

# AEON

## ANCIENT GREECE



VOL 3

**MONSTERS**  
OF  
**MYTH**

COMPATIBLE WITH

**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!"*

Ancient Greeks measured heroes by their mighty deeds. Nothing tested their mettle like the epic slaying of monsters. *AEON: Ancient Greece Vol. 3* provides judges with a menagerie of mythical monsters to torment and torture their players. The zine in your hands includes 36 New monsters inspired by Greek mythology for *Dungeon Crawl Classics*.

## Making Monsters Mythical

The monsters in bronze age Greece are terrifying creatures, and the judge must convey that sense of fear and strangeness. Begin with the mythology, then take the concept to a bizarre conclusion. The value of playing in mythical Greece is that almost every player is familiar with the minotaur or a cyclops. To keep the encounter from being dull, draw in bizarre concepts to expand on the myths: the stranger, the better.

The heroes should never fight against a simple monster; it should be THE monster sent by the gods as punishment or as a test. Slaying this beast will become an epic story.

Never forget who the players are. They are not the super-powered children of the gods (even if they think they might be). They are bronze age illiterate peasants who are barely surviving this fight. They are the people from the myths before the story stretched over time.

# Monsters of Myth and Legend

Ancient Greece is filled with horrible monsters for heroes to slay. In a way, these horrific creatures never really die. When a hero kills a monster, its soul does not travel through the Underworld like a mortal. Instead, it is thrown into the pit of Tartarus, where occasionally these souls escape and return fully formed to plague the good people of Greece again.

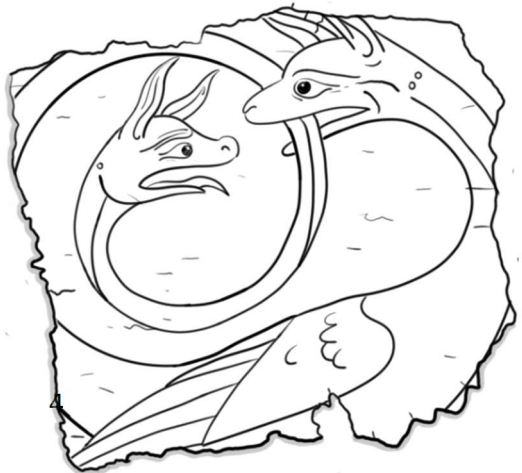
**Immortal.** In Greek mythology, some creatures are immortal and incapable of dying. Although they still have HP, they simply cannot die if it falls to 0. Instead, if an immortal creature is reduced to 10% of the HP, they will escape and reappear someplace safe like Mt. Olympus.

## Amphisbaenae

**Amphisbaenae:** Init +6; Atk bite +4 melee (3d6 + poison DC 16 Fort or Death); AC 16; HD 4d8; MV 30'; Act 1d20 per head; SV Fort +6, Ref +4, Will +2; AL N. Special: Spit poison in a spray 30' long and 20' wide. All within are affected by the poison.

The Amphisbaenae is a two-headed serpent native to Libya, but occasionally it can be found outside of North Africa. The Amphisbaenae was spawned by the dripping blood from Medusa's head when Perseus sliced it off.

Drops of blood fell over the Libyan desert as he flew overhead holding her head in his hand. Some breeds of this serpent has legs or wings.

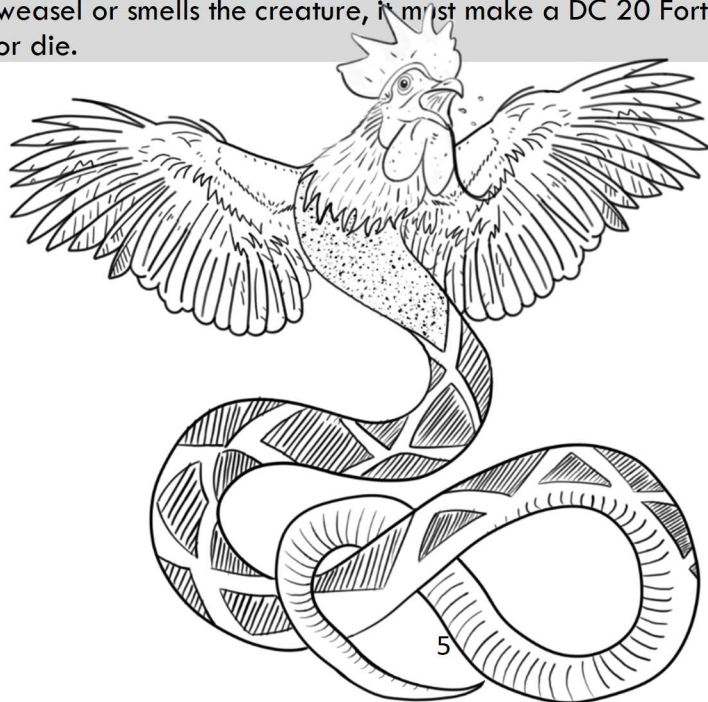


# Basilisk

**Basilisk:** Init +1; Atk bite +5 melee (1d10) or poisonous breath weapon; AC 15; HD 5d8; MV 40'; Act 2d20; SV Fort +6, Ref +1, Will +1; AL C. Special: The basilisk can unleash a poisonous breath weapon, anyone within 15' must make a DC 14 Fort save or suffer 1d3 temporary Stamina damage. When the basilisk is killed, anyone within 15' must make a DC 14 Fort save or suffer 1d3 permanent Stamina damage.

The Basilisk is a serpent primarily found in Africa but occasionally found creeping in hidden places in Greece. Its touch is deadly. Its noxious breath withers plants and can stop a man's heart. It is described as a cross between a coiling scaled serpent with a peacock or rooster. It is the king of all snakes with a white spot on its forehead like a crown.

**Pliny the Elder.** The noted Roman naturalist and author wrote the encyclopedic *Naturalis Historia* to understand the natural world better. Of the Basilisk, he wrote: "To this dreadful monster, the effluvium of the weasel is fatal, a thing that has been tried with success, for kings have often desired to see its body when killed." If a basilisk is within 10' of a weasel or smells the creature, it must make a DC 20 Fort save or die.



# Bronze Bull

**Bronze Bull:** Init +1; Atk Gore +6 melee (1d6+4) or breath weapon; AC 17; HD 6d10; MV 40'; Act 2d20; SV Fort +4, Ref +1, Will +8; AL L. Special: Fire breath 30' long. All within must make DC 12 Ref save or take 3d6 fire damage.

These bulls are cunningly crafted automatons that belch smoke and breathe fire. Their hide is made from bronze, and their guts are made of intricate gears. They are the perfect guardians.

**The Bronze Bull and Daedalus.** The original bronze bull was designed by a young Daedalus for King Aeetes. They were so delicately made that they were nearly indistinguishable from real cows. Now all that remains in the world are cheap imitations, except for the few locked away in a hidden laboratory in the Labyrinth. These newer models are capable of flight and firing lasers from their eyes. Stealing one of these bulls would be an impressive quest.

