

RELICS & RITUALS OLYMPUS



SWORD & SORCERY

Δ GENRE SOURCEBOOK FOR V.3.5 FANTASY ROLEPLAYING



RELICS & RITUALS™ OLYMPUS

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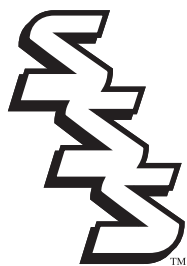
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INTRODUCTION



Olympus, where they say is an abode of the gods, ever unchanging; it is neither shaken by winds nor ever wet with rain, nor does snow come near it, but clear weather spreads cloudless about it, and a white radiance stretches above it.

— Homer, *The Odyssey*, book VI

They are perhaps the most famous myths in the world. Mighty Zeus, father of the gods, hurling thunderbolts from the pinnacle of lofty Mount Olympus. The twelve impossible labors of Herakles. Perseus, armed with the weapons of the gods, striking off Medusa's head. Theseus entering the labyrinth of the Minotaur. The Trojan War, and the subsequent ten-year voyage of Odysseus. There is arguably no ancient myth cycle that has persisted so long in the imaginations of so many — no mythology that produced as many heroes that are recognized around the globe. The ancient Greeks saw a world filled

with both magic and rationality, where the gods themselves were mighty elemental forces and yet fallible and “human” at the same time. They made their gods in their own image, and yet they lost no sense of wonder in so doing.

As potent an influence as the Greek myths have been on Western civilization, it's no wonder that they also frequently guest-star in roleplaying game settings as diverse as fantasy, superhero action, and even science fiction. Most often, these myths enter into other settings on those settings' terms. Minotaurs take up residence in labyrinths built to Northern European architec-

tural standards. Modern-day demigods punch out bank robbers and super-powered terrorists. Space stations and super-computers take their names from the Olympian gods. But it can work the other way around, too — players can go into the setting of Greek myth, and interact with the heroes, gods and monsters of legend in the lands where they were born. This book is just such a supplement.

Relics & Rituals: Olympus is the second of the **Relics & Rituals** fantasy setting toolkits, offering game mechanical elements that allow GMs and players to emulate the deeds of the Greek heroes in their own games. Any individual element can be introduced easily enough into a fantasy game, even if it doesn't appear Greek at the end — the teeth of Cadmus' dragon, for instance, can certainly produce warriors who wear the usual Western European trappings of a more traditional setting. Alternately, the various elements can be used whole-cloth to create a fantasy world that blends Greek myth with more traditional fantasy gaming archetypes, merging two very familiar motifs into one world that gains a newer, fresher life for the fusion.

As with **Relics & Rituals: Excalibur**, the intention here is not to provide a world that is absolutely accurate to the myths, but to offer tools allowing the GM and players to fuse Greek myth with the trappings of modern fantasy roleplaying games to match their individual tastes. After all, total accuracy to the many conflicting Greek myths is essentially impossible....

SETTING ASSUMPTIONS

Relics & Rituals: Olympus treats "Hellenic Fantasy" as fantasy that is strongly rooted in the myths of the ancient Greeks, but that does not necessarily assume a setting that is some analogue of historical Greece. A Hellenic fantasy (or "Olympian") setting presumes that the overall cosmology and context of the myths are accurate, but does not make presumptions about actual countries or city-states, or even that humans are the only civilized race in the running. It may seem odd to have Greek myths without a setting that is assumed to be "Greece," but fantasy roleplayers have been shouting oaths to Zeus and lopping the heads off minotaurs and medusae in countless worlds over the years. A historical (or historical fantasy) Greece isn't necessary for fantasy that has a Grecian flavor.

In fact, an "accurate" depiction of the world of Greek myth could very well appear little like our own world. According to some traditions,

the Greeks viewed the earth as a flat disk, divided into two equal parts by two seas (the Mediterranean, and the Black Sea). The great river Ocean flowed around the earth, and on its far banks were mysterious countries such as Cimmeria and Hyperborea, all places where the native people were far more divinely favored than the Greeks themselves were. In the ages before humanity came into being, great monsters and giants roamed the earth, tearing down mountains and changing the course of rivers. Such a world is more fantastic than many fantasy worlds — and yet, as true to Greek myth as a historical fantasy would be.

This book assumes no particular geography apart from the basics — hilly regions, a warm climate, ample coastline and islands, and so on. A **Relics & Rituals: Olympus** campaign could be set in a version of Greece, or it might be used to simulate the Bronze Age of your own homebrew world. Similarly, this book tries for thematic accuracy where possible, but not always; sometimes the "realities" of a setting based on Greek myth must give way to setting elements that make the campaign run more smoothly for all involved.

Advice for tweaking both the usual fantasy roleplaying game tropes and the tropes of Greek myth to form a usable, dynamic setting are found throughout the book. A few base assumptions, however, may belong up front:

- **Alignment** — Even with the more modern approach to Hellenic fantasy that this book takes, the concepts of absolute good and absolute evil are still largely out of place. Even the most compassionate of Grecian gods can forget that compassion when insulted by a mortal, even peripherally or accidentally; hubris is considered a more grievous sin than cruelty or brutality. Similarly, though many gods and titans are very self-centered, they are closer to evil than Evil. Outsiders that epitomize a particular alignment are rarely seen, and spells that target specific alignments are only somewhat more common. People and monsters may still be good, neutral or evil, but are rarely supernaturally so.

- **Planar Cosmology** — The cosmology for **Relics & Rituals: Olympus** presumes a few changes to the default planar setup mentioned in the *Player's Handbook* and *DMG*. The elemental planes remain largely as described. However, rather than a series of outer planes keyed to alignment, the outer planes are limited to Olympus, the Underworld, the Elysian Fields, and Tartarus. The Underworld, domain of Hades, is the source

of shadow magic; celestial creatures are drawn from Olympus, while fiendish creatures hail from Tartarus or (in some cases) the Underworld. See Chapter Six for more detail.

- **Sex Roles:** There are several strong heroines in Greek mythology, but there's also a certain undercurrent of sexism. The first woman, according to one version of the myth of Pandora, was created to be more curse than blessing to men. Many female characters are described as man-haters; the end of Atalanta's story is her domestication. The campaign setting implied here is more egalitarian, as appropriate to the needs of a roleplaying game—a female character can be a fighter without being an Amazon or a curiosity (although she can still be an Amazon if the player likes, of course).

SUSPENSION OF DISBELIEF

The main trick with devising a **Relics & Rituals: Olympus** campaign, or including this material in a larger fantasy world, is deciding where to draw the line with “mythological accuracy.” Popular culture has approached the Greek myths time and again, with varying results as far as accuracy is concerned. Classic Harryhausen movies such as *Jason and the Argonauts* and *Clash of the Titans* are a mélange of various myths and brand-new fabrications, hardly scholarly dissertations. Herakles goes adventuring through a Grecian mythological landscape in movies, TV and comic books, and almost never does he respond to his given name—the Roman “Hercules” is what's remembered, and so “Hercules” he is.

Of course, some people don't mind these creative liberties—and others *hate* them. It's

easy enough to pick up a volume on Greek mythology at any library and all but the most specialized bookstores, so it's easy to find the myths in their original form. Therefore, a movie producer or TV screenwriter's tendency to “get things wrong” can drive some people raised on the original stories right up the wall. And it's not as if they're in the wrong for disliking such modifications.

As noted up front, **Relics & Rituals: Olympus** takes several of these liberties. Artemis-worshipping elves, dwarves created by Hephaestus, bards and sorcerers sailing alongside monks and paladins on the RPG version of the *Argo*—this book doesn't do a darn thing to forbid or recommend against such twists on the setting. What this book does do is try to provide tools to create a setting that ultimately feels like the world of Grecian myth with a few extra fantasy trappings organically added in. Gods, demigods and heroes receive their Grecian, not Roman names, and there are no nods to Roman-era culture in this book. The “foreign” fantasy races and classes are examined carefully as to how they *could* fit into a Hellenic fantasy setting. If their presence bothers you, leave them out; the elements of this book were not designed so that all must be used for any of them to work.

