage to the Son of Cronus.

Zeus is also the god of *xenia*, or guest rights. Greeks traveling may stop and stay as guests with strangers. Those who violate the host-guest relationship risk angering Zeus and receiving a thunderbolt for their impiety.

Zeus has temples located in every town and city in Greece. The largest is his temple at Mt. Olympus. The Olympic festival is dedicated to him, and once every four years the Achaeans cease their wars to travel to the Olympic stadium and compete in honor of Zeus.

**Special Purification Quest:** The supplicant must punish a king who abuses *xenia* by murdering and robbing guests to his palace.



### **Invoke Zeus check results:**

- 1      Lost, failure, and worse! On a roll of a natural one, Zeus is insulted by the low effort presented by this annoying mortal. In a fit of pique Zeus sends down a lightning bolt to smite the offender. The target must succeed on a DC 16 Reflex saving throw or take 6d6 damage, taking half of that damage on a success.
- 2-      Lost. Failure. Zeus cannot be invoked by the supplicant for an  
11      entire month, unless the supplicant purifies themselves.
- 12-      As the god of *xenia*, or guest friendship, Zeus ensures that the  
13      next NPC the supplicant meets treats him with the dignity and respect proper *xenia* demands. They receive food, rest, a bath, and a gift from their host.
- 14-      Zeus temporarily bestows true greatness upon the supplicant.  
17      The supplicant gains +4 Strength, Agility, and Constitution for 1d4 hours.
- 18-      Zeus unleashes a mighty thunderbolt upon the supplicant's  
19      enemies. The target must make a DC 16 Reflex saving throw or take 6d6 damage, taking half of that damage on a success.
- 20-      Zeus temporarily transforms the supplicant, or an enemy into an  
23      animal of their choice for 1d6 hours. Enemies must pass a DC 20 Fort save to resist this effect.
- 24-      The supplicant is guarded by the Aegis of Zeus. The next time  
27      the supplicant would take damage, they are immune to all damage rolls, then the effect wears off.
- 28-      The next time the supplicant is in danger of dying, Zeus swoops  
29      down from Mt. Olympus and whisks them away to someplace safe a mile away.
- 30-      Zeus bestows one of his thunderbolts to the supplicant. Throwing  
31      the bolt destroys it. On a successful ranged attack, the target takes 6d6 damage. On a critical failure, the thunderbolt strikes the supplicant.
- 32+      Zeus briefly manifests to slay the supplicant's enemies. He throws his thunderbolts at the enemy, forcing them to make a DC 25 Fort save or die. On a successful save, the victim suffers 5d12 damage. Zeus attacks a number of enemies equal to the supplicant's level plus their Personality modifier.

# Wizard Patrons

Wizards exist in ancient Greece, although they are usually referred to as seers, oracles, or magi. Just like in a traditional Dungeon Crawl Classics campaign, wizards can connect with patrons who grant them spells and boons. This is outside of the normal veneration offered to the Olympians. These gods and goddesses exist in the dark corners of the cosmos and share forbidden secrets with those willing to master them.

## Hecate

*"I call Hecate of the Crossroads, worshipped at the meeting of three paths, oh lovely one. In the sky, earth, and sea, you are venerated in your saffron-colored robes. Funeral Daemon, celebrating among the souls of those who have passed. Persian, fond of deserted places, you delight in deer. Goddess of night, protectress of dogs, invincible Queen. Drawn by a yoke of bulls, you are the queen who holds the keys to the cosmos."*

-Orphic Hymn to Hecate

Hecate is the goddess of witchcraft, magic of the moon, doorways, and creatures of the night. She is known as the guardian of the crossroads and is often depicted with three faces. She is the daughter of Perses and Asteria, making her the granddaughter of the Titans Phoebe and Coeus.

Zeus honors her above all others, granting her a share of the earth, barren sea, and starry sky. She is often joined by the Furies who punish wrongdoers or the Empusae, female demons who seduce and eat travellers.

She appears as a young woman, having served as Persephone's handmaid. She is depicted carrying a torch and guards one of the gates of Hades. At night, her head is haloed by moonbeams.



### Invoke Patron check results:

- 12- Hecate sends the caster a torch made from bundled reeds  
13 that won't stop burning. The torches can fire goutts of flame toward the caster's enemies, causing 2d6 damage (DC 15 Ref save for half). The caster can hit any target within 100'. Once this has been done the torch puffs out.
- 14- The caster grows long, sharp claws for rending flesh. For the  
17 next 1d4 rounds their unarmed attacks deal 1d8 damage.
- 18- Hecate temporarily transforms the supplicant, or an enemy  
19 into an animal of their choice for 1d6 hours. Enemies must pass a DC 20 Fort saving throw to resist this effect.
- 20- Hecate sends one of the Furies to serve the caster for  
23 1d5+CL hours. It has the following stats:  
**Fury:** Init +1; Atk claws +3 melee (1d6+2); AC 13; HD 2d8+2; MV 30' or 30' fly, Act 1d20; SV Fort +3, Ref +1, Will +0; AL L.
- 24- Hecate permanently transforms an enemy into an animal of  
27 the caster's choice. The target must pass a DC 25 Fortitude saving throw to resist this effect.
- 28- Hecate sends one of her familiars, a black she-dog or a  
29 polecat to aid the caster for 1d6 hours.  
**Hecate's Familiar:** Init +1; Atk bite +4 melee (1d6); AC 16; HD 1d8 (immortal); MV 30', Act 1d20; SV Fort +3, Ref +2, Will +1; AL L.
- 30- Hecate shares with the caster a sprig of moly. This herb  
31 protects the caster from magical spells. When the caster or their allies must make a saving throw to resist a spell, they automatically succeed and the sprig of moly disintegrates.
- 32+ Hecate is impressed by the caster's skill in magic. She grants a total of +30 to the party's next five spell checks. The points can be used as the caster sees fit. This can be divided between all the heroes in the party.

## Taint

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

- 1 The caster's skin becomes a sickly green color. First the change is subtle, but over the course of a lunar month their skin becomes more and more green until finally it settles on a deep green pigmentation. Their laugh becomes shriller and more unpleasant, like nails on a chalkboard. Warts begin to sprout on their hands and face.
- 2 The caster develops a hunchback. A large lump grows on their back over the course of the lunar month and becomes a full-grown hump by the full moon.
- 3 The caster's teeth begin to rot. Their breath is revolting to anyone standing too close to them. A few of their teeth become loose and fall out like shattered glass shards.
- 4 The caster's eyes become yellow and jaundiced. Their iris changes into a random unnatural color. Roll 1d6: 1- Red, 2- Purple, 3- Black, 4- White, 5- Orange, 6- Yellow.
- 5 The caster's nose becomes long and accentuated. It becomes noticeably more hooklike, hawkish, and twisted as if it had been broken multiple times. A large hairy wart sprouts out of it.
- 6 The casters fingernails become long and jagged claws. Dirt clings underneath them and their cuticles are cracked and scabbed. Their hands have a cold wet clammy feel to them, like a dead fish. Even if cut, the nails grow back in an hour.

## Spellburn

Hecate is the queen of witches, and loves sharing spells and spellcraft with her followers. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions specific to your campaign in Ancient Greece.

- 1 Hecate snatches one of the caster's finger bones. One of their fingers now stops right at the knuckle. This can result in stat loss to the caster.

