

Kovaud



Homebrew

# MYTHICAL GREECE:

## THE LAND OF HEROES

Ancient Greece is a land of grand adventure where mythic heroes are plentiful. From the mighty Heracles and the impervious Achilles and to the swift huntress Atalanta. In the land of ancient Greece it is possible for anyone to carve out a myth worthy reputation for themselves.

I pulled directly from mythical Greece and translates it into D&D for your usage! I've personally grown up with tales of the greek gods and their shenanigans, the mighty heroes of Greece, and the fearsome monsters of myth. This love for greek myth greatly increased further when sometime later in my childhood a friend of mine introduced me to Percy Jackson.

Which made me realize that even though the time of Ancient Greece was over, that one could use the existing mythology to create new stories! Which is the aim of this compendium, to provide a toolset for doing so. For new heroes to come to light and carve out their own stories.

## PATRONS

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- Finn J.
- Sean P.
- Owen W.



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## CHAPTER 1: RACES

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The land of ancient Greece harbors a variety of races from myths and legend. Such as the half mortal children of the gods known as demigods, and the seafaring minotaur.

### DEMIGOD

*I've learned to never mock those who claim the parentage of a god or goddess. It often ends bad for those who do. I haven't been able to have a good glass of wine in years since I mocked that one satyr who claimed that they were the child of Dionysus. Wine seems to go sour as soon as it touches my lips.*

— a lamenting wine lover

Demigods are the result of the union between a god and a mortal creature. They almost always exhibit otherworldly abilities that match their godly parentage.

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### DRAWN TO ADVENTURE

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Demigods often find themselves pulled towards the life of adventure in some way or another. Whether they do so in order to prove themselves worthy of their godly parent, or the monsters that seek to test their mettle by challenging the child of a god.

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### HALF MORTAL

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As the children of both a mortal and a god they only hold a fraction of the divine power of their godly parent. They have the potential to live about double the expected lifespan of other members of their race but usually don't live that long as a life of adventure is one of extreme danger.

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### DEMIGOD NAMES

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Demigods often adopt names from the culture of the mortal half of their heritage.

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### DEMIGOD TRAITS

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Demigods have the following traits:

**Ability Score Increase.** Your Constitution score increases by 1.

**Age.** Demigods reach maturity at the same age as their mortal heritage and have twice the lifespan.

**Alignment.** Demigods are easily swayed towards the nature of their godly parentage and toward their godly parents alignment.

**Size.** Demigods are the same size as their mortal parents.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Celestial and Common.

**Subraces.** There are many different types of demigods thanks to the variety of gods that exist.

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### APHRODITE

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Children of Aphrodite bear a divine beauty and are charming in voice. They fight in the name of love for all, as their mother Aphrodite inspires love within them.

**Ability Score Increase.** Your Charisma score increases by 1.

**Charmer.** You gain proficiency with the *Persuasion* skill.

**Gift of Love.** Whenever you take a long rest up to 3 allies within 30 feet of you gain temporary hit points equal to their Constitution modifier.

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### APOLLO

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Some of the most well known bards in all the land are children of the god Apollo. They excel in creative endeavors such as music and writing, and are well versed with traditional healing. Children of Apollo strive to be the center of attention, whether that attention be good or bad.

**Ability Score Increase.** Your Wisdom and Charisma score both increase by 1

**Traditional Healer.** You gain proficiency with the Medicine skill.

**Musically Talented.** You gain proficiency with one musical instrument of your choice.

**Lightbringer.** You know and can cast the *Light* cantrip.

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### ARES

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Those who are descended from the war god Ares are brash and confident of themselves. They have an affinity for combat thanks to their godly heritage. Children of Ares are told apart from mere mortals by their thirst for a challenge.

**Ability Score Increase.** Your Strength score increases by 1.

**Warface.** You gain proficiency with the Intimidation skill.

**Battlebound.** You gain proficiency with three simple or martial weapons of your choice.

**Fighting Stance.** When you are subject to a Constitution saving throw to reduce damage you may subtract your Constitution modifier from the total damage dealt.