Ultimately, some groups like more diverse fantasy in their setting, and others prefer closer adherence to the myths. You certainly don't have to use all the tools presented, but hopefully many of them will be just the thing.

Enough chat. The first age of heroes is waiting. Take up spear and shield, caduceus and lion-skin. And have fun.

SETTING AND RELICS & RITUALS

The **Relics & Rituals** books, including **Relics & Rituals: Olympus**, are meant to provide rules and ideas that can be used in any setting, not just the Scarred Lands that were showcased in the first two volumes. **Relics & Rituals: Olympus** offers races, classes, magic and other features that are for general use in any d20 System game. Although you can use the implied setting of Bronze Age Fantasy set around a fantastic version of Greece, just as the first **Relics & Rituals** offered options for using that material in the Scarred Lands setting, ultimately this is a genre sourcebook that does not assume any specific campaign world. Use it however strikes your fancy.



CHAPTER ONE:

RACES



Only the gods can say when the many kindred races first arose, and who created them. The poets tell many stories, though, and it is impossible to say which one is true, if any.

One tale recounts that the gods made the various kindred races from one metal after another: gold, silver, brass, bronze and iron. First came the dwarves, made of gold; then the elves, who were silver. The halflings, who were made of brass, then followed, and the bronze-born gnomes followed them. Last of all came humanity, fashioned from iron.

Another story holds that the titans Epimetheus and Prometheus were responsible for the crafting of life on earth. When Epimetheus had made all the beasts, and had run out of gifts such as fur and claws and wings to pass on to the last animals, Prometheus gave the remaining races the gift of fire. With fire, the dwarves lit forges, the gnomes kilns, the elves bonfires and the humans cookfires. The halflings, last to receive their gift, simply took torches and wandered from place to place, unable to decide what fires to light first.

But the most frequently told story says that the first race was all but destroyed by a great flood, long ago in a wicked age when they offended the gods. Only two pious people survived the flood, a man and a woman. These two walked the earth afterwards, casting stones over their shoulders, and where the stones landed, new people arose from them.

But some of the stones, though the spark of life burned in them, had difficulty giving birth to living people. And a few gods took pity on these half-awake stones, and descended to earth to gather them up, and to help release them. Hephaestus took those that fell in the mountains to his forge, where he forged them into the first dwarves. Athena took those that fell in the rockiest hills, and worked them with her fingers until she had shaped the gnomes. Poseidon took those that fell closest to the sea, and he washed them in his waves until the Selenauos elves arose. Artemis gathered some that fell in the forests and plains, and anointed them with the blood taken from her hunts, and thus were born the Therian elves. Finally, Hermes took those smallest stones that everyone else had overlooked, and he blew on them, and scattered them across the land — and thus arose the halflings.

Although a Hellenic fantasy setting need not boast the same customary number of races that most fantasy settings do, the above myths should at least prove that such races are not automatically anathema to the feel of Grecian myth. Even if elves are normally associated with Celtic, Norse or other northern European myths, they don't need to take those connotations in a Hellenic setting. A setting that assumes the presence of dryads and nymphs of various sorts can hardly be damaged by the idea of a slightly more mortal variant on the “beautiful humanlike race with ties to nature.” Similarly, although dwarves are usually associated with Nordic themes, the Greeks had enough similar archetypes that associating the dwarves with Hephaestus and his cyclopes seems almost natural.

This chapter presents such interpretations of the usual “core races” — tying them to archetypes of Greek myth in order to give them a place in Hellenic fantasy campaigns. In addition, two new races are presented: fauns, goat-footed near-fey with great hearts and cunning, and spartes (singular: “spartos”), descendants of mystical warriors grown from the sowing of dragon teeth. Use them or tweak them as suits the game best; hopefully, you'll find that they add an intriguing new twist to the Bronze Age of your own world.

TABLE 1-1: RACES

Race	Ability Adjustments	Favored Class
Human	None	Any*
Dwarf	+2 Con, -2 Cha	Fighter
Elf, Selenauos	+2 Dex, -2 Con	Sorcerer
Elf, Therian	+2 Dex, -2 Con	Ranger
Faun	+2 Cha, -2 Wis	Bard
Gnome	+2 Int, -2 Str	Wizard
Half-elf	None	None*
Half-orc	+2 Str, -2 Int, -2 Cha	Barbarian
Halfling	+2 Dex, -2 Str	Rogue
Spartos	+2 Con, -2 Wis	Fighter

*Optionally, humans and half-elves can have ability modifiers and favored classes that vary by the sort of city-state in which they are raised. See below for details.

HUMANS

The campaign role of humans in a Hellenic fantasy setting is little changed. They are still the forefront examples of diversity, and can be found wherever other civilized races have ventured (and in some cases, where they haven't). Some humans may even hail from beyond the bounds of the Hellenic civilization — from analogues to the real world's Scythia, Egypt or Mesopotamia, or from mythical realms such as Cimmeria and Hyperborea.

By default, there are no cultural modifiers for humans in a Hellenic fantasy setting.

OPTION: VARIANTS BY REGION

As an option, the GM may decide that it's more interesting if humans who come from wildly different city-states have some modifiers to their ability scores and favored classes. For instance, a fantasy analogue to Sparta might create humans who are tougher or stronger than the norm, but who have difficulty dealing with their neighbors or neglect the finer points of education. Similarly, a city-state modeled after the island of Colchis as it appears in the movie version of Jason and the Argonauts, where Hecate is the state religion and the king himself calls on magical powers and artifacts, might produce residents of a more mystical bent. This section provides a few basic archetypes for city-states, and suggestions on how they might influence characters born and raised there. This system can also be used for half-elf characters, who would likely have been raised in the cultures of their human parents.

Of course, even if using these alternate rules, the GM may permit a character from one of these city-states to use the usual human modifiers rather than the ones presented here. These modifiers are meant to represent the archetypal citizen, not necessarily every citizen. Not all characters



from a warlike city-state may have been raised in the military program, and some characters hailing from a decadent city-state may have seen the perils of such flagrantly dissolute behavior from an early age. Do what seems best for the character, and for the campaign.

- **Cursed:** Somewhere in the past, the residents of a cursed city-state offended the gods in some way, and paid the price. Now the area labors under some sort of curse — children may be born sickly and ill, the land may be all but barren, the fountains may run with blood, or some other grave sign of the gods' displeasure. People born and raised in such a place are often malnourished or unhealthy, but those who manage to survive in such conditions are often swift and canny, quick to seize any opportunity to better their lot. The citizens of a cursed city-state may not even know what has transpired to draw down the gods' anger, such as the denizens of Thebes during the reign of King Oedipus. Oedipus had certainly offended the natural order of things by slaying his father and marrying his mother, even with no knowledge of his true parentage. The residents of a cursed city-state may pray fervently to the gods for forgiveness (which obviously hasn't arrived yet), or may set out to seek oracles or other ways of learning how the gods might eventually be appeased into revoking their curse.

- **Decadent:** A decadent city-state is a cursed city-state just waiting to happen. The residents, sustained by great wealth or some other good fortune, have gradually been able to work less and less to sustain themselves, and have begun to lose themselves in dissolute pursuits of pleasure. The typical resident of such a place has excellent social skills (often at the expense of other skills), but a weaker will and poorer sense of priorities than those from less privileged backgrounds. A decadent city-state can be one of the most interesting places to visit, but wiser folk recognize that there's a great danger in such heedless complacency. Still, the rulers and residents of such a place have not offended the gods with their debauched ways... yet.

- **Educated:** The educated city-state archetype is a center of learning, where philosophers gather and take on many students, perhaps even forming great academies of knowledge. Even household slaves or servants are literate, and most residents either quote poetry or compose their own as part of the art of conversation. Such a city-state has likely flourished because it has not seen war for a long time. This may be because its armies and defenses have been so strong than

none dare attack it, or because it is surrounded by friendly neighbors and has been protected from war for some time. An educated city-state is less likely to produce mighty-thewed heroes of brash action, but its own heroes tend to be people of wisdom and cunning who add more to a quest with their brains than with their brawn.