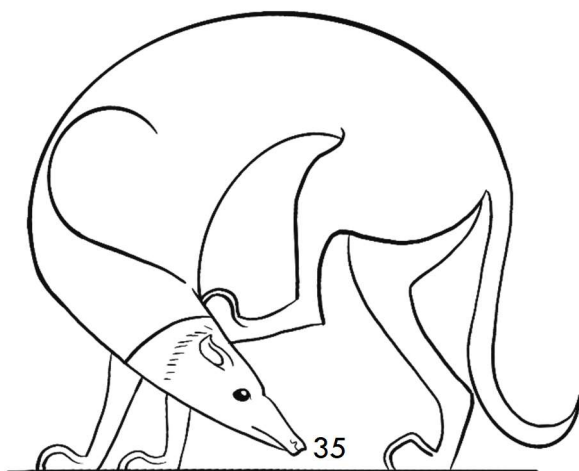
- 2 Hecate steals the caster's eye and replaces it with a wooden facsimile. This does not negatively affect their vision due to its magical nature. This can result in stat loss to the caster.
- 3 Hecate takes a bite out of the caster's soul. This can result in stat loss to the caster.
- 4 Hecate annoyed at constantly being harangued by a mortal laughs derisively. Her shrill haunting laugh rings in the caster's ears nonstop like tinnitus. This can result in stat loss to the caster.

### **Hecate's Loyal Hound**

Level: 1 (Hecate)	Range: Varies	Duration: 1 turn	Casting Time: 1 turn	Save: N/A
General	<p>The caster summons forth one or more of the hounds of Hecate to aid them. The spell requires a minimum of 1 point of spellburn, and that spellburn <i>will not heal</i> until the hound returns to the goddess. The hound will fight, scout, hunt, or offer valuable information for the caster until the spell ends or their HP drops to 0.</p> <p><b>Hecate's Loyal Hound:</b> Init -2; Atk bite +8 melee (2d6); AC 12; HD 1d12; MV 60', Act 1d20; SV as caster; AL N.</p>			
Manifestation	<p>Roll 1d4: (1) The hound appears in a puff of purple smoke; (2) the baying and barking of hounds can be heard in the distance and the hound walks up to the caster; (3) A lightning bolt dazzles the caster and a hound now stands where it struck; (4) the hound crawls out of the ground like a mole.</p>			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	The caster summons one of Hecate's loyal hounds. The hound remains for up to 1d4 rounds and obeys the caster's commands within normal bounds. The hound will fight for the caster.			
14-17	The caster summons two of Hecate's loyal hounds. The hounds remain for up to 1d6 rounds and obey the caster's commands within normal bounds. The hounds will fight for the caster.			
18-19	The caster summons 1d3 of Hecate's loyal hounds. The hounds remain for up to 1d6 minutes and obey the			

caster's commands within normal bounds. The hounds will fight for the caster. These hounds are expert hunters, they can track any living creature within 25 miles.

- 20-23 The caster summons 1d6 of Hecate's loyal hounds. The hounds remain for up to an hour and obey the caster's commands within normal bounds. The hounds will fight for the caster. These hounds are blessed with the gift of foresight and can answer 1 question from the caster.
- 24-27 The caster can summon 1d12 of Hecate's loyal hounds. The hounds remain for up to 1d4 hours and obey the caster's commands within normal bounds. The hounds will fight for the caster. These hounds are blessed with the gift of healing, each one can lick a person's wounds and heal 1 HD.
- 28-29 The caster can summon 1d14 of Hecate's loyal hounds. The hounds remain for up to a 1d6 hours and obey the caster's commands within normal bounds. The hounds will fight for the caster. These hounds are blessed to pass through walls as though they are incorporeal.
- 30-31 The caster can summon 1d24 of Hecate's loyal hounds. The hounds remain for up to 1d10 hours and obey the caster's commands within normal bounds. The hounds have all the additional abilities from results 14-29.
- 32+ The caster can summon 1d32 of Hecate's loyal hounds. The hounds remain for up to 1d3 days and obey the caster's commands within normal bounds. The hounds have all the additional abilities from results 14-29.



## Make Poison

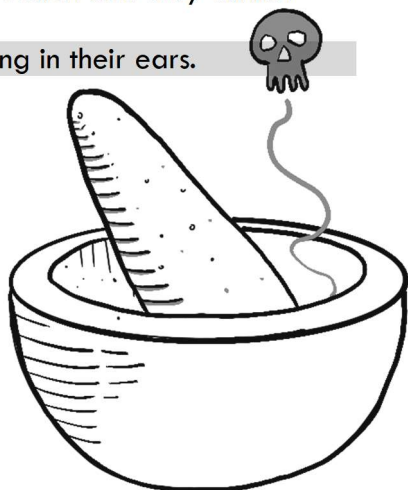
Level: 2	Range:	Duration:	Casting Time:	Save: Fort
(Hecate)	Self	Permanent	1d6+1 hour	

General	The caster creates a brew of magical poisons filled with supernatural venom. The result of the spell check determines the potency of the poison and other traits. The caster must spend money equal to poison's spell check number X 25 gp to obtain the necessary equipment and ingredients to brew this poison.
Manifestation	Roll 1d4: (1) An acrid smoke belches forth from the simmering brew; (2) the scintillating poison shifts various psychedelic colors; (3) the poison fills the chamber with sweet and delicious smells; (4) the tortured faces of the dead reflect in the churning poison's surface.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The poison deals 1 damage to a randomly determined ability. The brew creates enough for 1 dose.
16-19	The poison deals 1d4 damage to a randomly determined ability. The brew creates enough for 1d4 doses.
20-21	The poison deals 1d6 damage to a randomly determined ability. The brew creates enough for 1d6 doses.
22-25	The poison deals 1d6 damage to a randomly determined ability and one additional side effect. The brew creates enough for 1d10 doses.
26-29	The poison deals 2d6 damage to a randomly determined ability with one additional side effect. The brew creates enough poison for 1d12 doses.
30-31	The poison deals 2d6 damage to a randomly determined ability and two additional side effects. The brew creates enough poison for 1d24 doses.
32-33	The poison deals 2d4 damage to two different randomly determined abilities with two additional side effects. The brew creates enough poison for 1d30 doses.
34+	The brewer creates the most dangerous poison available. Any mortal creature affected by this poison must make a save against the caster's spellcheck or die. The brew creates enough poison for 2d30 doses.

Use the tables below to randomly determine the traits of a magic poison.

d5	Random Ability Damage	Random Delivery
1	Stamina	Wound
2	Agility	Touch
3	Strength	Imbibed
4	Intelligence	Inhaled
5	Personality	

d14	Side Effects
1	All the target's hair falls out.
2	The target loses 2d24 pounds over the course of 1 week.
3	The target suffers from severe vomiting for 1d4 rounds. They cannot do anything but throw up.
4	The target feels dizzy and disoriented for 1d4 rounds.
5	The target loses their appetite, refusing to eat for 1d5 days. They suffer 1d3 temporary STR damage.
6	The target has a pounding headache. They suffer 1d3 temporary INT damage.
7	The target loses coordination. They suffer 1d3 temporary AGI damage.
8	The target's skin and eyes turn yellow.
9	The target's lips and fingertips turn blue.
10	The target's skin and eyes turn red.
11	The target must make a DC 14 FORT save or fall unconscious.
12	The target begins to have significant hallucinations.
13	The target's tongue becomes swollen and they cannot speak for 1d4 minutes.
14	The target has an intense ringing in their ears.