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### ATHENA

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Children of Athena display exception cunning and intelligence. They are known for their ingenuity and war strategies.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Knowledge of the Ages.** You gain proficiency with the *History* skills.

**Strategy in War.** You may gain advantage on one attack roll of your choice. Once you use this feature you cannot do so again until you take a long rest.

## DEMETER

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Children of Demeter are masters of agriculture and commonly form groups akin to druidic circles that seek to cultivate the local land.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Natural Attunement.** You know the *Druidcraft* and *Thorn Whip* cantrips.

**Harvester.** Whenever you succeed on an unarmed attack against a creature with the plant or elemental creature type you regain hit points equal to your Constitution modifier.

## DIONYSUS

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Children of Dionysus are known for their mad revelry in wine, food, and sometimes blood. A thing that visibly marks someone as a child of Dionysus is their constant drunkenness.

**Ability Score Increase.** Your Constitution and Charisma score both increase by 1.

**Drunkenness.** You are immune to the ill effects of consuming alcohol and the poisoned condition.

**Mad Revelry.** As an action, you can let the glory of the mad god guide your actions until the end of your next turn. You have disadvantage on all Wisdom checks and saving throws for the duration, and you get to add your Charisma modifier to all your attack and damage rolls. Once you use this feature, you must take a long rest before you can do so again.

## HADES

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Those related to Hades are a grim brood that tend towards the pursuit of riches. Whether those riches are gold or the favors others owe them. You can always pick out a child of Hades by their grim attitude.

**Ability Score Increase.** Your Charisma score increases by 1.

**Deadtongue.** You can cast *Speak with Dead*, but the duration is reduced to 1 minute and the casting time is a ritual that takes 10 minutes. Once you use this feature you cannot do so again until you take a long rest.

**Glittering Gold.** You can sense the presence of gold or jewels within 20 feet of you.

## HECATE

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Children of Hecate are gifted in the art of magic and spellcasting. You can often find them studying scrolls and tomes from times past.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Arcane Adept.** You know the *Minor Illusion* cantrip. Once you reach 3rd level, you can cast *Detect Magic* once per day. Once you reach 5th level, you can cast *Magic Circle* once per day. Once you reach 8th level, you can cast *Arcane Eye* once per day. Intelligence is your spellcasting ability for these spells.

## HEPHAESTUS

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The children of the god of the forge are highly prized for their innate talent at smithing and crafting. A child of Hephaestus is easy to tell apart as they often have plenty of burn scars and soot coating them.

**Ability Score Increase.** Your Constitution score increases by 1.

**Smithery.** You gain proficiency with smithing tools.

**Heat of the Forge.** Whenever you take fire damage, you may subtract your Constitution modifier from the total fire damage taken.

## HERMES

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Children of Hermes are swift of foot much like their godly parent and make excellent pickpockets and burglars. Children of Hermes are eccentric and have trouble staying still.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Swift Traveler.** Your base speed increases to 35 feet.

**Patron of Thieves.** You gain proficiency with the *Sleight of Hand* skill.

## PAN

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Children of Pan have close ties to nature and the untamed wilds of the world. They seek to preserve these wild place. Children of Pan tend to be free and are unrestricted by laws and rules.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Shepherd.** You gain proficiency with the *Animal Handling* skill.

**Heart of the Wilds.** You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *Entangle* spell once per day. Once you reach 5th level, you can cast the *Plant Growth* spell once per day. Wisdom is your spellcasting ability for these spells.

## POSEIDON

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The children of Poseidon are powerful and hold mastery over the sea like their godly parent. They make excellent sailors and warriors especially when in the water.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Master of the Sea.** You gain proficiency with *Water Vehicles* and tridents.