- **Mystical:** The rarest of archetypes, mystical city-states are places where the practice of magic is an integral party of the city's character. Such city-states are probably on the fringes of human civilization, and are more likely to be island states than inland. Hecate may be a state religion, and even the nobility might practice witchcraft. A mystical city-state may also be near an important site out of myth — a volcano under which a great monster is imprisoned, an abandoned forge of Hephaestus, a holy site where a relic of the gods was found, and so on. In such a place, even common uneducated folk may manifest a minor talent for witchcraft. Those raised in a mystical city-state are often surprisingly clever and strong-willed, although the power of the magic that flows through them sometimes takes a toll on their physical forms.

- **Pious:** A particular god or gods usually assists the founders in establishing a pious city-state, and the populace never forgets that blessing. The city may in fact be named after the patron deity (as Athens was for Athena). Shrines are common, priests hold a high place in local government, and the main temple may well be the grandest in the land (and if it isn't, the people are working feverishly to remedy that). The people of this city-state are sustained by their deep and abiding faith, but are also somewhat sheltered by their fervor; many lack a powerful sense of themselves as individuals.

- **Warlike:** The most obvious example of a warlike city-state is Sparta, where men were put through incredibly grueling training from a very young age. Many died or ran away, but those who endured became some of the toughest and most feared warriors around. Warlike city-states do not always dominate the landscape, however; a city-state with better resources and tactics can be even more dangerous. Still, this archetype helps simulate a society in which children are raised to be strong and to follow orders without question. If no opportunities for war present themselves over time, a warlike city-state may eventually soften into an educated or decadent archetype. Alternately, in their pride, the people may offend the gods and become a cursed archetype — if anything is left, that is. Military cities

tend to fall very hard, if the example of Troy is any indication.

TABLE 1-2: ΔBILITY ΔDJUSTMENTS BY REGION

City-state Archetype	Ability Adjustments	Favored Class
Cursed	+2 Dex, -2 Con	Rogue
Decadent	+2 Cha, -2 Wis	Bard
Educated	+2 Int, +2 Wis, -2 Str	Wizard
Mystical	+2 Int, +2 Wis, -2 Con	Sorcerer
Pious	+2 Wis, -2 Cha	Cleric
Warlike	+2 Con, -2 Wis	Fighter

DWARVES

The dwarves are creatures of fire and metal, seemingly born to the forge. Many legends, including those of the dwarves themselves, describe dwarves as crafted from metal and gemstones on the anvil of Hephaestus. Though dwarves are creatures of flesh and blood like any other mortal, their incredible endurance, remarkable resistance to heat and clearly metallic skin tones certainly hint at a people that was forged rather than birthed.

Most dwarves are reclusive, and rarely seen in largely human lands. But their skill with metalwork is so remarkable that the other races often seek out dwarves for armor, weapons and tools of the highest quality. To all but the most well-traveled humans, a trade expedition to a dwarven forge-city built into a living volcano is almost as wondrous a journey as the quest for the Golden Fleece.

Personality: Dwarves are diligent, hearty people who have a great knack for directing their considerable passion into productive channels. They make disciplined and regimented fighters, and their views tend toward the pragmatic in all things. Despite their ties to the living flame, they can be icy cold toward strangers. However, a dwarf's friendship, once earned, will last for the rest of the dwarf's life. Multiple generations of human families have been given the finest schooling in craftwork or warfare from dwarves who called the family founder their friend.

Hephaestus is among the most modest and humble of the Grecian gods, and dwarves tend to emulate his humility. A dwarf is likely to take more pride in his work than in his skills, presuming that a particularly well-crafted work is as much due to the blessing of the gods as to his own craftsmanship. This trait is by no means universal to the race, but it is telling that dwarves are among the races least prone hubris. Dwarves seek excellence in things not for the gratification of being recognized as excellent, but because

they see excellence as a virtue to compare with (or exceed) any other.

If something can be said to be missing in the dwarven view of life, it is the spirit of *eros* — dwarves have little belief in romantic love. In part, this may be inspired by the extramarital antics of Aphrodite, the entirely unfaithful wife to the creator of their race. Dwarves prize personal beauty less than other cultures do, and some are bitter enough to presume that the more beautiful a person, the more fickle his or her heart. Dwarven marriages are usually contracted affairs, negotiated by the parents of the bride and groom and finally by the bride and groom themselves. However, a dwarf who falls in love falls hard — some say that a love-struck dwarven sculptor would carve a mountain into a portrait of her beloved if she could but live long enough to complete the task.

Physical Description: Dwarves stand between 4 and 4-1/2 feet tall, and weigh roughly as much as humans of comparable physical condition. Their skin has a distinct metallic tone to it, which becomes more pronounced with exposure to heat; a dwarf who spends most of his time in a human city may have a slightly metallic bronze tan, while a hard-working dwarf smith appears to have skin of burnished brass, bronze or copper. Their hair is typically a deep black, and often quite curly; male dwarves wear beards, which members of the aristocracy often curl into ringlets. Physical imperfections such as hunchbacks, slightly mismatched arms or clubfeet are unusually common among dwarves, although they rarely impede the dwarves' physical abilities. Dwarves reach maturity at roughly 40, and can live to be over 400.

Dwarves tend to wear clothing made of heavy, durable materials, even in the summer heat. Dwarven warriors favor heavy armor, usually brightly polished and often decorated with relief-work. Although dwarves are not particularly vain (save for some aristocrats), they do not like to wear shabby or poorly-made goods, or to appear "disreputable."

Relations: Dwarves have respectable, if not warm, relations with most of their neighbors. They get along well with gnomes, who possess a similar work ethic (if applied to different pursuits). Humans, spartes, halflings and sea elves are all reliable trade partners, and therefore as well-received as any. Dwarves get along only tolerably with the less disciplined fauns, and most have yet to be convinced that wild elves and half-orcs are much more than savages.



Alignment: Dwarves have a slight social bias toward law, largely from the pragmatic viewpoint of keeping a community in reliable repair. There are perhaps more good dwarves than evil, although the margin is not great.

Dwarven Lands: Dwarves favor mountainous, rocky regions, and have a particular preference for areas with active volcanoes; the molten blood of the earth fuels the greatest dwarven forges. Those dwarves who live aboveground are typically herders by trade, and the various breeds of goat they specialize in provide everything from meat and milk to hair practically as fine and strong as silk. Dwarven lands are a nightmare to would-be invaders, often accessible only through small passes where a mere handful of dwarves could stand off an army.

The forge-citadels built into volcanoes are masterful testaments to dwarven ingenuity; the dwarves manage to survive where others would swear only the gods and their chosen servants could live. These citadels are even more defensible than the already mighty dwarven fortresses, sometimes even with complicated mechanisms that can divert flows of lava onto a besieging army. However, these citadels are also very vulnerable to volcanic eruption. As a result, a volcano forge-citadel houses the most scrupulously religious dwarves to be found.

Dwarves are relatively rare in human lands, though it is easy enough for them to find work as smiths and craftsmen. Some hire themselves out as mercenaries, though they have a reputation for breaking contracts if they feel that their employers are wicked enough to draw the wrath of the gods.

Religion: Dwarves claim a powerful tie to Hephaestus, and the lame smith-god is the favored cult in most dwarven communities. Dwarves also hold Hades in great reverence, primarily in his role as god of caverns and wealth, but also in his death-god aspect. Although dwarves are unlikely to go so far as to practice actual ancestor-worship, they often make rich offerings to Hades, hoping that he will see to it that their deceased forebears are treated well in the Underworld. Athena is somewhat more popular among militant dwarves than Ares, as her emphasis on strategy and discipline mirrors their own philosophies. Demeter also receives much respect as an honored earth goddess.

Dwarven temples are among the most beautiful structures in all the land. While most dwarves keep their own dwellings tasteful but modest, their temples are grand works of art with

marvelous vaulted ceilings, intricate bas-reliefs and impressive statues, all made of the finest stone. Unlike most other races, the dwarves dislike painting their sculptures in realistic colors; they prefer to let the natural beauty of the stone shine through. The results are temples that some criticize as feeling too cold and distant, but that none can argue are creations of utter majesty. Worship ceremonies are usually dignified and reserved (although that depends on the deity in question), with temple acoustics rather than fiery passion magnifying the dwarves' prayers that they may reach the gods.