## Hecate's Eternal Torches

Level: 3 (Hecate)	Range: Varies	Duration: 1 d4 hours	Casting Time: 1 turn	Save: N/A
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General	<p>The caster summons forth two torches made of reeds that never burn out and can reveal hidden secrets. The caster can choose who sees the light shed by the torches, to everyone else the flames shed no light. The torch can be handed to others.</p> <p>The torches can also be used as flamethrowers but doing so will blow them out. The target must make a Reflex save vs. spell check or catch fire. Targets on fire must succeed on a DC 15 Reflex save to extinguish the flames. Flammable objects have a 75% of catching fire unless protected.</p>
Manifestation	<p>Roll 1d4: (1) the torches appear in the caster's outstretched hands with a puff of smoke; (2) the caster pulls the torches out of a hat, bag, or other empty container; (3) The torches fall from the sky and land in the caster's hands; (4) A hound walks up to the caster with the torches in his mouth and hands them to the caster.</p>
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The torch illuminates an area of 60'. All invisible inanimate objects within that area are revealed and glow with an unearthly light. Flamethrower: One target takes 1d6 + CL damage.
18-21	The torch illuminates an area of 60'. The caster can see all invisible objects and creatures within that area. Flamethrower: One target takes 1d8 + CL damage.
22-23	The torch illuminates an area of 120'. The caster can see all invisible objects and creatures within that area. Secret doors shimmer with an unearthly light. Flamethrower: One target takes 1d10 + CL damage.
24-26	The torch illuminates an area of 200'. The caster can see all invisible objects, creatures, and hidden doors within that area. The caster can read any written words illuminated by the light, even if they do not understand the language. Flamethrower: One target takes 1d12 + CL damage.
27-31	The torch illuminates an area of 400'. The caster can see all invisible objects, creatures, hidden doors, and

read any writing. Traps are illuminated with an unearthly glow. The torch can be used as a flamethrower and send forth a fanning wave of flame. The attack is shaped like a cone, centered on the caster and ends 80' away. All targets within the cone take  $1d12 + CL$  damage.

32-33

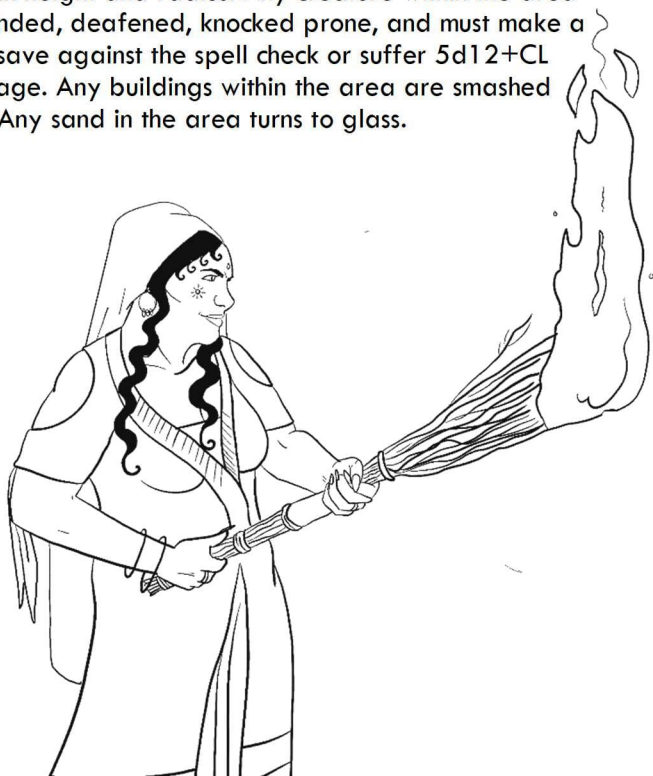
The torch illuminates an area as far as the caster can see. The caster can see all invisible objects, creatures, hidden doors, traps, and read any writing. The torch can be thrown like an incendiary grenade. The torch can be thrown up to 100' away, then explodes. All targets within a 20' radius of the thrown torch take  $3d12 + CL$  damage.

34-35

The torch burns with an incredible light. Anyone who is not the caster must make a Fort save or become blinded for 1d4 rounds. The torch can be thrown like an incendiary grenade. The torch can be thrown up to 100' away, then explodes. All targets within a 50' radius of the thrown torch take  $4d12 + CL$  damage.

36+

The torch becomes an explosive of immense magnitude. The torch can be placed on the ground, once set, the torch will burn for 1 minute until it explodes. Only the caster can cancel this countdown. The explosion is 500' feet in height and radius. Any creature within the area is blinded, deafened, knocked prone, and must make a Fort save against the spell check or suffer  $5d12 + CL$  damage. Any buildings within the area are smashed flat. Any sand in the area turns to glass.





# Morpheus

*"Thee I invoke, blessed power of dreams divine, angel of future fates, swift wings are thine. Great source of oracles to human kind, when stealing soft, and whispering to the mind. Through sleep's sweet silence and the gloom of night, thy power awakes the intellectual fight."*

-Orphic Hymn to Dreams

Morpheus is one of the Oneroi, the thousand sons of Hypnos, the god of sleep. Morpheus is one of the few who stand above the others because unlike other dreams he can take human form. He is very minor as far as divine entities go, but he has the ability to bestow knowledge upon mortals through their dreams.

xxMorpheus lives with the rest of his brethren in a land of dreams beyond the stream of Oceanus, close to the Asphodel Meadows where the spirits of the dead reside.

He appears as a pale skinned ageless man with long wild, unkempt black hair. He wears a robe made of dreamstuff and his black eyes twinkle with starlight. He has the regal disposition of a king and may someday rule over the entire kingdom of dreams.

### Invoke Patron check results:

- 12- Morpheus puts the caster's enemies to sleep. Any number of  
13 targets whose HD is the same as the caster's level, must make a DC 12 saving throw or fall asleep.
- 14- Morpheus will share with the caster any NPC's greatest  
17 dream or greatest nightmare. He will share with them a big secret or the location of an object. This is valuable information.
- 18- Morpheus puts the caster's enemies to sleep. Any number of  
19 targets whose HD is equal to twice the caster's levels, must make a DC 15 saving throw or fall asleep.
- 20- Morpheus sends a nightmare into the real world to transport  
23 the caster. It is a jet-black horse with flames for a mane. It has the following stats: **Nightmare:** Init -2; Atk hooves +3 melee (1d6); AC 10; HD 2d10; MV 60' or 120' fly, Act 1d24; SV Fort +5, Ref +4, Will +3; AL LG.
- 24- Morpheus allows the caster to enter the dreams of an NPC,  
27 allowing them to plant thoughts and ideas in their heads. The simpler the better.
- 28- Morpheus puts the caster's enemies to sleep and sends  
29 nightmares to torment them. Any number of targets whose HD is the same as the caster's level, must make a DC 28 saving throw or fall asleep and take 1d6 Personality damage.
- 30- Morpheus sends the caster an important and prophetic  
31 dream. At the judge's discretion, this dream reveals important information about a future encounter that will prove useful to the caster and fellow heroes. Granting them the ability to reroll one attack, spellcheck, or saving throw.
- 32+ Morpheus unleashes 2d6 of his brothers and sisters the *Oneiroi* to attack the caster's enemies.