## d7 Bronze Bull Trait

- 1 No additional traits.
- 2 Due to its unstable nature, if this bronze bull is reduced to 25% HP, it will explode. Any creature within 20' must make a DC 12 Ref or take 2d6 damage. This destroys the bull.
- 3 The bronze bull has jeweled movements worth 20 gp each or two high-quality steers.
- 4 The bull can launch a white-hot metal rod from its mouth up to 100', dealing 2d6 damage on a success.
- 5 The bronze bull is heavily armored with iron plates; it takes only half damage from bronze weapons. On a fumble, the bronze weapon will crack, ruining it forever.
- 6 The bronze bull is equipped with disintegration laser beams in its eyes. It can shoot these beams up to 100' away; the target must make a DC 15 Fort save or die. Only one use.
- 7 The bronze bull is equipped with jets that grant it a 40' fly speed.

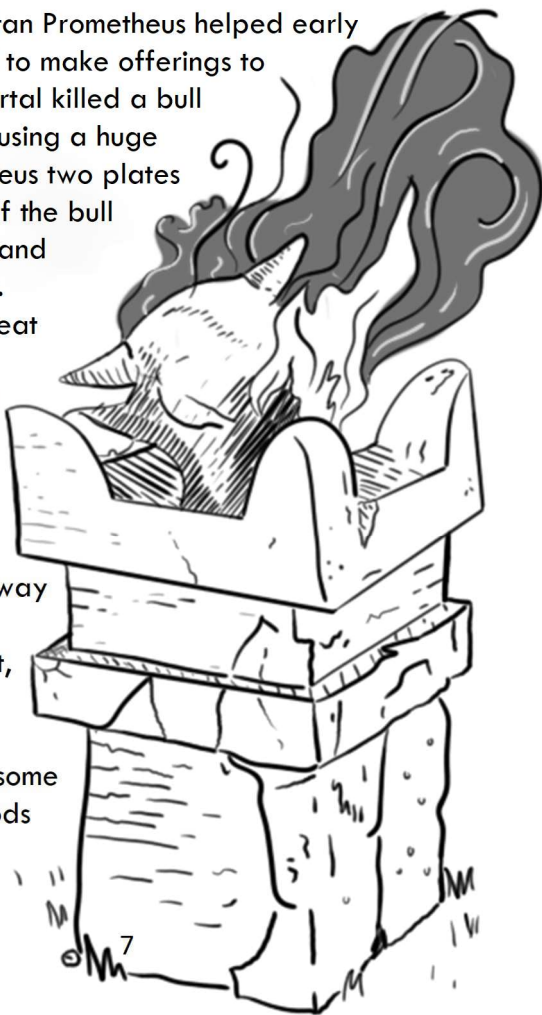
# Giant Bull

**Giant Bull:** Init +1; Atk horns +6 melee (1d6+4); AC 12; HD 4d8; MV 40'; Act 2d20; SV Fort +4, Ref +1, Will +8; AL N. Special: If a bull charges its target it deals an additional 1d6 damage.

Bulls can weigh up to 1,500 pounds, but this massive monster weighs 3,000 pounds and is 8 feet tall. Usually, bulls of this quality are sent by the gods as punishment or as gifts. A Greek's wealth is measured by their cattle; owning a bull like this, and adding it to your herd would significantly improve your status.

**Burnt offerings.** The titan Prometheus helped early mortals develop a method to make offerings to honor the gods. First, a mortal killed a bull and roasted it over a fire using a huge spit. Prometheus offered Zeus two plates to determine which parts of the bull would belong to the gods and which belonged to mortals. Prometheus covered the meat with bones and sinew and covered bones and gristle in a layer of delicious fat. When Zeus chose the plate with the gristle, he was enraged. As punishment, he stole fire away from the mortal world.

Burnt offerings of meat, bone, and gristle are accepted by the gods. Alternatively, pouring out some wine in the name of the gods is also acceptable.



# Catoblepas

**Catoblepas:** Init -1; Atk hoof +3 melee (dmg 1d6); AC 12; HD 4d8; MV 30'; Act 1d20; SV Fort +4, Ref +4, Will +1; AL N. Special: PC must make a DC 10 Fort Save to enter or stay in melee range and breath weapon.

The hideous Catoblepas is a disgusting grey wildebeest found in sub-Saharan Africa. It has crooked horns, a long twisted blunt face, and slate grey fur with stripes. The creature typically keeps its eyes down on the ground because its gaze can kill.

Some Catoblepas have a breath weapon and can breathe fire from their nostrils. Anyone within a 15' cone must make a DC 15 Reflex saving throw or take 3d8 damage. Others have a poisonous breath weapon. Anyone within a 20' radius must make a DC 15 Fort save or suffer 1d4 Stamina damage (permanent). Finally, others have a death gaze. Anyone who locks eyes with the Catoblepas must make a DC 15 Fort save or die.

d%	Special
1-25%	Nothing.
26-50%	Fire breath.
51-75%	Poisonous breath.
76-90%	Death gaze.





# Centaur

**Centaur:** Init +0; Atk hooves +1 melee (1d4+1) and club +3 melee (1d8+1); AC 14; HD 3d8; MV 50'; Act 2d20; SV Fort +2, Ref +1, Will +1; AL C. Special: Centaurs charge into battle wildly gaining +3 attack but suffering -3 AC.

Centaurs are the children of Ixion, king of Lapiths and Nephele. The beautiful Nephele was a cloud made to look like Hera to trick Ixion into revealing his love for Hera. The first centaurs were born from that relationship.

Centaurs can be found in the wild and secluded places in Greece. They congregate in small groups and dwell in caves. Usually, they are gentle folk, but once they drink some wine, they lose all sense of propriety and become wild brutes. While drunk, they lose complete control of themselves and become more focused on violence and sex.

**Chiron, Mentor to Heroes.** Chiron is the son of Cronus and the Oceanid Philyra, making him Zeus's half-brother. He has taught many famous heroes, including Heracles, Jason, Asclepius, and Achilles. He can be found near the foot of Mount Pelion in Thessaly, where he has taken his young great-grandson Achilles to be his student. Although Achilles is still incredibly young, he is already an impressive athlete.

**The Centauromachy.** The centaurs once fought a war against the Lapiths of Thessaly. This conflict occurred after the centaurs got drunk and carried off Hippodamia and the rest of the women on her wedding day. One of the great Lapith heroes who fell in battle against the centaurs was Caeneus, invulnerable to weapons. The centaurs beat him into the ground using rocks and branches of trees. The battle drove the centaurs into the wilderness to live alone in caves.

In mythology, centaurs not only represent the wild places of the world but also the conflict between humanity's civilized nature and savage nature.