Language: Dwarves speak Dwarven, which seems to be related to the Giantish language that derives from the Titans. The grammatical style is close enough to Hellenic that dwarves have little difficulty learning the common tongue, and Hellenic speakers can learn Dwarven with relative ease.

Names: Dwarves choose their own names when they come of age; dwarven children are given simple "child names" for use before then. Most dwarves choose names that symbolize some form of aspiration or ambition; a dwarf who dies without "earning" the name he chose is disgraced, and his soul is unlikely to rest easily.

Male Names: Aurikallos, Crememnon, Ferrugion, Glaumros, Hedrion, Malkadres, Nykeutheus, Thaugrion, Tybarratos, Zaugrimos

Female Names: Augmenea, Corundemia, Crithrata, Deinodrix, Dremmeris, Heranterix, Nephmedrix, Orasteria, Phykelinea, Thaemedra

Adventurers: Dwarves are a militant culture at heart — not as warlike as the spartes, or as some human city-states, but still a culture that honors the deeds of great warriors. Some take to adventuring as a means of gathering glory, while others seek to do their gods' will by seeking out sacred quests and challenges. Pious worshippers of Hephaestus are particularly given to chasing down enchanted items of all sorts, whether relics of their god or simply useful enchanted tools.

In addition, dwarves of high status and wealth are of course inclined to arranging the best matches possible for their heirs. As a result, the dwarven bride-quest (or groom-quest) is a familiar convention — although the dwarves are by no means the only people who practice this tradition, they certainly do so the most frequently. The dwarf who wins a bride or groom by accomplishing the difficult task (or tasks) set by prospective in-laws not only gains a mate and a healthy inheritance, but also a good measure of renown.

There are relatively few dwarf sorcerers or wizards; dwarf culture entertains a slight prejudice against arcane magic, which they see as the stuff of witches and crossroads and moonlight. Most dwarves who walk the path of the arcane spellcaster tend to specialize in conjurations and transmutation spells that affect inanimate objects, though some exploit their nearness to the earth in an unconventional way and become necromancers.

DWARF RACIAL TRAITS

- +2 Constitution, -2 Charisma: Dwarves have remarkable reserves of endurance, and a high threshold for punishment, but are slightly lacking in social graces or force of presence. Some elves note that if Hephaestus created them, he must have done so in his own image.

- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.

- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

- Darkvision: A dwarf can see in the dark up to 60 feet. The vision is in black and white only, but it is otherwise like normal sight, and dwarves can function well even with no light at all.

- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, riding, flying or otherwise not standing firmly on the ground).

- +2 racial bonus on saving throws against poison: A dwarf's great constitution grants him extra resistance to toxins.

- +2 racial bonus on saving throws against spells and spell-like effects: Dwarves seem to be naturally resistant to magical spells, which they attribute to being forged out of sterner stuff than other races are made of.

- +4 dodge bonus to Armor Class against monsters of the giant type: Dwarves preserve a number of ancient combat techniques that are said to date back to the gods' wars with the Titans and then with the giants.

- Heat resistance: A dwarf can comfortably exist in temperatures up to 140 degrees Fahrenheit without having to make Fortitude saves. His equipment is likewise protected. Dwarves can still be adversely affected by other environmental hazards, such as smoke inhalation, and they have

no innate ability to exist in colder than normal temperatures.

- +2 racial bonus on Appraise checks that are related to stone or metal items: Dwarves are particularly familiar with stone and metal crafts.

- +2 racial bonus on Craft checks that are related to stone or metal: Dwarves are renowned for their skill with stonework and metalwork, particularly smithing harder metals such as iron or bronze.

- Automatic Languages: Common (Hellenic) and Dwarven. Bonus Languages: Celestial, Draconic, Elvish, Giant, Gnomish, Goblin, Halfling, Ignan, Orcish, Terran.

- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing. Pragmatism drives dwarves to teach their children to defend themselves, and the desire for excellence makes dwarven warriors great.

ELVES

There are two major cultures of elves that live in the Hellenic lands: the Selenauos, a merchant folk who ply the seas; and the Therians, a race of woodland and plains hunters who are just shy of savagery. Although they seem almost as different as night and day, most people seem used to the idea that both cultures are of the same blood; after all, the Amazon tribes are just as different from the people of the city-states, and both peoples are clearly human.

However, many legends attribute each subrace of elf to a different god's work — the sea elves to Poseidon, and the wild elves to Artemis. These stories reflect a clear and peculiar division between the bloodlines — although a sea elf and wild elf can mate and produce viable offspring, the child always seems to be a pureblood who takes after either father or mother.

ELVES, SELENAUOS (SEA ELVES)

The Selenauos elves, often called the "sea elves" or even the "Sea People," rival humans for being the most well-traveled and far-ranging of the common races. The sea elves' galleys have reached far to the north and south, and their merchants have traded even with giants and sphinxes. They are an educated, literary people who practice great craftsmanship, but their true talent lies in the subtle powers of magic that runs in their veins.



The Selenauos, like the dwarves, consider themselves the creation of the elements as much as flesh. However, where the dwarves have an affinity for fire and earth, the sea elves are born of wind and wave. Among the many other poetic terms the Selenauos have for themselves, the most common alternate is “Aphroans,” or “sea-foam elves.” However, the Selenauos do not draw direct parallels between themselves and the foam-born Aphrodite; comparing oneself to a deity is a fool’s game.

Personality: Sea elves are reserved and cautious folk, and do not give their word or bond of friendship lightly. On the other hand, they regularly practice generosity, courtesy and hospitality. Even bitter and reclusive Selenauos see some value to the other races, if only as potential trading partners or resources. They have long memories, and they treat their friends and enemies accordingly.

Sea elves have a natural talent for magic, but magic is not a great part of their racial identity. Many sea elves have mastered a few cantrips, and use them as freely as a poet might use his gift of eloquent speech, but truly powerful sorcerers are almost as rare among the Selenauos as among other races. The sea elves have no disdain for

magic — far from it. However, mastering one’s sorcerous ability is an extended, introspective task. Most sea elves focus more on the world around them than on the power within.

Young sea elves are frequently infected with wanderlust, in particular a desire to sail beyond the horizon and visit uncharted islands full of wonders. They enjoy the challenge of discovery, and are the most outgoing of their kind when it comes to dealing with other races. A young sea elf enjoys having a variety of companions from other races—he may not share their aspirations, or even really understand their hearts, but he welcomes the challenge of dealing with outsiders and increasing his knowledge of the world.

Physical Description: Selenauos elves are tall and graceful, standing 5-1/2 to 6 feet in height and weighing 120 to 160 lbs. They are somewhat lighter-skinned than humans, though some tan to a nut-brown over many years spent under the sun on the deck of a ship. They are typically dark-haired, with blue or green highlights to their hair; as a sea elf ages, her hair may lighten to a color more reminiscent of the sea itself, or turn as white as sea foam. A Selenauos elf’s eyes are usually some shade of blue or green, though some have irises as black as deep pools.



Selenaus elves reach adulthood at 60 years of age and can live to be over 700 years old.

The sea elves do not sleep, instead entering periods of deep trance for 4 hours a day. Most prefer to do so in the presence of water, such as by a fountain or running stream, or floating on a raft. They do not speak of their dreams with other races, though it is said they share the dreams of the sea gods.

Relations: The Selenaus enjoy strong trade relations with humans, dwarves, gnomes and halflings, which color their overall opinions of those races. They are rather embarrassed by the wild behavior of their land-dwelling Therian kin, and behave rather like estranged cousins. They are relatively accepting of half-elves, and have no strong prejudice against spartes (though the sown men tend to unnerve them just a bit). Most sea elves have great distaste for half-orcs, but are willing to deal with the more civilized ones out of respect for their human blood.