**Oneiroi:** Init +2; Atk dream knife +4 melee (dmg 1d6+2) or dream sand; AC 12; HD 2d12 (immortal); MV 30' or fly 40'; Act 1d20; SV Fort +1, Ref +2, Will +4; AL C. Dream sand, target must make a DC 12 Fort save or fall asleep.

# Taint

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore.

- 1 The caster begins to develop narcolepsy. At any given time, while not in combat. The judge may ask the caster to make a Fort save, with a DC equal to their caster level. On a failure, they fall asleep.
- 2 The caster begins to speak with a sleepy dreamy voice. Their eyelids are always heavy, and they appear as though they may fall asleep at any moment. They often yawn while speaking (this has no impact on their ability to cast spells. They can still successfully cast spells while yawning).
- 3 The caster's flesh becomes more and more pale over the course of the lunar month. By the next full moon, their skin is white as flour. Their eyes are now jet black, with what appear to be stars twinkling within them.
- 4 When the caster sleeps, they appear as though they are completely lifeless. Sometimes it can be difficult to wake them up, requiring heavy shaking or cold water to rouse them.
- 5 The caster frequently has intense and vivid dreams. They tell their friends and family all about the kingdom in the land of dreams ruled by the god Morpheus. They are obsessed about returning to that realm and become more and more irritated with the real world. They begin to long for a way to remain in the world of dreams forever.
- 6 The caster is haunted by horrific nightmares. They sometimes become irrationally afraid of the strangest things that trigger memories of their stressful dreams.

# Spellburn

Morpheus is the king of dreams and a patron for sorcerers with a creative spark. He enjoys reveling in the dreams of mortals but also harvests some of the energy of their dreams for himself. Doing so will eventually leave little of the mortal behind.

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions specific to your campaign in Ancient Greece.

- 1 Morpheus is draining life force away from the caster. Every morning when the caster wakes up they seem more tired than when they went to bed. This can result in stat loss to the caster.
- 2 The caster no longer enjoys eating real food, preferring the fantastic feasts they enjoy in the halls of the king of dreams. They have obviously lost a shocking amount of weight, resulting in stat loss.
- 3 Morpheus grows bored of catering to the caster's needs. Instead of aid he sends nightmares to torment the caster, their psychic torture causes stat loss.
- 4 Morpheus slices off a small piece of the caster's soul and adds it permanently to his palace made of dreams. This can result in stat loss to the caster.



## Drawn from Dreamstuff

Level: 1	Range:	Duration: 1 d8	Casting Time:	Save:
(Morpheus)	Self	+ CL hours	1 d6+1 hours	N/A

before  
dissolving into  
a pile of sand.

General	The caster reaches into the realm of dreams and draws from it an object made of dreams and makes it into a real object. Due to the mercurial nature of dreamstuff, a series of spell checks determines the possible properties of the object to be created.
Manifestation	Roll 1d4: (1) the object suddenly appears with an audible “pop!” or “boing!”; (2) a swirl of sand appears from the caster’s hand and forms into the object; (3) the caster removes the object from their head and it grows to full size; (4) rays of light launch forth from the caster’s fingers and the object mistily appears then solidifies.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster summons a simple tool or object from thin air. It is the simplest and most basic version of that object, cannot have moving parts, and worth no more than 1 + CL gp.
14-17	The caster summons a simple tool, object, or weapon from thin air. It is good quality, with moving parts, it is worth no more than 1d5 + CL gp.
18-19	The caster summons 1d4 + CL tools, objects, or weapons from thin air. They are fine quality, with moving parts, and together are worth no more than 2d5 + CL gp.
20-23	The caster summons enough tools, objects, or weapons from thin air to furnish a single room or workshop. They can be any shape, size, or quality. Anyone can clearly tell they are not real.
24-27	The caster summons enough tools, objects, or weapons from thin air to furnish a small cottage. They can be of any shape, size, and quality. A discerning merchant would need to pass a will save to identify that they are not real.
28-29	The caster summons a large house completely furnished in whatever way they see fit. They can be any shape, size, or quality. There is a staff of playful dream creatures to help care for equipment. None of

the food is real, it all turns to sand at the end of the spell.

30-31

The caster summons a citadel armed by 2d24 warriors completely furnished in whatever way they see fit. They can be any shape, size, or quality. There is a staff of playful dream creatures to help care for equipment. None of the food is real, it all turns to sand at the end of the spell.

32+

The caster summons a dreamstuff golem to come fight for them.

**Dreamstuff Golem** : Init +3; Atk dream sword +21 melee (dmg 4d8+8); AC 18; HD 14d10; MV 50'; Act 2d24; SV Fort +14, Ref +7, Will +11; AL C. Half damage from non-magical attacks.



## Kiss of the Black Lotus

Level: 2 (Morpheus)	Range: 60'	Duration: Varies	Casting Time: 1 action	Save: Will vs. spell check DC
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General	The caster lulls the target into sleep and torments them with deadly nightmares.
Manifestation	Roll 1d4: (1) spray of shimmering sand splashes the target's face; (2) bolt of starlight; (3) spectral hand gently closes target's eyes; (4) darkness shrouds target's eyes.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	One target within 30' must make its save vs. spell check DC or fall into a natural sleep for 1d4 rounds. Target can be awakened through normal means. During this time, they will be plagued by terrifying nightmares. When they awake, they will flee the area at maximum speed for 1d4+1 rounds.
16-19	One target within 30' must make its save vs. spell check DC or fall into a natural sleep for 1d6 turns. The target can be awakened through normal means. During this sleep the target temporarily loses 1d6+CL points of Intelligence as their psyche is shredded by horrible nightmares.
20-21	One Target within 60' must make its save vs. spell check DC or fall into a normal sleep for 1d4 hours. Targets can be awakened through normal means. During this sleep the target permanently loses 1d6+CL points of intelligence from these horrid nightmares.
22-25	One Target within 60' must make its save vs. spell check DC or fall into a normal sleep for 1d8 hours, or a supernatural sleep for 1d4 hours. Normal sleep can be interrupted by normal means, supernatural sleep can only be disrupted via dispel magic or similar effects. A single idea can be planted into the targets head and when they awake they will believe it. The simpler the idea the more likely it will stick in the mind of the target.
26-29	One Target within 60' must make its save vs. spell check DC or fall into a normal sleep for 1d8 hours, or a supernatural sleep for 1d4 hours. Normal sleep can be interrupted by normal means, supernatural

sleep can only be disrupted via dispel magic or similar effects. While asleep, the caster can make the target forget the memories of 1d6 consecutive days of its life. The further back and more core the memory is, the more this will fundamentally alter their personality.

30-31

One Target of the caster's choice within 60' and within view, must make its save vs. spell check DC or fall into a normal sleep for 2d8 hours, or a supernatural sleep for 2d4 hours. Normal sleep can be interrupted by normal means, supernatural sleep can only be disrupted via dispel magic or similar effects. The caster can manipulate their mind through these dreams so thoroughly that the target's alignment can completely shift to a random new alignment.

32-33

One Target of the caster's choice within 60' and within view, must make a Will save vs. spell check DC or fall into a supernatural sleep for 1d8 days. Supernatural sleep can only be disrupted via dispel magic or similar effects. The caster can now completely manipulate the person's mind and memories through their dreams. When they awake their mind will be rewritten. The caster can change the target's alignment, class, or memories. They still retain the same abilities, level, and xp.