# Chimera

**Chimera:** Init +0; snake bite +6 melee (1d10+3) or claws +4 melee (1d3); AC 17; HD 8d8; MV 30' or fly 30'; Act 3d20; SV Fort +4, Ref +2, Will +2; AL C. Special: 2-3 random chimera heads.

The chimera is a multi-headed monstrosity with a snake tail known to torment the countryside of Anatolia (modern-day Turkey). It usually has the body and head of a lion, with a goat's head springing forth from its back and a scaled venomous serpent for a tail. The goat head belches forth flammable oil while the lion head spits out sparks that ignite the oil. 25% of Chimeras have three random heads. Roll on the chart below to determine what types of attacks the Chimera has.

## d14 Random Chimera Heads

- |    |  |
|----|--|
| 1  | Lion head. Bite +5 melee (2d4+1).  |
| 2  | Goat head. Gore +5 melee (2d4+1).  |
| 3  | Dragon head. Fire breath 30-foot cone (3d8 vs DC 15 Ref save).                 |
| 4  | Basilisk head. DC 15 Fort or paralysis for 2d6 turns.                          |
| 5  | Elephant head. DC 15 Ref or grasped by trunk.                                  |
| 7  | Shark head. Bite +7 melee (3d6).   |
| 8  | Eagle head. Peck +3 melee (2d4+3).   |
| 9  | Frog head. Grasp and swallow whole.  |
| 10 | Hydra head. Heal 1d3 hp per round.   |
| 11 | Unicorn head. Cast <i>prismatic spray</i> 1/day.                               |
| 12 | Nightmare. DC 15 will save or -1d to all attack rolls.                         |
| 13 | Beetle. Acid breath 30' cone (3d8 vs DC 15 Ref save).                          |
| 14 | Cyclops. Shoots a red eye beam 100' long and 1' wide. (3d8 vs DC 15 Ref save). |

91-100% Fire breath, poisonous breath, and death gaze.

## Clazomenean Boar

**Clazomenean Boar:** Init +1; Atk tusk +5 melee (1d6+2); AC 12; HD 3d8; MV 30' or fly 30'; Act 2d20; SV Fort +4, Ref +1, Will +8; AL N. Special:

The Clazomenean Boar is a giant boar with wings and can fly. It is just as belligerent and dangerous as a normal boar, except it can also attack from above. These animals can be found in Ionia (The western coast of modern-day Turkey). They receive their name from Clazomenae, who use massive spear-sized arrows to shoot these boars down.

**Clazomenean Bow.** This massive-sized bow is made from the carved trunk of a single tree. The draw strength of the bow is so mighty that two people must pull it back using a crank. It launches giant spear-sized arrows. It has a range of 500' and deals 2d10 damage. Only a person with a strength of 25 can wield it like a standard weapon.

## Cyclops

**Cyclops:** Init -2; Atk club +15 melee (dmg 2d8+8) or grab +10 melee (grappled); AC 16; HD 9d10; MV 30'; Act 1d24; SV Fort +10, Ref +5, Will +6; AL C. Special: A creature grabbed by the cyclops can be thrown 30' DC 12 Ref save or suffer fall damage.

These savage one-eyed giants can be found throughout bronze age Greece living in hidden mountain caves. They are solitary creatures that love eating mortal flesh. They have a lowborn cunning and will often trick their prey. There is a whole community of these giants living on the island of Sicily.

**The Elder Cyclopes.** Three immortal giants forge the thunderbolts of Zeus. They are skilled craftsmen who work tirelessly in the great workshop of Hephaestus. They have similar stats as a regular Cyclops, except that they are immortal. Their names are Brontes, Steropes, and Arges.



## The Dactyls

**Dactyl:** Init -1; Atk iron weapon +3 melee (dmg 1d6+3); AC 12; HD 2d12 (immortal); MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL L. Special: *sword magic*.

The Dactyls were wizards who attended to Rhea, mother of the gods. They live in Phrygia near Mt. Ida. There are ten of them, and they were the first to work with iron. Their names are Acmon the Anvil, Celmis the Casting, Cyllenus, Cyrbas, Damnameneus the Hammer, Delas, Epimedes, Idas, Paeonaeus, and Pyrrhichus.

When Celmis, a childhood friend of Zeus, angered Rhea, she asked Zeus to transform Celmis into a lump of diamond-hard adamant, which he did.

**Iron Weapons of the Dactyls.** In this campaign setting, all metal weapons are assumed to be bronze. If a character completes a task for the Dactyls, they will be rewarded with a far superior iron weapon. Iron weapons are treated as +2 magical weapons. The Dactyls could be willing to construct such weapons for heroes who can prove that they deserve such weapons.

## Drakone

**Drakone:** Init +3; Atk bite +7 melee (dmg 2d6+5); AC XX; HD 6d10; MV 30 or fly 30'; Act 2d20; SV Fort +7, Ref +8, Will +5; AL C. Special: planting the drakone's teeth in the ground will create 1d6 warriors, immune to sleep.

Commonly known as dragons, the dracone are a species of fire-breathing scaled serpents. The most famous drakone is from Colchis, an immense serpent that guarded the Golden Fleece. The creature never slept. Even though these creatures do not have wings, 35% are still capable of flight. Planting the drakone's teeth in the ground will produce 1d16 fully armed and armored Spartoi per tooth after 1d3 minutes. Then they will fight each other to the death until there are 1d6 left. Those who remain can be loyal hirelings.

## Giant Crab

**Giant Crab:** Init -1; Atk Claw +8 melee (dmg 2d6+4); AC 16; HD 5d8; MV scuttle 30' or swim 30'; Act 2d20; SV Fort +4, Ref +1, Will +1; AL N. Special: anyone hit with a claw attack must make an opposed Strength check or be lifted in the air and crushed. If they fail their Strength check, they take a 2d6+4. If they pass, they take no damage and are dropped. Repeat this each round after they fail their Strength check.

Heracles smashed the shell of the giant crab Cancer with his great olive wood club because it snapped at his ankles while he fought the hydra. Hera placed the crab among the stars as one of the constellations, but due to his failure to kill Heracles, she set the crab in a region of the sky that did not have any bright stars. There are still other creatures of his breed hiding in the hidden shorelines and caves of the Aegean Sea. The monsters are valued for their sweet and delicious crab meat.



# Giant Lion

**Giant Lion:** Init +3; Atk bite +6 melee (dmg 2d8+7) or claws +6 melee (1d8+7); AC 15; HD 8d8; MV 40'; Act 2d20; SV Fort +6, Ref +8, Will +2; AL C. Special: If a target is hit by a bite attack, the lion can immediately make a claw attack.

There are still lions that prowl the mountain paths of bronze age Greece. They mostly survive on wild goats, sheep, and the occasional shepherd who is not paying attention. Sometimes these lions grow to an immense size, and a great hero is needed to save the local sheep and shepherd population. 10% of giant lions are immune to attacks from nonmagical weapons.