Alignment: Sea elves love and appreciate freedom as only a seafaring race can, but it is not their greatest ideal; their civilization has advanced to its present state in no small part thanks to the need to think in terms of community and the larger picture. The more chaotic Selenaus are those who tend to spend more time at sea or on journeys of exploration and adventure. They have a strong instinct to protect their homes and their people, but apart from this enlightened self-interest, are not particularly inclined toward good or evil.

Sea Elf Lands: The Selenaus, as children of the sea, prefer to settle along the coast or on the many islands that dot the ocean. Their cities often extend out into the ocean itself, on long piers or chains of rafts linked by ropes. Though this practice makes them more accustomed to the ocean than any human sailor, it also means that sea elf cities are very vulnerable to disasters such as tidal waves. Unsurprisingly, each Selenaus city boasts a great temple to Poseidon where many sacrifices are offered — the sea elves fear the ocean god's wrath more than they fear the wrath of Zeus himself, though none are fool enough to admit as much aloud.

Selenaus traders are frequently found in human lands, and some coastal city-states hire sea elves as pilots, navigators or marines for their own vessels. They are not afraid to travel inland, and may be found in many a landlocked city-state, but it is a rare sea elf who would actually choose to live somewhere away from the ocean.

Religion: The Selenaus elves consider Poseidon the patron of their race, and most pray to him every day as they begin their morning. They are devoted to Artemis in her aspect as moon goddess, but are less prone to ask for her intercession as the Huntress. The sea elves also offer great sacrifices to Zeus, simply to keep the Sky-father from becoming jealous of their veneration of his brother Poseidon. All other deities receive their due, for the sea elves recognize the need for each of the things the gods provide, but these three cults are the strongest in Selenaus culture.

The most distinct motif in sea elf worship ceremonies is their penchant for ritual — mystery cults, masked priests and elaborate symbolism are all elements that the pious Selenaus embrace. While day-to-day worship seems little different from the rituals that humans practice, holy days are steeped in religious drama, wherein the form of worship seems almost an art unto itself. Adventuring sea elf priests often wear masks when actively carrying out a sacred quest for their temple or cult, and in some cases their very nature seems almost to change — unmasked, the sea elf seems no different from his brethren, but when masked, he seems almost to be an avatar of his deity's passion and will.

Language: The Selenaus consider themselves the true keepers of the Elven language, and admittedly they are far more proficient with the nuances and literary aspects of the complicated tongue than are their Therian cousins. Their wide-ranging trade brings them into contact with many other races as well, and Hellenic is virtually a second native tongue for the race.

Names: A sea elf's full name is a construction in Elven, but most Selenaus willingly answer to abbreviations. Most sea elves have both a personal name and a surname, the surname being a poetic construction that is used mostly on formal occasions. Thus, a Selenaus might be named Kythermilean Ioverin'Pallaenris (or "Kythermilian Deep Green Depths"), but commonly answers to "Kyther of Pallastis." Selenaus names usually place the stress on the second syllable from the end, although abbreviated names do not follow this rule.

Male Names: Ariontethras, Bysamandedra, Exionmadros, Hesiantedras, Kallicamendras, Lucanethanmon, Orimythdanas, Paliantheidros, Seidrimithias, Tanideneiros

Female Names: Acallesethra, Aeslyonedris, Cytheritanthis, Halceidne, Iadrinethra,



Jodriamedram, Kydriamennri, Nytherianellis, Samanphrythis, Thraesaledira

Adventurers: Sea elf adventurers are usually more explorers than war heroes. Even those of other races must respect the courage of a Selenaus wayfarer; in a world so filled with perils, it takes a particularly brave soul to constantly strive to see what lays beyond the horizon. Unsurprisingly, the sea elves are more interested in plying the waves to uncharted islands than in inland adventures, though a Selenaus is by no means hapless away from the ocean. The nimble fighting style that is so effective on the deck of a ship adapts well enough to landlocked combat, and a veteran sea elf warrior is quick enough to deal with even a heavily armed and armored hoplite. Those sea elves who take up wizardry are masters of both water magic and the protean arts, learning ways to make flesh and bone flow and change as rapidly as the sea foam.

ΣΕΛ ΕΛΦ ΡΑΚΙΑΛ ΤΡΑΙΤΣ

- +2 Dexterity, -2 Constitution: Sea elves are light and lithe on their feet, but slightly frail of construction.

- Medium Size: As Medium creatures, sea elves have no special bonuses or penalties due to their size.

- Sea elf base land speed is 30 feet.

- Low-light vision: A sea elf can see twice as far as a human in conditions of poor illumination such as starlight, moonlight and torchlight. She retains the ability to distinguish color and detail under these conditions.

- Immunity to magical sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

- +2 racial bonus on Diplomacy, Listen, Search and Spot checks. The Selenaus have exceptionally keen senses, and a well-deserved reputation for silver tongues.

- Weapon Proficiency: Sea elves receive the Martial Weapon Proficiency feats for the short sword and trident, as well as the Exotic Weapon Proficiency for the net, as bonus feats. Selenaus elves are accomplished seamen, and these feats reflect that expertise.

- Automatic Languages: Common (Hellenic) and Elvish. Bonus Languages: Aquan, Auran, Celestial, Draconic, Dwarven, Gnomish, Goblin, Halfling, Orcish, Sylvan.

- Favored Class: Sorcerer. A multiclass sea elf's sorcerer class does not count when determining whether she takes an experience point penalty for multiclassing. The Selenaus are

blessed with an innate affinity for magic, and many know at least a cantrip or two to quickly undo knots or dry their clothes.

ΕΛΦΕΣ, ΤΗΡΙΑΝ (WILD ΕΛΦΕΣ)

In many ways the polar opposite of the Selenaus, the Therian elves are a race of hunters, at their happiest when stalking an animal through the forest or riding down prey on the plain. Though more civilized than primitive brutes such as orcs, the wild elves are a far cry from their sophisticated cousins. They would rather sleep under the stars than in a fine home, or eat nearly raw meat fresh from the spit rather than the finest dainties and sweetmeats. However, their lack of interest in the more rarefied delights of civilization should not be mistaken for a lack of intelligence — the Therians are as canny and quick-witted as any city-dweller boasting a formal education.

Therian elves usually live in either the forests or the plains. Sylvan Therians are the archetypal hunters in the wood, stalking prey on foot and masters of stealth as well as archery. Plains Therians are a more nomadic people, expert horse masters who do their hunting from the saddle. Although their cultures differ according to the terrain's demands, both groups still consider each other part of the same people — distant cousins, but still sharing the strong bonds of blood and the hunt.

Personality: All too frequently violent and uncivilized by the standards of many, wild elves tend to be a rowdy bunch, hardly the beings a person familiar with their sea-going cousins would expect. They can be as brash and uncouth as any half-orc, but they are also fierce and relentless warriors. They are quick to dismiss petty insults and shallow praise, but they remember deep wounds and noble acts for a very, very long time.

Wild elves are an interesting blend of pragmatism and passion. When they are on the hunt, or fighting to defend their own, they are silent and grim as shades. But when their bellies are full and the immediate future looks good, they are given to raucous celebrations full of vigorous music, ample drink, and remarkably athletic dance.

For all that, though, the Therians are almost prudish in their sexual relationships, a fact that surprises many outsiders. Their conservative approach to sexuality is religious in nature; the wild elves believe that wantonness offends the Virgin Huntress, their patron. A Therian who

behaves too promiscuously can be cast out of the tribe — a common fate for those who sire or bear half-elves from passion rather than a life-bond.

Physical Description: Therian elves are as tall as their kin, standing 5 1/2 to 6 feet tall and weighing 120 to 160 lbs. Those who live in the plains have light brown skin and jet-black hair, while their forest cousins are usually paler. Their eyes are frequently some shade of green, and sometimes a hue of blue or even purple. Wild elves tend to dress in light armors and simple clothes, though they often decorate portions of their clothing or gear (especially quivers) with colored beads. Therian elves reach adulthood at 30 years of age and can live to 600 years or older.

Like other elves, Therians do not sleep, instead entering periods of deep trance for 4 hours a day. Sylvan Therians tend to rest during the heat of the day or the dead of night, preferring to be wide awake during the hours before and after twilight when the game is at its most active, while plains Therians are more diurnal, matching their steeds.