34+

1d7 targets must make its save vs. spell check DC or fall into a supernatural sleep for 1d8 days. Supernatural sleep can only be disrupted via dispel magic or similar effects. The caster can now completely manipulate the person's mind and memories through their dreams. When they awake their mind will be rewritten. The caster can change the target's alignment, class, or memories. They still retain the same abilities, level, and xp.



## Journey into the Dreamlands

Level: 3 (Morpheus)	Range: Potentially Infinite	Duration: Permanent transfer of location
Casting Time: 1 round	Save: n/a	

General	The caster enters the dreams of a sleeping figure and uses them as a doorway through space and time. The spell transports the caster and all their belongings and potentially other creatures as well.
Manifestation	Roll 1d4: (1) cloud of mist pours from the sleeper's head and engulfs the caster; (2) caster shrinks down into the sleeper's forehead; (3) a shadowy doorway appears above the sleeper's head; (4) bolts of light streak forth from the sleeper's head striking the caster.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster steps into the dream of a sleeping figure. They can bend the reality of the dream and can travel through multiple sleeper's dreams at random. The caster can step out of a different sleeper's dream appearing in a location up to 100 miles from their starting location. The caster arrives with a margin of error equal to 1d4 miles, minus 1 mile per caster level. There is a 20% chance of arriving in a dangerous location.
16-19	The caster and up to one other man-sized creatures into the dream of a sleeping figure. They can bend the reality of the dream and travel through multiple sleeper's dreams at random. The caster can step out of a different sleeper's dream appearing in a location up to 200 miles from their starting location.
20-21	The caster and up to 4 other man-sized creatures step into the dream of a sleeping figure. They can bend the reality of the dream and travel through multiple sleeper's dreams at random. The caster can step out of a different sleeper's dream appearing in a location up to 500 miles from their starting location.
22-25	The caster and up to 10 other man-sized creatures step into the dream of a sleeping figure. They can bend the reality of the dream and travel through multiple sleeper's dreams at random. The caster can step out of a different sleeper's dream appearing in

- a location up to 1,000 miles from their starting location.
- 26-29 The caster and up to 10 other man-sized creatures step into the dream of a sleeping figure. They can bend the reality of the dream and travel through multiple sleeper's dreams at random. The caster can step out of a different sleeper's dream appearing in a location up to 2,000 miles from their starting location.
- 30-31 The caster transports himself and a selection of others into the dream of a sleeping figure. They can choose to transport all creatures within 40', up to a number equal to their caster level. The caster transports themselves and the targets through the land of dreams and out anywhere in the Aegean Region. (This excludes the top of Mt. Olympus, the Underworld, and other godly domains).
- 32-33 The caster transports boats, armies, fortresses, and even small cities into the realm of dreams and deposits them elsewhere. Unwilling targets always receive a Will save to resist. The caster can transport himself and others to anywhere in the Aegean Region (this excludes the top of Mt. Olympus, the Underworld, and other godly domains).
- 34-35 The caster transports boats, armies, fortresses, and even small cities into the realm of dreams and deposits them elsewhere. Unwilling targets always receive a Will save to resist. The caster can transport himself and others to anywhere on Earth (this includes the top of Mt. Olympus, the Underworld, and other godly domains).

# Nyx

*"Nyx, parent goddess, source of sweet repose, from whom at first both gods and men arose. Hear, blessed Kypris, decked with starry light, in sleep's deep silence dwelling ebon night. Dreams and soft case attend thy dusky train, pleased with the lengthened gloom and fateful strain."*

-Orphic Hymn to Nyx

Nyx is the goddess of night. She is one of the *protogenoi*, the primordial gods who emerged at the dawn of creation. She is ancient, made up of the very substance of night. Nyx gave birth to her children from her own divinity, not bothering with a mate.

Nyx is one of the few beings in the cosmos that Zeus is afraid of. Even the king of the Olympians is wise enough to give her the respect owed to her.

She wears a magnificent gown made of the starry night, along with a blue-black headband to hold back her black tresses. She often rides through the night on her flying chariot pulled by horses made of stars.



### **Invoke Patron check results:**

- 12- Nyx grants the caster night vision for 24 hours; they can now  
13 see as perfectly in the dark as they can during the daytime.
- 14- Nyx shields the caster in darkness. The caster is invisible for  
17 the next 1d4 rounds.
- 18- Nyx shares the secret to creating deadly poison with the  
19 caster. The poison must be brewed at night, anyone who drinks  
the poison must make a DC 20 Fort saving throw or suffer  
1d12 Stamina damage.
- 20- The goddess lends her flying chariot to the hero. The horses  
23 are made of starlight and can fly 45 miles an hour (or about  
8 hexes). The horses can only fly at night and disappear at  
dawn.
- 24- Nyx unleashes starlight and moonbeams upon the enemies of  
27 the caster. They must succeed a DC 20 Reflex saving throw or  
take 6d6 damage. If they are lycanthropes, they transform as  
if it is a full moon.
- 28- Nyx fills you or a target with bloodlust. You ignore enemies'  
29 armor treating them as though they're AC 10. She also grants  
you preternatural agility and speed. You gain +3 Agility and  
+10' movement until the end of combat.
- 30- The caster gains control over the animals of the night and can  
31 summon a pack of wolves, a swarm of bats, or a swarm of rats  
to come fight for you for 1d4 turns.
- 32+ Nyx briefly manifests to slay the caster's enemies. She  
unleashes star fire, forcing them to make a DC 25 Fort save or  
take 6d6 damage. Nyx attacks a number of enemies equal to  
the supplicant's level plus their Personality modifier.

# Taint

When a patron taint is indicated, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling anymore. When a caster has acquired all six taints, they have successfully become a vampire.

- 1 The caster's eyes become more accustomed to the night than they do the day. They reflect torchlight and glitter with eye shine.
- 2 The caster develops insomnia. They prefer to sleep during the day and stay up all night. The caster feels awake and alive at night but feels dead and exhausted during the day.
- 3 The caster's skin develops a pale color as they begin to avoid sunlight as much as possible. Their skin becomes very sensitive to sunlight, forcing them to wear a broad hat, cloak, or some other form of sun block.
- 4 The caster begins to crave drinking blood instead of eating regular food. It begins by ordering meat rare, and soon moves on to drinking cow's blood right from the vein. Yet, there is another type of blood that smells even sweeter to the caster.
- 5 The caster develops uncomfortably strange proportions. Their face becomes elongated, their limbs become long and thin, their fingers become long and spider-like.
- 6 The caster begins to spend more time conversing with creatures of the night. They can hear the howls of wolves or the chirps of bats. They can connect with these creatures in a way that normal mortals cannot.

# Spellburn

Spellcasters who choose Nyx as their patron are creatures of the night who want to fully learn to master its passion and power. Nyx despises the fact that mortals are only away during the day and sleep through the night. She wants to create her own race of worshippers that will rule the night.

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off suggestions specific to your campaign in Ancient Greece.

- 1 The caster suffers no spellburn cost but must drink human blood within 1d5 days. If the caster fails to drink the blood of a number of mortals equal to the amount of spellburn, they suffer three times the spellburn in stat damage.
- 2 The inky blackness of night rips and tears at the caster's flesh. These wounds result in stat loss.
- 3 Nyx drains a portion of the caster's life force for her own purposes. This results in stat loss.
- 4 Nyx replaces the caster's blood with the inky black substance of night. This can result in stat loss to the caster.