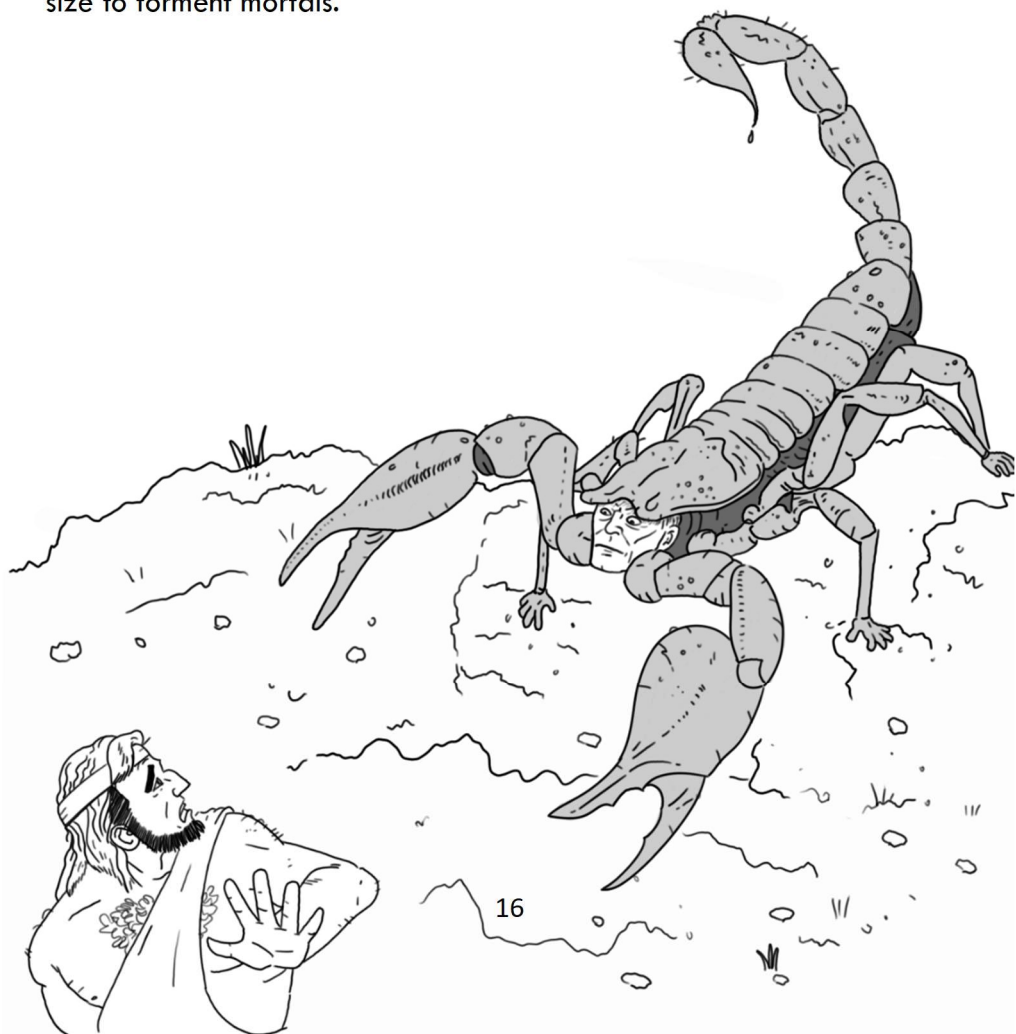
**Giant Lion Pelt:** The pelt of the Nemean Lion was immune to attacks made by weapons. Heracles used the beast's pelt as a cloak. A lion can only be skinned using one of its claws. Wearing the cloak grants +4 AC but cannot be worn with armor.



# Giant Scorpion

**Giant Scorpion:** Init -1; Atk vorpal claw +8 melee (dmg 2d6+4) or venomous stinger +8 melee (dmg 2d6 + 1d6 permanent Stamina loss); AC 16; HD 5d8; MV scuttle 30' or swim 30'; Act 2d20; SV Fort +4, Ref +1, Will +1; AL N. Special: After a critical hit with the vorpal claw, the target must make a DC 15 Fort save or be decapitated.

The most famous giant scorpion is Skorprios, who Gaia sent to slay the giant Orion after he threatened to kill all the world's animals. Now Skorprios lives among the stars. Most scorpions in Greece do not grow larger than 2 inches long, but occasionally, the gods send one of immense size to torment mortals.





# Gigantes

**Gigantes:** Init +3; Atk flaming oak Tree +25 melee (dmg 5d8+12) or boulder +12 missile fire (2d8 +10); AC 20; HD 19d10; MV 50'; Act 3d20; SV Fort +15, Ref +8, Will +3; AL C. Special: 50% chance of 1-3 giant bull companions and 25% chance 1-2 golden rams, crit on 20-24, use the giant critical hit table.

The Gigantes are a tribe of giants who are unsurpassed in size and waged war against the Olympians. They were born from the blood of Uranus that spilled across the earth after Cronus wounded his father. They come in many horrid shapes and sizes.

1d7	Freakish Appearance
1	Two scaled serpents instead of legs. These legs can make bite attacks. +20 melee (dmg 4d8+4)
2	A large boulder is chained to this giant's neck and is carried around on its shoulders.
3	This giant is part-man and part (1) bear, (2) lion, (3) boar, (4) rhinoceros.
4	Can transform into a (1) dung beetle, (2) fig tree, (3) eagle.
5	Instead of beards and hair, they are covered with coiled serpents that spit venom. Fort save DC 18 or lose 2d6 Stamina temporarily.
6	1d3+1 heads jutting out of its shoulders.
7	This giant is covered with one hundred eyes all over its body.

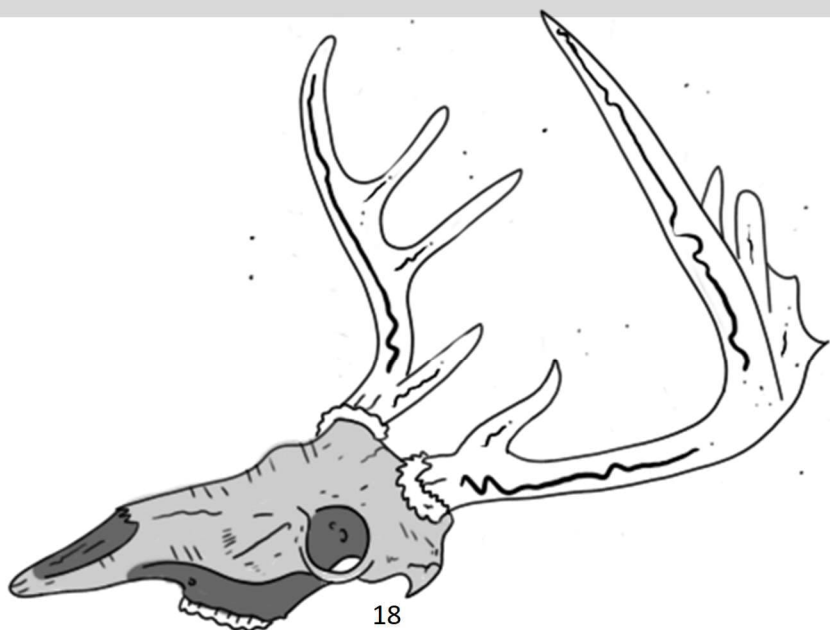
The Gigantomachy. No one is certain why the giants and Olympians waged war for the fate of the cosmos. Some claim it was the attempted rape of Hera by the giant Eurymedon; others claim it was the theft of Helios' cattle by Alcyoneus. Regardless, the war rattled the earth and shook the heavens as the gods and giants launched lightning bolts and threw mountains into the air.