Relations: Therian elves take a slightly condescending view towards halflings, gnomes, and some humans, finding them soft and decadent. They respect the martial prowess of dwarves, spartes and more militant humans, and often develop a slight, good-natured rivalry with such warriors. The Therians are generally of two minds about fauns; they respect the fauns' attachment to the wild places, but are less impressed by the goat-folk's general ambivalence toward martial practices. The wild elves are frequent foes of the hated orcs, and many feel some prejudice against half-orcs as a result.

Alignment: Therian elves tend to be concerned with their freedom and that of their tribe, nothing more. They favor chaos to some extent, and have no racial preference for good or evil.

Wild Elf Lands: Therians prefer two types of land — the open plains, and the forest. Plains-dwelling elves keep no permanent villages; they tend to set up tents wherever they may go, following the prey herds. The plains they call their own are often quite fertile, but many strong would-be invaders have found these empty lands much harder to conquer than they had expected. There are few forces that can match a plains Therian clan that rides at full tilt out of nowhere, looses a volley of well-aimed arrows from horseback, and is gone before the enemy formation can so much as wheel to face them.

Magic can even the odds somewhat, but the Therians' druids and priests of Artemis limit the effect an enemy spellcaster might have. A plains clan's territory is usually marked by tall staves planted in the ground and carved with Elven script; if there have been recent trespassers, skulls are often heaped around the base of the staves to emphasize the point.

Conversely, the forest-dwelling Therians do keep permanent camps, though even these can be broken down and moved in times of crisis. Like their plains kindred, they are a territorial people. By necessity, the sylvan Therians frequently share their forests with dryads, satyrs, fauns or other children of the earth, but they are less friendly to those who prefer to hew down trees for houses or ships. Sylvan Therians often mark their territory with wooden wind chimes or glyph-marked staves. The less hospitable clans prefer snares and pits — they may actively hunt their prey rather than trapping it, but they have no qualms about using traps against intruders.

Wild elves in human lands are sometimes brought in as horse masters or animal trainers; they have had tame horses far longer than the humans have, and produce the finest cavalry in the land. In some cases, the Therians take such jobs more out of concern for the animals than for any love for humans; a wild elf who catches someone beating a horse or hound tends to respond with the sort of ferocity their race is famed for. There is a seasonal influx of wild elves around the time of any great games, as the Therians greatly enjoy athletic contests both as observers and contestants. The laurel at any archery competition goes to a Therian as often as not, and the wild elves enthusiastically participate in whatever other contests they can enter.

Religion: The Therian elves are devout followers of Artemis, the patron of their race. It is by her leave that they are permitted to hunt her sacred deer, and they are careful not to make her regret that decision. Wild elves frequently observe a number of taboos in Artemis' name, such as being forbidden to so much as pull a leaf or a strip of bark from one of her sacred cypress trees, or refusing to look on the form of a naked woman of any race. After Artemis, the wild elves make offerings to Zeus, Apollo, Demeter, Dionysus and Pan, all of whom they associate with various aspects of nature and the wild. Plains elves also venerate Poseidon, who was responsible for the creation of the horse — an act that indebted them to the god of the sea forever.



Wild elves sacrifice game and war trophies to their gods, often piling the offerings on large stone altars that stand under massive trees or the open sky. Their priests are more frequently druids than clerics, and many wear deerskin garments (sometimes including antlered hoods) as a badge of office and pledge of faith with Artemis. Wild elf priests often carry silver-tipped arrows in their quivers to emulate their goddess, and have been known to bless these arrows and give them to Therian champions as a sign of great favor.

Language: Therian elves speak Elven, just as their Selenaus cousins do, but the dialect is slightly different. Therians speak more rapidly, clipping their syllables here and there, and rarely lingering on the nuances of a sentence. Their dialect of Elven is an ideal hunter's language, but to the ears of a sea elf, it frequently sounds crude and barbaric.

Names: A wild elf's name is given at birth, and ritually changed only after the young elf has brought down his first kill. The Therian is then known by this "blood name" until his 500th year, at which point he is given an "elder name." A Therian elf who rises to a notable position (such as head of his clan) or who distinguishes himself as a great hero may earn an elder name before then, reflecting his increased status among his people. Therian names are much-abbreviated forms of Elven phrases, sounding somewhat barbaric to Selenaus ears.

Male Names: Alorin, Chendeth, Kadrios, Lycathos, Morinos, Rathran, Orilon, Saemath, Tridron, Uvios

Female Names: Aemara, Alanthe, Chrytha, Kythria, Massira, Nyshas, Saecatha, Talantha, Telune, Vyxea

Adventurers: Wild elves can be drawn into the lifestyle of an adventurer out of curiosity, a thirst for vengeance against their orcish foes, or the sheer revelry inherent in a dangerous and violent lifestyle. Despite their day-to-day pragmatism, wild elves are very impressed with feats of great daring and skill, and much prestige is accorded to truly brave and strong heroes.

WILD ELF RACIAL TRAITS

- +2 Dexterity, -2 Constitution: Therian elves are remarkably swift and nimble, making them expert archers and horsemen, but they lack the sturdy build of other races.
- Medium Size: As Medium creatures, wild elves have no special bonuses or penalties due to their size.
- Wild elf base land speed is 30 feet.

- Low-light vision: A wild elf can see twice as far as a human in conditions of poor illumination such as starlight, moonlight and torchlight. He retains the ability to distinguish color and detail under these conditions.

- Immunity to magical sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

- +2 racial bonus on Listen, Search and Spot checks. Wild elves have razor-keen senses.

- Weapon Proficiency: Wild elves receive the Martial Weapon Proficiency feats for the short sword and short bow as bonus feats. Therian elves are accomplished bow-hunters and adept at defending themselves.

- Bonus Feat: A wild elf may choose either Animal Affinity or Self-Sufficient as a bonus feat.

- Automatic Languages: Elven, plus either Hellenic (Common) or Sylvan. Bonus Languages: Draconic, Dwarven, Gnomish, Goblin, Halfling, Orcish, Terran.

- Favored Class: Ranger. A multiclass wild elf's ranger class does not count when determining whether she takes an experience point penalty for multiclassing. The Therian elves are accomplished hunters and trackers, and few grow up without at least some knowledge of woodcraft and animal lore.

FAUNS

Close kin to the satyrs, fauns are a humanoid race that is just this side of being fey. Some say they are the mortal offspring of satyrs and nymphs, or perhaps they were once satyrs who somehow became mortal. The fauns care little for either of these theories; as far as they're concerned, they are their own people. Not as wild and primal as their satyr cousins, but not as refined and conservative as their human neighbors, the fauns are at home in wilderness or civilization.

Fauns are not power players among the cultures of the world; they do not build great cities, gather in huge armies, or fight in brutal wars. They are not a numerous people, and are quite capable of living out their lives without ever interacting with their nearest human, dwarf or elf neighbors. But although the fauns have no need for contact with other races, they enjoy interacting with friendly cultures other than their own, and thus have come to be a familiar (if not common) sight in human lands.

Personality: There are three things that a faun loves above all else. First is the simple joy

of life. Laughter and merriment are the loci of a faun's life, the essence of what it is to be alive. This does not mean fauns are incapable of being serious, however; they are a passionate people, and when the need arises they are fierce fighters. They tend to view fighting as a necessary evil, and not an end unto itself. When spurred into action, fauns often sing hymns of battle as they fight, following the song's tempo with the rhythm of their strikes.

A faun's heart is also devoted to the wilderness; some fauns are happier lying on a peaceful knoll far from civilization than they are at the heart of a boisterous revel in the heart of a town. Their delight in the simple pleasures of fresh air, shade and a soft grassy place to lie down often surprises others who are more used to the fauns' reputation for sociability. Fauns can be quite introspective, and many of their songs are gentle odes to the wild places they love best.