## Cloak of Nighttime Silence

Level: 1 (Nyx)	Range: Varies	Duration: varies	Casting Time: 1 action	Save: Will
General	The Caster creates a globe of absolute silence around themselves, a target, or a location.			
Manifestation	Roll 1d4: (1) The area affected is lit with pale moonlight for a moment. ; (2) the area is cloaked in shadow; (3) storm cloud appears overhead and bathes the area in raindrops that fall without a sound; (4) dust, dirt, and water pulsate as if soundwaves are moving through them, but there is no sound.			
1	Lost, failure, and patron taint			
2-11	Lost. Failure.			
12-13	The caster can render two 1 HD of creatures deaf for 1d4+ CL turns.			
14-17	The caster can render two 2 HD creatures or four 1 HD creatures deaf for 1d4 + CL turns. The caster can also make up to 4 willing targets silent, so that no one can hear any noise that they make for 2d8 + CL rounds.			

- 18-19 The caster can turn a 20' radius circle into a zone of silence for 1d4 + CL turns. The caster can choose that no one within the circle can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 16 HD of creatures deaf for 1d4 + CL minutes. The caster can also make up to 8 willing targets silent, so that no one can hear any noise that they make for 1d4 rounds.
- 20-23 The caster can turn a 100' radius circle into a zone of silence for 1d6 + CL minutes. The caster can choose that no one within the circle can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 32 HD of creatures deaf for 1d4 + CL hours. This effect can only be healed by magic. The caster can also make up to 8 willing targets silent, so that no one can hear any noise that they make for 1d8 + CL turns.
- 24-27 The caster can turn up to a 250' radius circle into a zone of silence for 1d10 + CL minutes. The caster can choose that no one within the circle can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 32 HD of creatures deaf for 1d6 + CL hours. This effect can only be healed by magic. The caster can also make up to 16 willing targets silent, so that no one can hear any noise that they make for 1d8 + CL turns.
- 28-29 The caster can turn a 500' radius circle into a zone of silence for any amount of time up to 1d4 + CL days. The caster can choose that no one within the circle can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 64 HD of creatures deaf for 1d6 + CL Days. This effect can only be healed by magic.
- 30-31 The caster can turn an entire kingdom into a zone of silence. The caster can choose that no one within the zone can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 32 HD of creatures deaf permanently, the effect is only healed by magic.
- 32+ The caster can turn an entire kingdom into a zone of silence. The caster can choose that no one within the circle can hear what is outside the circle, or that no one outside the circle can hear what is inside the circle. Alternatively, the caster can render up to 64 HD of creatures deaf permanently, the effect is only healed by magic.

## The Shroud of Nyx

Level: 2 (Nyx)	Range: Varies	Duration: 1d8 rounds	Casting Time: 1 action	Save: N/A
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General	The Caster creates a shroud of nighttime darkness that is centered on themselves and transform into a predator of the night.
Manifestation	Roll 1d4: (1) the darkness shroud is gently lit by the stars of the milky way galaxy; (2) the area is cloaked in inky blackness; (3) it appears as if a great object has blotted out the sun; (4) all light from torches, stars, or the sun seems to wane and weaken until they seem to emit no light at all.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster creates a 20' diameter sphere of nighttime darkness centered on themselves that can move with them. Torches and other types of illumination still work within the affected area. Creatures with low-light vision and infravision can still see. The caster develops infravision for the duration of the spell.
16-19	The caster creates a 60' diameter sphere, that can move centered on themselves, of nighttime darkness. Torches and other types of illumination only light 50% of the space that they normally would. Other creatures with low-light vision and infravision can only see 50% as far as usual. The caster develops infravision for the duration of the spell.
20-21	The caster creates a 60' diameter sphere of nighttime darkness centered on any space the caster can see. Torches and other types of illumination only light 25% of the space that they normally would. Other creatures with low-light vision and infravision can only see 25% as far as usual. The caster develops infravision for the duration of the spell.
22-25	The caster creates a 120' diameter sphere of magical darkness centered on any space the caster can see. Torches and other types of illumination shed no light at all. Other creatures that can normally see in the dark cannot see at all. The caster is the only one who can see in the dark for the duration of the spell.
26-29	The caster creates a 2400' diameter sphere of magical darkness centered on any space the caster can see. Torches and other types of illumination shed no light at



all. Other creatures that can normally see in the dark cannot see at all. The caster and up to 4 targets are the only ones who can see in the dark for the duration of the spell.

30-31

The caster creates a 1-mile diameter sphere of magical darkness centered on any space the caster can see. Torches and other types of illumination shed no light at all. Other creatures that can normally see in the dark cannot see at all. The caster and whoever the caster identifies are the only ones who can see in the dark for the duration of the spell.

32-33

The caster can create 2d8 spheres of darkness. Each sphere can be up to 60' in diameter. Torches and other types of illumination shed no light at all. Other creatures that can normally see in the dark cannot see at all. The caster and whoever the caster identifies are the only ones who can see in the dark for the duration of the spell.

34+

The caster and 1d6 + CL targets can become completely invisible at night. The effect is complete if the sun has set and lasts until the sun rises. This invisibility is immune to the *detect invisibility* spell if it is night time.

## Creature of the Night

Level: 3    Range:    Duration: varies    Casting Time: 1    Save: N/A  
(Nyx)    Self    round

General	The caster has become attuned to life in the dark silences of the night. To better survive Nyx's embrace, this spell changes their body to survive in the darkness.
Manifestation	See Below.
1	Lost, failure, and patron taint.
2-11	Lost, failure.
12-15	Failure, but spell is not lost.
16-17	The caster can climb up completely sheer surface like a spider can, at their move speed for 1d6 turns.
18-21	The caster gains infravision and can now see just as well in the dark as they can during the day. The transformation lasts for 1d6 turns.
22-23	The caster can move more quickly while hunting in the darkness. They can now move equal to double their normal walking speed if they remain in darkness. The transformation lasts for 1d6 turns.
24-26	The caster sprouts long claws. They gain a claw attack that deals 1d6 damage plus Strength modifier.
27-31	The caster undergoes a transformation that grants them spider climb, infravision, double speed, and long claws, as the above four results. The effect lasts for 1d6 turns.
32-33	The caster and 1d4 + CL targets gain all the effects from results 24-27 above, and the duration is extended to 1d6 hours.
34-35	The caster and 1d6 + CL targets are transformed into creatures of the night. They gain all the results from above for a period of 1d6 hours. Their body becomes a shadowy image of their former selves granting them an Agility of 18 for all normal purposes.
36+	The caster is transformed into the avatar of the goddess of night. They gain all the results from above for a period of 1 day. All of their abilities become 18 for all normal purposes and they gain a flight speed of 30'.

# Heroes of Greece

There are countless famous heroes of bronze age Greece. The epic poet Hesiod called this time period “The Heroic Age” and it is indeed filled to the brim with glorious heroes. For judges, these heroes can be allies for the players. However, it is just as likely that these could be enemies.

**The Generations of Heroes.** The Greeks believed there are several different generations of heroes. They did not all live at the same time. *AEON: Ancient Greece* assumes the game takes place halfway through the second generation, just a few years before the Trojan War begins. A few of the heroes from the first generation are still hanging around.