**Waterborne.** You know the *Shape Water* cantrip. Once you reach 3rd level, you can cast *Create or Destroy Water* once per day. Constitution is your spellcasting ability for these spells.

**Ocean Adept.** You gain a swim speed equal to your movement speed and can breathe underwater.

## ZEUS

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The children of Zeus are look up to by the commonfolk as they are are rare and usually precede important events in history. Children of Zeus think highly of themselves.

**Ability Score Increase.** Your Strength score increases by 1.

**King of the Sky.** You know the *Shocking Grasp* cantrip. Once you reach 3rd level, you can cast *Thunderwave* once per day. Once you reach 5th level, you can cast *Fly* once per day. Strength is your spellcasting ability for these spells.

**God of Gods.** You gain proficiency with the *Persuasion* skill.



## MINOTAUR

*A minotaur warship on the horizon had the whole town in hysteria. Some left, some stayed, and some prepared to fight. I've lived here my whole life, while I can't fight, I refuse to leave.*

— a village elder of Minoa

## CULTURE OF ACHIEVEMENT

Minotaur revere those in their culture that have achieved great things. They often adorn their horns with mementos and trinkets based on deeds that they have done.

Minotaur grant each other titles by accomplishing various deeds. A minotaur can have multiple titles and gain more and more respect with each new title that they add to their repertoire of titles. However, their first title is the most important and is the one they identify with the most.

## MINOTAUR NAMES

Minotaur have two names. One given at birth and another given by others based on the minotaurs deeds.

**Minotaur Names:** Aegr, Vyneir, Ahklem, Dosuva, Graum, Eidlir, Xyruvius

**Minotaur Titles:** the Seafarer, the Warmonger, the Woodcarver, the Unmoving, the Golden, the Fearsome

## MINOTAUR TRAITS

Minotaur have the following traits:

**Ability Score Increase.** Your Strength score increases by 2.

**Alignment.** Minotaur live by a strict personal code and are therefore lawful in nature.

**Size.** Minotaur are large and bulky. Standing around 6 feet tall in height. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Horns.** Your horns are natural melee weapons that you are proficient with. When you hit with them the target takes 1d6 + your Strength modifier piercing damage.

**Languages.** You can speak, read, and write Common and Minotaur.

**Subraces.** There are three different types of minotaur: The mighty brute minotaur, the scholarly labyrinthine minotaur, and the

## BRUTE

Brute minotaur are massive beasts that tower over the rest of their kin.

**Ability Score Increase.** Your Constitution score increases by 1.

**Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push or drag.

**Fearsome Beast.** You gain proficiency with the *Intimidation* skill.

**Bull's Horns.** The damage dice for your horns become a d8 instead of a d6.

## LABYRINTHINE

These minotaur are scholarly in nature and have great memories.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Informational Recall.** You can instantly recall any information you have learned in the past 24 hours.

**Scholarly.** You gain proficiency with the *History* and *Arcana* skill.

## SEABORNE

The seaborne minotaur are excellent sailors and have an innate sense for navigating the sea.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Aegean Navigators.** You gain proficiency with *Navigator's Tools* and you always know which direction is north and where nearest piece of land is.

**Sailor.** You gain proficiency with water vehicles and you have a swim speed equal to your movement speed.

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## CHAPTER 2: ARCHETYPES

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### BARD:

#### COLLEGE OF THE CHORAGUS

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Those who take up this role lead the voices of the group in one harmonious, yet dramatic manor.

##### LEADER OF THE CHOIR

Starting at 3rd level, you can as a reaction whenever an ally within 5 feet of you attempts a Charisma saving throw, or a Charisma check add your voice to the choir and expend a die of bardic inspiration. Roll a d20, if your result is higher than the creature that made the Charisma saving throw or Charisma check then they use your roll on place of their own.

##### FOR THE CROWD

At 6th level, whenever you fail a saving throw or an ability check and there is another creature within 10 feet of you, you may roll again. Once you use this feature, you cannot do so again until you take a long rest.