Finally, fauns value friendship as one of the greatest virtues that a person can aspire to; as some put it, the only difference between a person and a monster is not intelligence, but the love of friends. A faun can be generous and loyal to a fault, honestly enjoying the pleasure of giving something to a friend or of receiving a gift that affirms their friendship is returned. However, although a faun can easily forgive

their companions' minor slights, they become truly wrathful when their friendship is betrayed or revealed as false. A faun may care little for honor or laws, but those who break the sacred bond of friendship are viewed as criminals and villains of the worst sort.

Physical Description: At first glance, fauns appear much as their satyr cousins. A faun appears to be half goat, with furry, cloven-hoofed legs and horns upon his brow. However, the most significant difference is that while satyrs are an exclusively male race, fauns are both male and female.

In addition, fauns are somewhat less imposing; they are of more slender build, their legs slimmer and their hooves daintier. Fauns stand from 5 to 5-1/2 feet in height, and weigh 110 to 160 lbs. Most fauns' horns (present in both sexes) rarely grow more than a few inches in length, but particularly old and/or powerful fauns (such as their chieftains, more powerful spellcasters, or champions) grow great horns like that of a goat or ram. A faun reaches maturity at about 15, and they can live to be as old as 200.

A faun's eyes are usually anywhere from a very dark brown to amber. Their hair usually ranges from red to chestnut brown to black, though some fauns have gray or white hair, or even a mix of black and white that matches a pattern



on their legs. A faun's human half does not have as thick or coarse hair as a satyr's does.

Fauns tend to have an instrument of some sort on their person most of the time, and clothing is more of an acquired taste than a tradition for them. Those who do wear clothes prefer light shirts with attractive embroidery — their fur makes clothing below the waist unnecessary for modesty or warmth — and many fauns are fond of jewelry. They dislike wearing medium or heavy armor, as they find the weight unpleasantly encumbering.

Relations: Fauns get along well with half-lings, who have a reasonably well-developed sense of humor and a similar love of freedom. They find dwarves and Selenauos elves dour and boring, but they like the unpredictability of humans. Fauns tend to admire the fighting spirit of half-orcs, spartes and Therian elves; they would hardly seek to emulate them, but find them adequate companions for a revel.

Alignment: Fauns tend to be good-natured — certainly more so than their satyr cousins — and will help a person in need more often than not. They are, however, notoriously bad at following rules, including the laws of the land.

Faun Lands: Although fauns are mortal enough to keep civilized settlements, their villages are never very large; a settlement of 500 fauns is considered a major metropolis. Fauns prefer out-of-the-way forests, but some fauns take to the hills and mountains. Although fauns enjoy having dryads or nymphs for neighbors, they tend to avoid setting up camp too near known territories of fey creatures, simply for prudence's sake. A very few villages manage to maintain such good relations with other fey that they are built around the tree of a dryad, who is seen as something of the settlement's mascot. Fauns produce relatively little by way of trade goods, as they have little need for clothing or sophisticated foods themselves, but their musical instruments and carved wood ornaments are in high demand in other lands.

Fauns found in human lands are typically afflicted with wanderlust, and are simply enjoying themselves as they go. They are often able to find good work as entertainers, and a few even join theater troupes. Some fauns make a good living teaching woodcraft and herb-lore to the other races; a few find work as musical tutors, but their impatience with bad or slow students impedes their success.

Religion: The fauns honor the goat-god Pan as the father of their race, but the bulk of their

worship is divided more or less equally between Pan, Dionysus, Artemis, Hermes and Demeter. Druids are more common than clerics among their people; a faun druid tends to speak for the various gods of the earth, rather than being devoted to just one. Many faun priests also have the additional role of intermediary with the “minor gods” of the world — nymphs, dryads, and other supernatural figures that hover somewhere between mortal and demigod.

Faun worship rituals seem almost like parties — copious music, much dancing, and often plenty of drink. The fauns believe that the only form of worship sincere enough to delight the gods is an ecstatic worship that floods the worshippers with joy. Though cynics claim this is a mere excuse to have a revel and call it “worship”, the fauns are sincere in their belief. The thought of consuming an entire jug of wine without pouring out generous libations to share with the gods would fill a pious faun with guilt.

Language: Most fauns speak Hellenic and Sylvan with equal facility. The Sylvan tongue, they claim, is the language with which Gaea first blessed her children. Many learn Elven so they can communicate more readily with their Therian neighbors, while others study the languages of other races for the sheer challenge of learning the poetry and songs of another culture.

Names: Fauns typically name their children after animals, plants, or other natural features. They feel a name is something to be shared with other things, not a possession to be hoarded. Many faun names are also the names of famous nymphs, and some are the names of flowers that were named after people — the extra level of symbolism entertains the fauns.

Male Names: Cloud, Crag, Eagle, Hare, Hyacinth, Narcissus, Oak, Quill, Vine, Wing, Wreath

Female Names: Anemone, Crocus, Echo, Fox, Ivy, Lark, Laurel, Moonlight, Olive, Rill, Swan

Adventurers: Fauns have little attachment to material goods, and so are rarely drawn to adventure for the sake of gaining wealth. Certainly, a faun enjoys gaining a new treasure of some sort, particularly if it's beautiful, but they are prone to give their money away to friends or lovers, or to spend it on revels and fine musical instruments. The only exception is magic: a faun who earns a magical weapon, piece of jewelry or magical instrument counts herself truly lucky, and prizes this “blessing from the gods.”

Rather, a faun is likely to go adventuring out of wanderlust, curiosity, or the bond of friendship. A faun may care nothing for the heaps of gold said to be in a wicked cyclops' forge, but if her friends are planning to go there, she'll gladly accompany them and lend what skill or strength she may. The cause of an exiled prince attempting to regain his throne may not appeal to her personally, particularly if she's prone to find the exiled prince a more interesting subject than yet another king. But if his quest entails going to far-off islands as yet unrecorded in song, or the chance to walk alongside powerful and interesting heroes, the faun may tag along under the excuse of "recording the story for a ballad." In short, the practical considerations of an adventure are of little import to a faun, while the interesting and romantic implications mean everything.

FAUN RACIAL TRAITS

- +2 Charisma, -2 Wisdom: Fauns carry a measure of fey presence with them, and can be surprisingly forceful and charming. However, their part-fey nature also weakens their resolve.

- Medium Size: As Medium creatures, fauns have no special bonuses or penalties due to their size.

- Faun base land speed is 30 feet.

- Low-Light Vision: a faun can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

- +2 racial bonus to saving throws against enchantment spells or effects.

- +4 racial bonus to saving throws against disease. Fauns are very resistant to sickness.

- Add +1 to the Difficulty Class for all saving throws against enchantment spells cast by fauns. Their innate familiarity with these effects makes them more difficult to resist. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

- +2 racial bonus to Balance, Climb and Jump rolls. Fauns are nimble and athletic, at home on steep hillsides or in uneven terrain.

- Faun base unarmed strike damage is 1d4. A faun's hooves and horns, although not truly lethal, still give the faun a slight edge in unarmed combat.

- Automatic Languages: Common (Hellenic) and Sylvan. Bonus Languages: Aquan, Auran, Draconic, Dwarven, Elven, Gnomish, Goblin, Halfling, Ignan, Orcish, Terran.

- Favored Class: Bard. A multiclass faun's bard class does not count when determining whether she takes an experience point penalty for multiclassing. Fauns have an intrinsic talent both for performance and for the magic that springs from music and song.

ΠΑΝ

The god Pan is not one of the 12 traditional members of the Greek pantheon; some consider him the greatest of the lesser gods. He is sometimes said to be Hermes' son, but other accounts place him as present when Zeus and his brothers overthrew the Titans, long before Hermes was born. He is a god to shepherds and goatherds, and is associated with the fey races; Pan appeared as an ugly satyr, and was the lord of the wild places. In a **Relics & Rituals: Olympus** campaign, it may be appropriate for Pan to act as patron god to the fey races, to fauns and to some elves, but not to be a patron god of humans at all.

Clerics of Pan gain access to the Animal, Chaos, Music, Luck or Plant domains. His symbol is a set of reed pipes (the syrinx), and his favored weapon is a shepherd's crook (treat as a quarterstaff).