# Golden Horned Deer

**Golden Horned Deer:** Init +3; Atk bronze hooves +3 melee (dmg 1d6+4); AC 16; HD 4d10; MV 70'; Act 3d20; SV Fort +2, Ref +8, Will +1; AL N. Special:

Also known as the golden hind or the Ceryneian hind, these massive female deer are larger than a bull. They live near the river Cerynites, which flows through Arcadia. These deer are noted for their impressive golden antlers, hooves made of bronze, and remarkable speed. 25% of them can snort fire in a 25' cone requiring a DC 12 Reflex save or take 2d6 damage. A single antler is worth 500 gp or a whole herd of cattle, but the price may not be worth the trouble. These beasts are sacred to Artemis, and she uses 4 of them to pull her glittering chariot.

**Sacred to Artemis.** Killing one of these deer would be a severe insult to Artemis. Causing one of them injury would bring her wrath upon the heroes. The heroes who injured the hind are given one lunar cycle to slay the largest and most impressive monster they could find in Artemis' name, or else they will turn into a golden horned deer themselves forever.



# Golden Ram

**Golden Ram:** Init +1; Atk headbutt +2 melee (dmg 1d6+2); AC 14; HD 3d8; MV 40' or fly 40'; Act 1d20; SV Fort +4, Ref +3, Will +1; AL N. Special:

A golden ram is a sign sent by the gods to those they favor. They are born from a herd of sheep just like any other, but their wool is made from gorgeous glittering gold, and a pair of angelic wings sprout from its back. The value of Ram's hide is challenging to measure, but any king would be willing to trade a citadel or entire herd of cattle to obtain the fleece. Their horns may also be made from gold. 50% of these rams can speak.

**Sacrificing the Golden Ram.** There will come a time when the heroes have angered a god or two and need to find a way to alleviate them. Offering one of these sheep as a sacrifice is key to obtaining forgiveness. Because they are so beloved by the Olympians, sacrificing one to them would instantly gain their favor and wash away any animosity. The fleece itself is a princely gift that can be removed and given to earn the favor of any king, queen, priest, or princess.



# Gorgon

**Gorgon:** Init +3; Atk claws +6 melee (dmg 1d8+6); AC 14; HD 6d10 (immortal); MV 30'; Act 2d20; SV Fort +5, Ref +7, Will +5; AL C. Special: any creature that looks upon the face of a gorgon must make a DC 15 Will save or be turned to stone.

The two immortal sisters of Medusa are named Stheno and Euryale. After the death of Medusa at the hands of the hero Perseus, the Gorgons have set to work hunting down all his descendants to end his bloodline. They have serpents for hair, boars' tusks, black-feathered wings, and scaly skin. Their hands end in wickedly barbed claws.

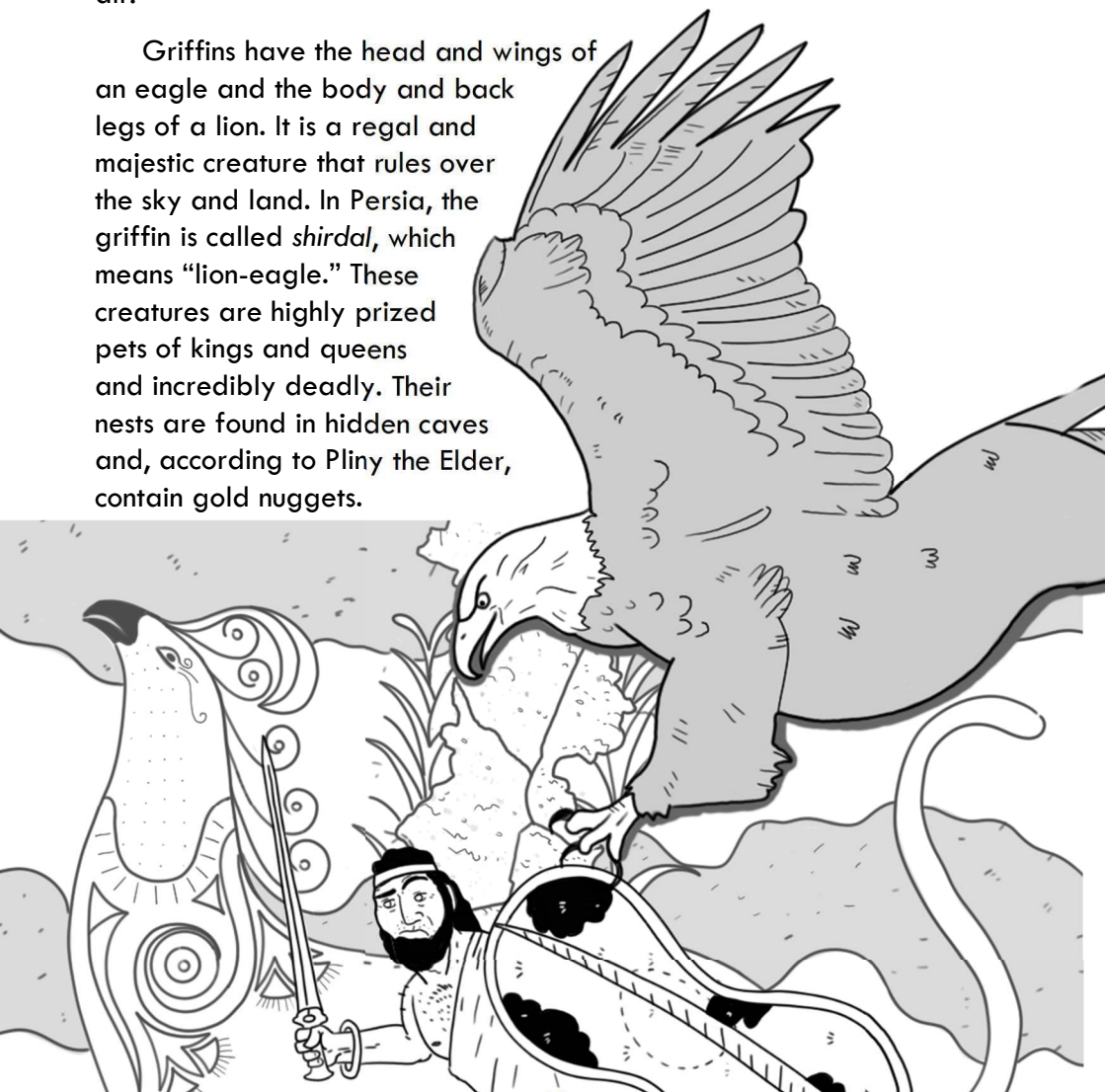
**Medusa.** According to myth, Medusa was a priestess of Athena who Poseidon raped in the temple of the goddess of wisdom. As punishment, she was transformed into a hideous gorgon. Later she will be beheaded by Perseus, and from her neck wound, the winged horse Pegasus will be born. After her head is used to kill the Kraken, it is given to Athena to bear upon her shield. As a judge, do not feel as if you need to take this story at face value. Medusa is possibly still alive or that her head has been stolen from Athena and wishes to be reunited with her body. Perseus could have lied about the killing of Medusa; she could have regrown a new head or have returned to life through horrible magic.