##### ENCORE!

At 14th level, whenever you roll a d20 and the result is a 20, you may take an additional action on your turn. Once you use this feature you cannot do so again until you take a long rest.

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### CLERIC:

#### ORACLE DOMAIN

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The gods that oversee this domain—such as Apollo, Janus, Iustus, Hecate—deal heavily with the fates of mortals. They weave the threads of life and decide when to cut them. They gift their followers the reigns of their own fate and allow them to manipulate the fates of others to a degree.

#### ORACLE DOMAIN SPELLS

Spell Level	Spells
1st	Detect Magic, Identify
3rd	Detect Thoughts, Locate Object
5th	Clairvoyance, Nondetection
7th	Locate Creature, Arcane Eye
9th	Dream, Scrying

##### WEAVER OF FATE

When you choose this domain at 1st level, you can take moments of luck and misfortune and change fate accordingly. Whenever a creature rolls a 1 or a 20 on a d20 roll within 30 feet that you can see, you can as a reaction choose to swap that roll for its opposite. Once you use this feature you cannot do so again until you take a long rest.



##### CHANNEL DIVINITY: ALTER FATE

Starting at 2nd level, you can use your Channel Divinity to behold the threads of fate and change them accordingly. As a reaction, whenever a creature rolls a d20 you can change the outcome to a 10 instead of what was rolled.

##### WALK THE THREADS

At 6th level, you walk the tightrope of the threads of fate, with one foot in the past and the other in the future. Whenever you move through difficult terrain, you treat it as normal terrain before it became difficult terrain.

##### ORACLE SPELLCASTING

At 8th level, whenever you roll a 20 you can cast a cantrip with a casting time of 1 action as a reaction. You can use this feature once per short or long rest.

##### SEVER THE THREADS

At 17th level, you can as an action choose a creature within 60 feet of you that you can see and sever their ties to fate. For 1 minute, whenever the chosen creature rolls a 20 they instead treat it as a roll of 19 and if they roll a 2 they treat it as a 1. Once you use this feature you cannot do so again until you take a long rest.



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## DRUID:

### CIRCLE OF REVELRY

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In the forests far from civilization druids gather to celebrate and revel in their debauchery. They are feared due to the madness that can overtake them during these celebrations.

#### REVELRY

When choosing this archetype at 2nd level, you gain the ability to enter a trance for 1 minute by expending a use of wild shape as an action. While under this trance you gain the following benefits:

- Your armor class becomes 13 + your Dexterity modifier as your drunken movements make it difficult to hit you.
- You gain resistance to poison and psychic damage.
- You gain immunity to the poisoned condition.

You can only use this feature three times per long rest.

#### RITUAL OF CELEBRATION

At 2nd level, your experience with revelry has granted you an increased understanding of ritualism. Pick one 1st level spell with the ritual tag. You can cast this spell as a ritual without expending a spell slot once per long rest. You can swap this out for a 2nd level spell at 8th, and a 3rd level spell at 12th.

#### DEBAUCHEROUS FORM

When you reach 6th level, you can expend a use of your Wild Shape to take the form of a satyr. The normal rules of Wild Shape still apply.

#### AURA OF LUNACY

Beginning at 10th level, you are able to induce fear into up to three creatures of your choice within 30 feet of you. They have to be able to see or hear you. The targets must succeed on a Wisdom saving throw. On a failed save they are frightened for 1 minute. Once you use this feature you cannot do so again until you take a long rest.

#### AVATAR OF DIONYSUS

Upon reaching 14th level, you have tapped into the very spirit of revelry. You gain the ability to channel the divine power of Dionysus. Whenever you use your *Revelry* feature you may choose to gain the following additional benefits for the duration:

- You gain resistance to nonmagical bludgeoning, slashing, and piercing damage.
- You take on the form of a satyr without expending any uses of wildshape for the duration of this feature.