- First Generation: Heracles, Nestor, Theseus, Perseus, Telamon, Jason and the Argonauts.
- Second Generation: Agamemnon, Achilles, Menelaus, Hector, and Ajax.
- Third Generation: Orestes and Telemachus.

## A Sense of Scale

On page 359 of the *Dungeon Crawl Classics Core Rule Book*, there is a chart that gives us an estimate of how many level 5 or level 6 characters there are in the world. The population in the bronze age Aegean region is about 1,000,000. However, we do have a better estimate about how many soldiers sailed to Troy as part of the Trojan War. Homer says that both armies had 100,000 men. Even though it is likely this number is hyperbolic, Homer is the Judge and we will take him at his word.

That means the Greeks had in their army:

- One level 7 (Achilles)
- Two level 6 (Ajax and Odysseus)
- Ten level 5 (Agamemnon, Diomedes,
- Twenty level 4 (Menelaus, Nestor, Teucer)
- One Hundred level 3 (Captains leading ships and soldiers)
- The rest are level 0-2

## Achilles

**Achilles:** Init +7; Atk sword +6 melee (dmg 1d8+5) or spear +8 missile fire (1d6); AC 18; HD 7d8; MV 35'; Act 2d20; SV Fort +4, Ref +4, Will +2; AL C.

Young Achilles will someday become one of the greatest warriors of Greece. Currently, he is still a young man living with his mentor, the centaur Chiron on Mount Pelion. Achilles is fated to live a short life full of pain and suffering, but his name will be remembered forever.

## Agamemnon

**Agamemnon:** Init +3; Atk sword +2 melee (dmg 1d6+2); AC 14; HD 5d8; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will +2; AL L.

Agamemnon is the high king of Mycenae. He is ruthless and brilliant, arguably the closest thing that bronze age Greece comes to an emperor. Other kings bow to his power and influence. Agamemnon is a great military leader, who often rides a chariot into the thickest of the fighting. He leads his warriors from the front and has ended the careers of several great heroes at the end of his spear.

## Ajax the Great

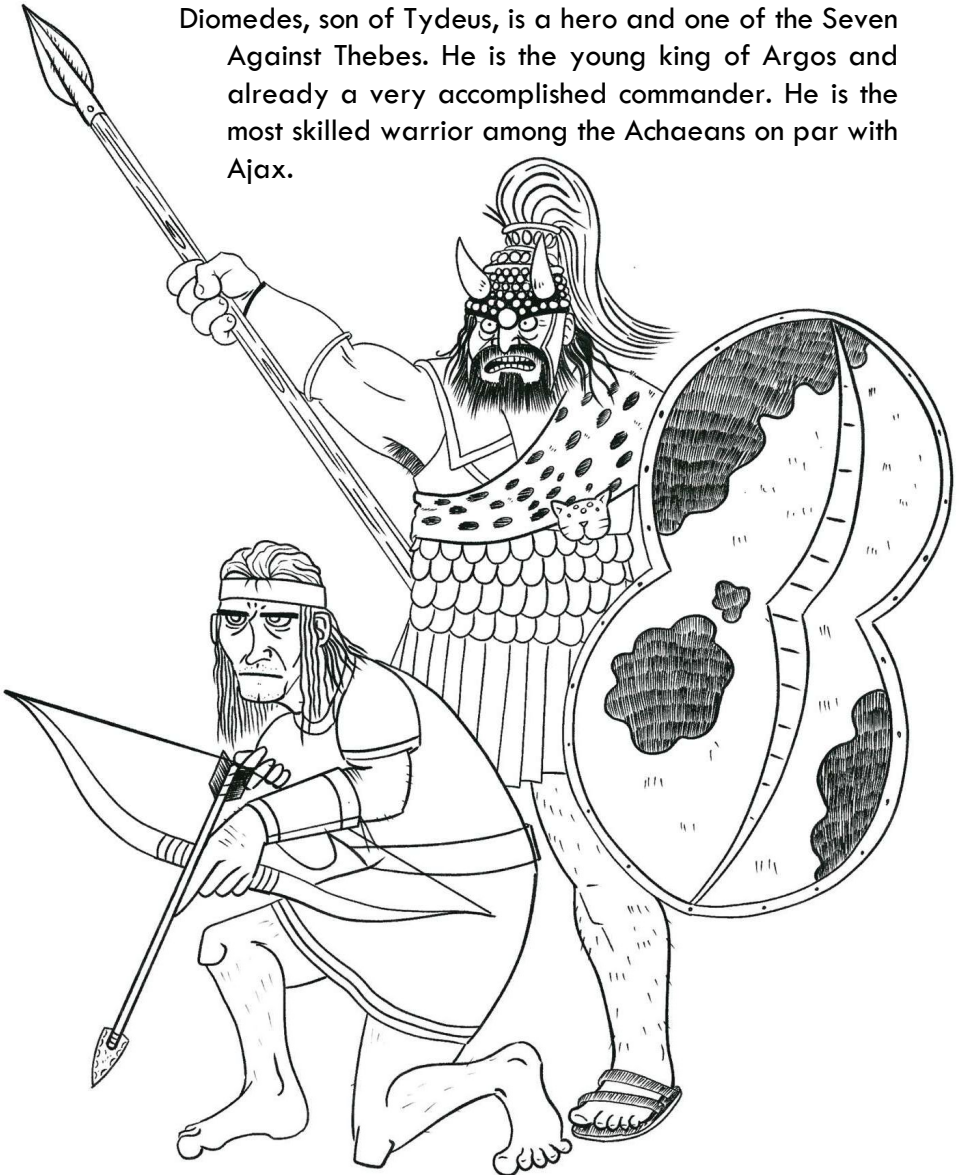
**Ajax:** Init +5; Atk spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 16; HD 6d8; MV 30'; Act 2d20; SV Fort +4, Ref +4, Will +4; AL C.

Ajax the Great is the son of the argonaut King Telamon and Eriboea. Through his uncle Peleus, he is the cousin of Achilles and the half-brother of Teucer. He received his name Ajax after Heracles prayed to Zeus that Telamon and Eriboea would have a son. Zeus sent an eagle as a sign, and they named him after the eagle. Ajax is a massive mountain of thick muscle. He carries into battle a massive shield made of many layers of thick ox hide. While he is the strongest of the Greek warriors who went to Troy, his cousin Achilles is the only warrior among them greater than him.

## Diomedes

**Diomedes:** Init +7; Atk spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 16; HD 5d8; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL C.

Diomedes, son of Tydeus, is a hero and one of the Seven Against Thebes. He is the young king of Argos and already a very accomplished commander. He is the most skilled warrior among the Achaeans on par with Ajax.



## Heracles

**Heracles, God of Might:** Init +5; Atk club +14 melee (dmg 3d8+6); AC 23; HD 14d12 (immortal); MV 30'; Act 3d20; SV Fort +13, Ref +10, Will +10; AL C. Special: Heracles deals double damage against buildings and objects; Olympian Traits.

Heracles is the most famous hero in bronze age Greece. While many heroes attain cult status, with small shrines dedicated to them throughout Greece, no one has more than Heracles. He rose to divinity after his death from a shirt coated in poisoned blood. His friend Philoctetes laid the torch upon his funeral pyre, which burned away his mortality leaving behind only his immortality. Now he resides on Mount Olympus with his new wife Hebe.

Heracles in his mortal prime has the same stat line, but he is not immortal.