# Griffin

**Griffin:** Init +4; Atk talons +3 melee (dmg 1d6+3) or beak +3 melee (1d8+3); AC 12; HD 4d10; MV 40' or fly 50'; Act 2d20; SV Fort +4, Ref +4, Will +1; AL N. Special: If the griffin hits a target with its talons it can make an opposed strength test. On a success, it will lift the target into the air.

Griffins have the head and wings of an eagle and the body and back legs of a lion. It is a regal and majestic creature that rules over the sky and land. In Persia, the griffin is called *shirdal*, which means “lion-eagle.” These creatures are highly prized pets of kings and queens and incredibly deadly. Their nests are found in hidden caves and, according to Pliny the Elder, contain gold nuggets.



## Hundred-Handed Ones

**Hundred-Handed Ones:** Init +4; Atk Hand +27 melee (dmg 6d8+13); AC 21; HD 24d10; MV 50'; Act 4d24; SV Fort +16, Ref +8, Will +8; AL C. Special: Crit on 20-24, use the giant critical hit table, 1/day the Hundred-handed one can cause an earthquake centered on itself. All other nearby creatures take 1d3 damage. Creatures within 50' of the epicenter are tossed 1d8 x 10', suffering falling damage of 1d6 per 10'. Creatures further away must make a Reflex save or also be launched.

Also known as the Hecatoncheires, these giants have 50 heads and 100 arms. According to Hesiod's *Theogony*, the three Hecatoncheires are the children of Uranus the sky and Gaia the Earth. Their names are Cottus, Briareus, and Gyges. Disgusted by his horrible children, Uranus imprisoned them deep within Gaia. Zeus freed them during his war with the titans, replenishing their strength with nectar and ambrosia. Today, they stand guard in Tartarus, near the bronze gates to the prison of the Titans.



# Hydra

**Hydra:** Init -2; Atk bite +6 melee (dmg 1d10+4) or breath weapon; AC 16; HD 9d10; MV 20', swim 40'; Act 1d24; SV Fort +9, Ref +7, Will +5; AL CG. Special: 9 heads (one of the heads is immortal), 1/day the hydra can breathe a cone 30' long and wide of poisonous gas, requiring a DC 18 Fort save or die. The hydra's blood is also venomous, and anyone who deals damage to it must make a DC 16 Reflex save or take 1d8 permanent Stamina damage.

The most famous hydra is the Lernaean Hydra from lake Lerna, who Heracles and his nephew Iolaus slew as part of the 12 labors of Heracles. Like most monsters, it was the child of Typhon and Echidna. The hydra is a serpent with multiple heads. Hydras like to hide in noxious swampy caves and the bottom of grimy lakes.

Hydras are opportunistic predators who use all their skill and guile to eat unsuspecting deer, sheep, or even people who come too close to their murky lakes. The numbers of heads vary wildly, and some can sprout new ones in twos or threes.

The hydra's blood is poisonous; it causes flesh to rot and melt away. Arrows, spearheads, or swords dipped in the blood of a hydra are potent weapons. Even the gods are terrified of being shot by one of Heracles' venom-dipped arrows. It cannot kill them because they are immortal, but it will leave them in eternal and brutal agony.

**Hydras.** The hydra presented here is an older interpretation of the creature by Hesiod; it did not have the power to regenerate lost heads. Meanwhile, the hydra presented in the *DCC Core Rulebook* is a perfect example of the type that can regrow heads when cut off, as described by Heracles in the play *Heracles* by the tragedian Euripides. While the hydra in the *DCC Core Rulebook* sprouts two heads for every one removed, some ancient writers claimed it could grow three heads for every one removed. This would be a great way to present a more dangerous version of the original monster.

## **Laelaps Hound**

**Laelaps Hound:** Init +4; Atk bite +4 melee (dmg 1d6); AC 12; HD 2d6; MV 40'; Act 1d20; SV Fort +4, Ref +4, Will +2; AL L. Special: The Laelaps Hound can track any creature by scent on this plane of existence.

Laelaps is the immortal hound that never fails to catch its prey when hunting. The original hound was a gift from Zeus to Europa until eventually was set upon the Teumessian fox, a fox that could never be caught. This created a paradox of fate that threatened to unravel reality until Zeus put an end to it and cast both the dog and fox into the sky as the constellations Canis Major and Canis Minor.

However, this immortal dog had puppies who were favored pets and guardians of Artemis, goddess of the hunt. When these legendary hounds smell an article of clothing, hair, or something similar, they can track any creature by scent regardless of distance. They will find them eventually.

## **Leucrocotta**

**Leucrocotta:** Init +5; Atk bite +6 melee (dmg 1d6+2); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL C. Special: imitate human voices, immune to attacks from nonmagical weapons, 50% chance of 1-7 wild dog companions (same stats as common wolf).

The Leucrocotta is a dog-wolf with a body like a stag with a thick neck and cloven hooves. Its dog-like face is broad with sharp teeth. It is like a hyena and is mainly found scavenging in the deserts of Ethiopia. It has incredible strength and the ability to imitate human voices. It lures men into the night by calling out their names. Its hide is impervious to most weapons.



## Manticore

**Manticore:** Init +5; Atk bite +6 melee (dmg 1d8) or venomous sting +8 melee (1d10 + poison) or tail spike shot +6 missile fire, 100' (1d6 + poison); AC 16; HD 6d8+6; MV 40', fly 50'; Act 3d20; SV Fort +5, Ref +4, Will +6; AL C. Special: poison DC 16 Fort save or lose 1d6 temporary Stamina.