Once you augment *Revelry* in this way, you cannot do so again until you finish a long rest.

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## FIGHTER:

### THE MYTH

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Your deeds are legendary, or they are soon to be as such. Maybe before your birth there was a prophecy stating that you would achieve great things. From that prophecy you were driven forth to fulfill it. Or something of that sort.

#### HERO OF LEGEND

Beginning when you choose this archetype at 3rd level, you gain proficiency with the *Persuasion* skill, and have advantage on *Persuasion* checks made to convince someone of your deeds.

#### FEATS OF STRENGTH

Starting at 7th level, your might is legendary. Your carrying capacity doubles and you have advantage on Strength checks made to lift things.

#### PROPHESED HERO

At 10th level, your part to play in the future is too great for you to perish so soon. You gain proficiency with death saves.

#### WEAPON OF THE GODS

At 15th level, you, like any other hero has a weapon they are depicted with. Whenever you take a long rest, you may pick a nonmagical weapon in your possession. This weapon becomes a +2 weapon until your next long rest, during which you may choose to pick a new weapon or the same weapon to gain this benefit. This +2 benefit only applies to the weapon when you wield it.

#### IMMORTAL MYTH

At 18th level, your deeds have become legendary and are told throughout the land. You become a timeless figure in history and you no longer age and cannot be magically aged.

Additionally, you can cast *Protection from Evil and Good* without expending a spell slot three times per long rest.

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## RANGER:

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### ORION'S BOW

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Every day you have looked upon the stars, and then one day the stars looked back upon you. The stars have always been the allies of rangers past guiding them with their light, but constellations are able to directly empower and influence certain people who garner their favor.

#### STARLIGHT BOW

At 3rd level, as a bonus action you can conjure a long bow made of pure starlight into a free hand and you are considered proficient with this bow. This bow deals radiant damage instead of the normal damage type and does not use physical arrows, but instead fires streaks of starlight. You can dismiss this bow as a free action.

#### THE NORTH STAR

At 7th level, you always know which direction is north and have advantage on saving throws made to see through illusions.

#### SHOOTING STAR

At 11th level, whenever you make a ranged weapon attack with your *Starlight Bow* you can choose for it to deal additional radiant damage equal to your level. Once you use this feature, you cannot do so again until you take a short or long rest.

Additionally, radiant damage dealt by your *Starlight Bow* ignores resistance and treats immunity like resistance.

#### AGIS OF ORION

At 15th level, whenever you conjure forth your *Starlight Bow* you are considered to be under the effects of the *Shield of Faith* spell.

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## WARLOCK:

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### THE TITAN

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You've made your pact with a powerful being of titanic proportions. These titans seek to be freed from where they've been imprisoned as they have near enough power to match the gods. Beings of this sort include Cronus the Time Titan, Gaea the Mother Earth, Atlas the Sky Bearer, and various different giants.

#### EXPANDED SPELL LIST

The Titan lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### THE TITAN EXPANDED SPELLS

Spell Level	Spells
1st	Longstrider, Thunderwave
2nd	Magic Weapon, Spike Growth
3rd	Fear, Lightning Bolt
4th	Dominate Beast, Arcane Eye
5th	Antilife Shell, Awaken

#### LARGER THAN LIFE

At 1st level, you can imbue yourself with a portion of the stature of your patron. As an action, you can cause your size to go up one category for 1 minute. Your carrying capacity is doubled.

#### PRIMORDIAL PRESENCE

At 6th level, your patron's power radiates off of you in a 10 foot radius centered on you. All creatures within this radius or that enter this radius on their turn of your choice must succeed on a Wisdom saving throw or become frightened of you until the end of their next turn. A creature is immune to this effect for the next 24 hours if they succeed.

#### ENEMY OF THE GODS

At 10th level, you serve your patron in a hidden battle against the gods. Your patron has instilled within you a bastion that is able to lessen the power of the divine upon you. You gain resistance to radiant damage and whenever you make an attack that deals necrotic damage it ignores resistance.