## Jason

**Jason:** Init +3; Atk sword +5 melee (dmg 1d6+2); AC 16; HD 4d8; MV 30'; Act 2d20; SV Fort +5, Ref +4, Will +2; AL C. Special: Immune to fire damage.

Jason was rightful king of Iolcos and the great-grandson of Hermes. Jason is also one of the favorite heroes of Hera, who often provided him with guidance and aid. He is most famous for his adventures with the Argonauts in the pursuit of the golden fleece of Colchis. He performed three difficult tasks to win the fleece, with help from Medea, the daughter of King Aeetes. Medea had fallen deep into love with Jason, thanks to the help of Aphrodite and Hera.

Jason plowed a field with fire-breathing oxen, sewed the field with dragon teeth, defeated the warriors that sprang forth from the ground, and defeated the sleepless dragon that guarded the Golden Fleece. Jason met his untimely end when he abandoned Medea for Creusa, the daughter of the king of Corinth. Medea cursed his new bride, killed the sons she bore for him, and escaped in a flying chariot. Jason died alone while sleeping beneath the rotting Argo when the stern of the once mighty ship fell on him.

## Menelaus

**Menelaus:** Init +3; Atk sword +2 melee (dmg 1d6+3) or javelin +5 missile fire (1d6); AC 15; HD 4d8; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will +2; AL C.

Menelaus is the brother of Agamemnon and king of Sparta. He won the hand of the beautiful Helen after her father Tyndareus had the collected kings and heroes swear an oath to defend her and her husband. At this point in the campaign, Menelaus has yet to lose Helen to prince Paris. They are still happily married and celebrating the birth of their new daughter Hermione.

## Nestor

**Nestor:** Init +1; Atk sword +2 melee (dmg 1d6); AC 14; HD 4d8; MV 25'; Act 1d20; SV Fort +2, Ref +2, Will +5; AL L.

Nestor is the elder statesman of bronze age Greece. He is the king of Pylos and father to many children including his son Thrasymedes. He became the king of Pylos after Heracles slew Nestor's father and siblings. Nestor is blessed with long life by Apollo as payment for a blood debt. Nestor rides into battle on a chariot driven by his son Thrasymedes while carrying a gold shield.

This statline represents Nestor just before the Trojan War, where he was the oldest of the kings to wage war against Troy. Young Nestor has the same statline as Agamemnon.

## Odysseus

**Odysseus:** Init +5; Atk spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 17; HD 6d8; MV 30'; Act 1d20; SV Fort +4, Ref +2, Will +6; AL C.  
**Odysseus:** Init +5; Atk spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 17; HD 6d8; MV 30'; Act 2d20; SV Fort +4, Ref +2, Will +6; AL C.

Odysseus, the son of Laertes and king of Ithaca is a man known for his brilliance, guile, and cunning. His skill as a warrior is more than a match of the might of Ajax. He and his wife Penelope just had a son named Telemachus. But for all his intellect, Odysseus has

no idea that fate is in motion against him. When he leaves Ithaka to join the war against Troy, he shall not return for twenty years.

## Perseus

**Perseus:** Init +5; Atk spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 16; HD 3d8; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL C.

Of all the heroes here, Perseus is the furthest in the past. He was slaying monsters even before the days of Heracles. He is the half-brother and great-grandfather of Heracles (as they were both sired by Zeus). He is most famous for cutting off the head of the gorgon Medusa. After his adventures slaying monsters, Perseus founded the city of Mycenae that will someday be ruled by Agamemnon. It will become the mightiest Greek city-state before the Trojan War.

## Telamon

**Telamon:** Init +4; Atk spear +5 melee (dmg 1d8+2) or javelin +6 missile fire (1d6); AC 16; HD 4d8; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL C.

Telamon is one of the Argonauts and joins Heracles on his sacking of Troy several years before the Trojan War. Heracles and his men killed a sea serpent attacking Troy with the understanding that King Tros would give them two immortal horses from Zeus. After the monster was slain, King Tros refused to pay. Heracles, Telamon, and their men lay attacked Troy and sacked it.

After the death of Tros, Priam became king of Troy. Telamon took Tros' daughter Hesione as a bride, who would give birth to Teucer. Telamon is also the father of Ajax, who was sired by his first wife Periboea.





## Teucer

**Teucer:** Init +3; Atk bow +8 missile fire (1d6); AC 15; HD 4d8; MV 30'; Act 2d20; SV Fort +4, Ref +2, Will +2; AL C.

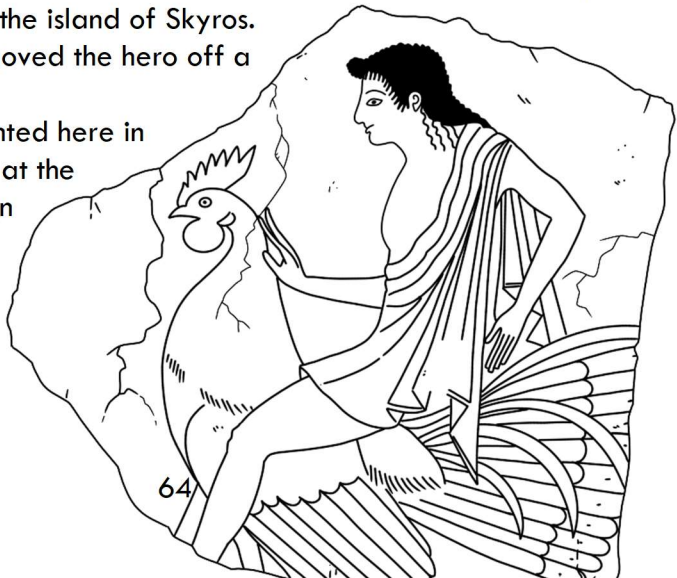
Also known as Teucros, he is the son of King Telamon and his second wife Hesione. He is the half-brother of Ajax the cousin of Hector and Paris of Troy. He and Ajax come from the island of Salamis. Teucer is a skilled archer who fires his arrows while hiding behind his brother's great shield. He is so accurate with his bow that he only misses when foiled by one of the Olympians.

## Theseus

**Theseus:** Init +5; Atk Spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 16; HD 5d8; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +4; AL C.  
**Theseus:** Init +5; Atk Spear +6 melee (dmg 1d8+3) or javelin +7 missile fire (1d6); AC 16; HD 5d8; MV 30'; Act 2d20; SV Fort +4, Ref +4, Will +4; AL C.

Theseus is most famous for slaying the minotaur of Crete. (See *AEON: Ancient Greece Vol. 1*, that minotaur may not be as dead as Theseus claims.) He was sent from Athens to be dinner for the beast and instead defeated it. He returned to Athens a hero and became its king. However, as time went on Theseus became more self-interested, and one day he kidnapped the beautiful young Helen of Sparta. Her two brothers Pollux and Castor came to rescue her, and Theseus fled to the island of Skyros. There, Lycomedes shoved the hero off a cliff killing him.

Theseus is presented here in his prime. However, at the time of the campaign he is dead, and the only way to encounter him is in the Underworld.





**SING OH GODDESS OF THE GOOD OLD DAYS,  
WHEN ADVENTURES WERE UNDERGROUND,  
ARMS AND ARMOR WERE BRONZE, AND  
HEROES WERE DESTINED TO DIE THE  
GLORIOUS DEATH OF A WARRIOR.**



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