Ctesias the Cnidian was a Greek physician who traveled throughout the Achaemenid Empire and served as a doctor to the Achaemenid king Artaxerxes II. He wrote about his travels to India in a book entitled *Indica* and described a man-eating monster called the manticore or *martichoras*, as the Persians call it. One of these monsters was captured alive and presented to King Artaxerxes II.

The creature has the bearded face, body of a lion, large leathery wings, and a long tail tipped with barbs. The tail can crack like a whip launching long wicked venom spines towards its target. 50% of manticores use a sonorous crooning song to lure their prey into a false calmness. Those who hear the song must make a DC 15 Will saving throw or be dazed for 1d4 rounds.

## Minotaur

**Minotaur.** Init -3; Atk Stone Pillar +7 Melee (2d6+4) or Gore +7 Melee (1d8+2); AC 10; HD 5d8+5; MV 30' Act 2d24; SV Fort +2, Ref +2, Will +4; AL C; Special: When the minotaur makes a charge, he deals an extra 2d6 damage in addition to the expected benefits and hazards of an order.

The most famous minotaur is Asterion, the half-man half-bull son of the Cretan Bull and the Cretan queen Pasiphae. A full detailing of his lair in the labyrinth can be found in volumes 1 and 2 of *AEON: Ancient Greece*. However, there may be other such monsters roaming around Greece. Some may be the children of Asterion or those cursed by his foul blood. Minotaurs are usually unleashed as punishments against those who trick the gods by lying to them.

# Pegasus

**Pegasus:** Init +2; Atk hoof +6 melee (dmg 1d6+4); AC 14; HD 5d8 (immortal); MV 60' or fly 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N. Special:

In Greek mythology, Pegasus is not the name of a breed of flying horse. Instead, it is the name of a single demigod flying horse. Pegasus was born from the rape of Medusa by Poseidon. He was born alongside his brother Chrysaor when decapitated by the hero Perseus. Pegasus allowed the hero Bellerophon to ride him into battle against the chimera. When Bellerophon tried to ride Pegasus to Mount Olympus, he was struck down by a lightning bolt by Zeus. The King of the Olympians then placed Pegasus among the stars as a constellation. In times of great need, Pegasus will sometimes leave his celestial position to aid great heroes.

There are plenty of other flying horses found in Greek mythology. Some of them pull the flying chariots of the gods, while others are bestowed upon worthy mortals as gifts. Not all these flying horses have wings, and only 30% of them are immortal. Otherwise, they have similar stats to Pegasus.

**Taming Flying Horses.** To capture a flying horse requires spending the night in a temple dedicated to Athena, where the goddess will bestow a golden bridle to the supplicant. Then a sacrifice to Poseidon must be made (for he has a strong connection with all horses). Once completed, most wild flying horses can be found near springs like those at Mount Helicon. A hero can sneak up on one and slip the golden bridle around their snout.

## Phoenix

**Phoenix:** Init +4; Atk burning touch +10 melee (dmg 3d6); AC 16; HD 8d10; MV 40' fly; Act 1d20; SV Fort +6, Ref +6, Will +2; AL N. Special: any creature that touches a phoenix must make a DC 15 Reflex save or take 1d6 damage each round until the fire is extinguished. When the phoenix dies, all creatures within a 20' radius must make a DC 15 Reflex save or take 3d6 damage each round until the fire is extinguished.

The phoenix is a beautiful red and gold plumed bird. It can live up to 500 years, and every time it dies, a new full-grown phoenix will appear from the burnt ashes of its parent's corpse. The phoenix is closely tied to Heliopolis in Egypt. At the temple of the sun god, the bird will make its nest every 500 years to undergo this process. Phoenix feast mainly on Frankincense, the resin from the Boswellia tree. They migrate from Arabia to Greece and Egypt in a circuit that takes centuries to complete.

## Restless Soul

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

The souls of the dead are often called shades. Restless souls escape the underworld and wander the mortal world aimlessly. Improper burial rites usually cause them. Those souls that find themselves in the underworld drink from the river Lethe and forget about their lives. They are generally docile but can lash out at living creatures out of a fit of jealousy they do not fully understand.

## Satyr

**Satyr:** Init +2; Atk horns +4 melee (dmg 1d8); AC 18; HD 2d8; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL C. Special: If a satyr plays their pan flute all creatures must make a DC 13 Will save or spend their entire turn dancing uncontrollably.

Satyrs are nature spirits who are part man, part goat. They have thick, coarse hair and a billy goat's horns, legs, and ears. They live in woodland pastures, where they like to get drunk and seduce nymphs. Satyrs are mostly harmless good-for-nothing pranksters. However, if they can be captured helpful have helpful knowledge to pull from them.

**Silenus.** Silenus of Mount Nysa is an elderly grey-furred satyr. He is the wisest of his kind and was a mentor to the young Dionysus. When the young god matured and took his place on Mt. Olympus, Silenus became his most devout worshiper. Silenus is perpetually drunk.

## Sea Monster

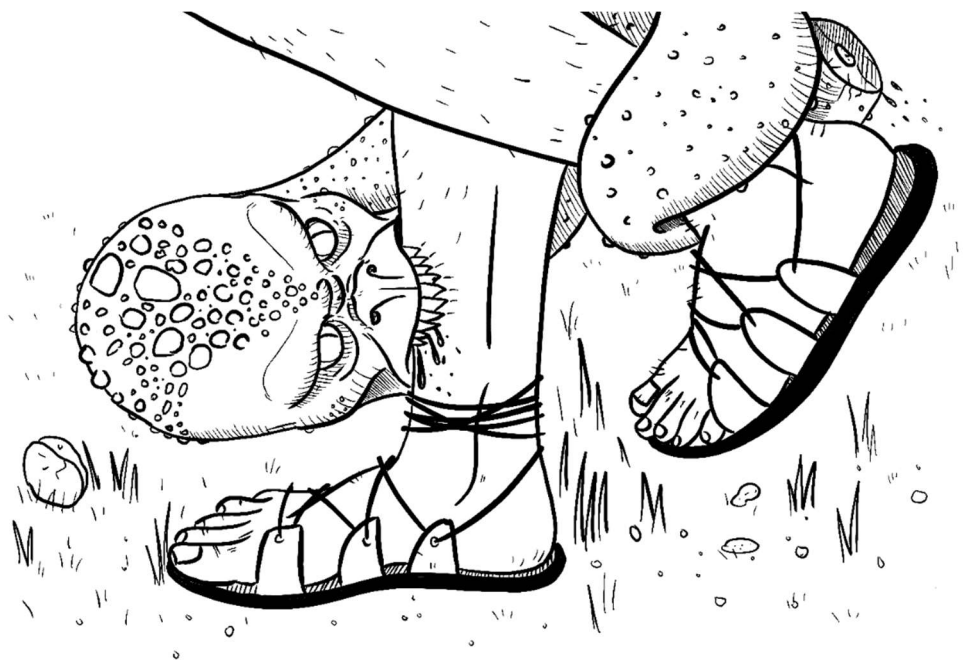
**Sea monster:** Init +6; Atk bite +8 melee (dmg 3d6); AC 15; HD6d8; MV swim 50'; Act 1d20; SV Fort +5, Ref +4, Will +2; AL C. Special: If a sea monster successfully bites a creature smaller than its mouth, the target must make a DC 15 Reflex saving throw or be swallowed whole.