#### THE PRIMORDIAL TITANS

At 14th level, you can as an action assume the form of one of these titans for 1 minute. You gain the same statistics as a Hill Giant except for your Charisma, Intelligence, and Wisdom scores and you retain your ability to cast spells. Once you use this feature you cannot do so again until you take a long rest.





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## CHAPTER 3: MAGICAL ITEMS

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### ADAMANTINE SICKLE

*Weapon (shorsword), artifact*

The sickle used by Cronus to kill his father Uranus, and used by Zeus to kill his father Cronus. All attacks made with this sickle are considered to be critical hits.

### AMBROSIA

*Potion, legendary*

The food of the gods, even the smallest portions have the ability to heal mortal wounds. When you consume Ambrosia, you regain 3d20 + 30 hit points.

### BELT OF APHRODITE

*Wondrous item, legendary*

The belt is gifted by Aphrodite to mortals that show exceptional charm. While this belt is worn the creature that wears it has advantage on all Charisma checks and saving throws.

### BRONZE WINGS

*Wondrous item, legendary*

These wings were forged from bronze and sealed together with wax. While worn these wings grant the wearer a fly speed of 120 feet, but if the wearer flies higher than 70 feet the wings fall apart.

### HELMET OF HADES

*Wondrous item, artifact*

This helmet was forged for the god Hades by the Cyclopes. While equipped the wearer can cast *Invisibilty* at will only on themselves.

### NEMEAN HIDE

*Wondrous item, artifact*

The impenetrable hide of the slain Nemean Lion that was slain by Heracles. While worn the wearer gains immunity to slashing, piercing, and bludgeoning damage.

### POSEIDON'S TRIDENT

*Weapon (trident), artifact*

A mighty trident forged for Poseidon by the Cyclopes. The trident deals an additional 3d8 cold damage on attacks made with it and the wielder can cast *Tidal Wave* at will, and *Earthquake* once per day.

### ZEUS' THUNDERBOLT

*Wondrous item, artifact*

A bolt of tangible lightning forged by the Cyclopes for Zeus. When wielding the bolt, you can cast *Lightning Bolt*, *Call Lightning*, and *Control Weather* at will.



Image from [KissPNG](#)

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## CHAPTER 4: SPELLS

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### HERMES DASH

*3rd level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You summon forth a burst of speed and move forward in a straight line up to 80 feet. This movement does not invoke attacks of opportunity. If this movement would cause you to move over water, or empty space you do not fall until you expend all 80 feet of movement.

### BACCHANALIA

*2nd level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small bottle of wine)

**Duration:** 1 minute

You instill a modicum of the madness of Dionysus within a creature you touch. For the duration, the creature has disadvantage on Wisdom saving throws.

### BOLT OF ZEUS

*1st level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a short copper rod)

**Duration:** Instantaneous

You conjure a bolt of lightning into your hand and toss it high into the sky. It arcs down and strikes a point that you can see within range. All creatures within 30 feet of this point must make a Dexterity saving throw. On a failed save taking 4d8 lightning damage, and half as much on a successful save.

**At Higher Levels.** When you cast this spell at a higher level, it deals an additional 1d8 lightning damage for each spell slot of 2nd level or higher.

### ATHENA'S WISDOM

*3rd level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You gain advantage on all Wisdom checks and Wisdom saving throws for the duration.

### CURSE OF HECATE

*1st level abjuration*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Whenever a creature makes an attack roll within range, you can cause them to make a Wisdom saving throw. ON a failed save they have disadvantage on the roll.

### SEA AEGIS

*5th level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, 10 minutes

You conjure forth a shield formed from seawater. This oceanic shield has a number of hit points equal to 3 times your level. The shield regains 10 hit points at the beginning of each of your turns. Any damage dealt to you for the duration is instead dealt to the shield.