There are many different types of sea monsters lurking in the depths of the wine-dark Aegean. Cetus was a sea monster with the body of a whale and the head of a boar. The Scolopendra was a huge sea monster with hairy nostrils and a crayfish-like tail (it was probably a baleen whale). Charybdis and Scylla are also two famous sea monsters that can be found near the Strait of Messina. Regardless of their various shape, they are all massive and love to smash ships to splinters and attack seaside towns.

## Severed Hydra Head

**Severed Hydra Head:** Init +4; Atk bite +10 melee (dmg 1d6+ poison DC 14 Fort or death); AC 14; HD 5d8 (immortal); MV 20'; Act 1d20; SV Fort +6, Ref +3, Will +2; AL C. Special: The hydra's blood is also venomous, and anyone who deals damage to it must make a DC 16 Reflex save or take 1d8 permanent Stamina damage.

Killing the Lernaean hydra was one of the 12 labors of Heracles. He and his nephew Iolaus worked together using a torch to cauterize the wounds of the hydra to keep new ones from coming back. However, one of these heads was immortal and could not die. After Heracles defeated the monster, this head slithered away and hid in lake Lerna. That is why the water bubbles and reeks of sulfur. This severed hydra-head guards the sword Heracles used to slay the Lernaean hydra. It is still coated in its blood, and anyone damaged by it must make a DC 16 Fort save or take 1d8 permanent Stamina damage.



# Siren

**Siren:** Init +0; Atk claws +5 melee (dmg 1d6+2); AC 14; HD 8d8 (immortal); MV 30', swim 30' fly 50'; Act 1d20; SV Fort +4, Ref +3, Will +5 AL C. Special: a siren can use an action to sing. All creatures within 300' must make a DC 13 Will save or become dominated. They will do whatever the siren commands and can only be roused by magical means or after 24 hours have passed.

The sirens were once three beautiful sea nymphs named Thelxiope, Molpe, and Aglaophonos, who served as the handmaidens of Persephone. When she was abducted to the underworld, Demeter gave them the bodies of birds to aid in the search parties. Once they gave up the hunt for Persephone, they settled on the rocky shores of the island of Anthemoessa. Sometimes the sirens have the bodies of birds and heads of beautiful maidens; other times, they have only birds' feet.

They like to sit on the rocks, singing their enchanting songs to lure sailors to their death. They were encountered by the Argonauts and survived thanks to Orpheus playing music to drown out their song.



# Sphinx

**Sphinx:** Init +5; Atk bite +6 melee (dmg 1d8+6); AC 16; HD 6d8+5; MV 40', fly 50'; Act 3d20; SV Fort +5, Ref +4, Will +6; AL C. Special: A sphinx can swallow a man whole. The character takes normal damage from the bite but is trapped in the sphinx's belly. They automatically take an additional 3d8 damage each round. It requires a DC 18 Strength check to break free.

The sphinx in ancient Greece was a creature that had the head of a woman, the body of a lion, and wings of an eagle. Those with the heads of men are known as an androsphinx. They are spirits of bad luck and well known to be treacherous and merciless. They often guard tombs, temples, and roads waiting for travelers to stumble upon them. Those who fail to answer their riddles will be swallowed whole.

**Riddles of the Sphinx.** One famous Sphinx guards the road to Thebes, until someday she will meet the hero Oedipus. As a judge, you can use any riddle to ask your heroes, or you may prefer to use these two riddles associated with the Sphinx.

**Q.** Which creature has one voice and yet becomes four-footed and two-footed and three-footed.

**A.** Man. Crawls on all fours as a baby, walks on two feet as an adult, and uses a cane to walk on three feet like an older man.

**Q.** There are two sisters: one gives birth to the other and she, in turn, gives birth to the first. Who are the two sisters?

**A.** Day and night.

## Stymphalian Bird

**Stymphalian Bird:** Init +3; Atk claws +3 melee (dmg 1d6+2) or bronze feathers +3 missile fire (1d6) 100'; AC 15; HD 3d8; MV 40' fly; Act 2d20; SV Fort +3, Ref +1, Will +1; AL C. Special: The bronze feathers are armor piercing and treat their target's AC as though they are not wearing armor.

The Stymphalian Birds are carnivorous man-eating swan-like birds that roost near the Stymphalian lake in Arcadia. They also migrate to the island of Aretias in the Black Sea. They are best known for their feathers made from bronze and razor-sharp beaks and talons. They can shoot their feathers like arrows with a flap of their mighty wings. The birds are easily frightened by loud noises.

**Bronze Feathers.** The feathers of the Stymphalian Birds could be harvested into a suit of scale mail. A skilled artisan could string them together into a +1 scale mail armor made from feathers. It requires the bodies of 1d4 birds to make one suit of armor.





## Teumessian Fox

**Teumessian Fox:** Init +3; Atk bite +2 melee (dmg 1d4); AC 14; HD 1d6 (immortal); MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N. Special: The Teumessian fox cannot be caught by any creature trying to catch it, cannot be grappled, and escapes any trap.

The Teumessian Fox is tied directly with the myth of Laelaps. It was a giant-sized fox sent to prey on the children of Thebes by the Olympians. The hunter Amphityron set about hunting the fox destined never to be caught by using the hound Laelaps, a dog destined always to catch its prey. This created a paradox that threatened to rip reality apart until Zeus stepped in and put a stop to it all. Then he placed the fox and dog among the stars. There may be other Teumessian Foxes in Greece, descendants of the original beast. They have the same stats; except they are not immortal.

## The Graea

**The Graea:** Init +2; Atk claw +2 melee (dmg 1d4+1) or curse (DC 16 Will save); AC 12; HD 3d8 (immortal); MV 30'; Act 1d20; SV Fort +4, Ref +1, Will +8; AL C. Special: spellcasting (+8 spell check): *ray of enfeeblement, paralysis, and charm person*

The Graea, also known as the grey sisters, are three immortal witches who share one eye and one tooth that they take turns using. They are daughters of the sea god Phorcys and the goddess Ceto. Thus, they are also sisters with the immortal gorgons and the Hesperides. Their names are well-clad Pemphredo, saffron-robed Enyo, and the terrible Deino.

The hero Perseus stole their eye and held it for ransom in return for information about finding Medusa and how to kill her. Their eye and tooth are their familiars. The Graea can make magic items as if they had the appropriate spells.