GNOMES

In Hellenic, the word "gnome" is related to the word for "knowledge." No anecdote more neatly sums up the gnomish desire for logic, knowledge and understanding. Hellenic gnomes are a philosophical people, much given to exploring the wonders of the world around them. Where dwarves craft physical works and elves indulge in literary and artistic pursuits, the gnomes find they are most inclined to better themselves and their communities by the pursuit of knowledge.

It is this desire for knowledge that has made gnomes one of the more cosmopolitan races. Many nobles are willing to pay handsome sums to have the finest tutors for their children, and gnomes fit the role of instructor perfectly. Thus, a small gnomish population is present in most civilized city-states, regardless of the controlling race.

Personality: Gnomes are inquisitive, bookish, and thoughtful, with a special appreciation for philosophy, logic, puzzles, riddles and other intellectual pursuits. All the disciplines of learning, from poetry to horticulture and from alchemy to metaphysical theory, are their delight. Gnomes are quite open-minded, as cultures go, always more interested in understanding their neighbors than judging them. Some races find them almost prudish, although the word is not entirely accurate. Gnomes indulge in the pleasures of the



flesh less often than do other races not because of their moral leanings, but because they find such pleasures too fleeting when compared to the journey of intellectual discovery.

Physical Description: Gnomes stand about 3 to 3-1/2 feet tall and weigh from 40 to 50 pounds. Their skin is slightly darker than the olive tones usual to their human neighbors, and their eyes may be shades of brown, amber or blue. A gnome's hair is dark at birth, but fades to white as the gnome reaches maturity, reinforcing the scholarly look of the race. Gnomes dress according to their station, preferring conservative dress with simple, tasteful decoration.

Relations: Gnomes get along best with dwarves, sea elves, most half-elves and most humans, all of whom tend to pursue similar ideals and sciences. They have moderate relations with halflings, spartes and fauns, races who are civilized but slightly "irrational" in their own ways. To the gnomish mindset, Therian elves only barely qualify as civilized, and are more a scientific curiosity than fellow kindred. They tend to treat half-orcs with great care, being somewhat uncomfortable around a race that is significantly less learned and physically far superior.

Alignment: Gnomes are both meticulous and cautious, giving them a strong leaning toward lawful alignments. They also tend to be good more often than not, although their concept of the "greater good" may be slightly unusual. A gnomish advisor may encourage his king's desire for a war of conquest simply to advance his own knowledge of geography.

Gnome Lands: The gnomes hold relatively few lands of their own; they are quite content to be a minority in another race's holdings, if it means they don't have to spend much time bothering with government.

Gnomish city-states are centers of learning, usually boasting several schools (which are frequently rivals) and large, open squares where scholars debate their latest theories or findings at all hours of the day and night. Their architecture is clean and well-framed, and often designed to reflect the particular pursuit of the owner — many gnomish houses have small hatchways to the roof to allow proper stargazing, or an extra room set aside for the family's collection of scrolls, records and maps. Apart from these often irregular designs, a gnomish settlement boasts less art and decoration than its neighbors



might; gnomes are rarely patrons of the arts apart from poetry and literature.

Religion: Gnomes are perhaps the least religious of the civilized races. Though they, like any rational beings, clearly admit to the existence of the gods and the importance of proper worship, they rarely call on the gods for guidance, preferring to solve problems through their own wits. Gnomes are particularly given to the worship of Athena in her aspect as goddess of wisdom, and Apollo also finds greater favor among them in his role as god of healing and prophecy. It's a rare gnome who pays more than token service to gods who represent aspects of the irrational mind, such as Aphrodite, Ares and Dionysus.

Language: Gnomish is in form quite similar to Dwarven and Hellenic; the gnomes claim it has influenced the development of both its sister languages. It is a complicated language with an inordinate number of syllables, yet it is said to be the ideal language for technical jargon due to its precise attention to detail. It can be difficult for non-gnomes to keep up with the speed at which a gnome may express herself in this elaborate tongue. Some poets compare gnomish wine shops to beehives, with the buzzing of bees replaced by the swift, rolling syllables of a dozen gnomes all pontificating and discoursing at once. Gnomish uses the Dwarven script.

Names: Gnomish names tend to be slightly longer and more polysyllabic than the names of other races; a gnomish name tends to be a mixture of multiple root syllables strung together in what the parents hope is both euphonic and singular. The first two syllables of a gnome's name are taken from the parents; the other two or three or four are meant to provide distinction. No gnome likes the thought of another gnome bearing the same name as her own; they have a distinct reluctance to be known as "of" their home region, as "the carpenter" or "the tutor," or (Zeus forbid!) as "the Younger" or "the Lesser."

Male Names: Archisastrus, Beramedes, Crastenateos, Dariocamarus, Hagiosynatres, Memnosolothos, Phorebarratus, Phygiontelos, Polybarathion, Xanathopatres

Female Names: Aliosanadra, Berephoelia, Callimareda, Damaphadria, Euliathoressa, Leanopheris, Matramelea, Phrysiacatha, Taniperetha, Xelliomarix

Adventurers: When gnomes take to adventure, it's most frequently to see the world around them, and also because it provides them with

ready access to the wealth they need to pursue their studies unmolested. Gnome adventurers are sometimes viewed as children in their home communities; their adventure-prone mindsets are just a phase they have yet to outgrow. However, the adventurous gnome who brings home new lore about far lands and the flora, fauna or cultures that live there can easily overcome this prejudice.

GNOME RACIAL TRAITS

- +2 Int, -2 Str. Gnomes are highly intelligent, but their size limits their physical strength.

- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus on Hide checks, but must use smaller weapons than Medium creatures use, and his lifting and carrying limits are only three-quarters of those of a Medium character.

- Gnome base land speed is 20 feet.

- Low-light vision: A gnome can see twice as far as a human in conditions of poor illumination such as starlight, moonlight and torchlight. He retains the ability to distinguish color and detail under these conditions.

- +2 racial bonus on saving throws against illusions and mind-affecting spells and effects: A gnome's keen mind and clear rationality make him notoriously difficult to sway or deceive by magical means.

- A gnome may make the equivalent of a bardic knowledge check to see whether he knows relevant information about a place, person, item or legend. This check is treated exactly as the bardic knowledge ability, save that the gnome adds his Intelligence modifier to the die roll and nothing else; he does not add his level in any class. If the gnome has five or more ranks in Knowledge (history), he gains a +2 on this roll. A gnome who takes levels in the bard class may make bardic knowledge checks as usual for the class (adding his Intelligence modifier and bard level to the check). The bardic knowledge ability gained from the bard class replaces the racial ability, although a gnome bard does receive a +2 racial bonus on bardic knowledge checks.

- Class Skills: Gnomes treat all Knowledge skills as class skills, regardless of profession. Gnomes pursue the virtue of polymath fervently, and study the lore of many disciplines even as they follow a career.

- +2 racial bonus on Spot and Listen checks: Gnomes have keen senses and potent observation skills.



- +2 racial bonus on Craft (alchemy) checks: A gnome's keen nose allows him to detect minute chemical processes and characteristics by smell.

- Automatic Languages: Common (Hellenic) and Gnomish. Bonus Languages: Aquan, Auran, Celestial, Draconic, Dwarven, Echidnan, Elven, Giant, Goblin, Halfling, Ignan, Infernal, Orcish, Terran, Sylvan. Many gnomes are polyglots, and a young gnome can frequently find a tutor in almost any civilized tongue he could desire.

- Favored Class: Wizard. A multiclass gnome's wizard class does not count when determining whether she takes an experience point penalty for multiclassing. Gnomes have a certain talent for wizardry, which neatly blends their lightly magical nature with their formulaic, logical approach to knowledge.

HALF-ELVES

In a world where gods dally with mortals, the mingling of elvish and human bloodline seems almost inconsequential. Although elf/human pairings are still considered exotic and slightly irresponsible by the majority of both races, there is less overall prejudice against such pairings due to a much less common conception of "blood purity." Furthermore, the cultures of both races tend to be more accepting of promiscuity, even across racial lines; although there are certainly virgin goddesses and traditions of chastity, they are the exception rather than the expected rule.

However, the same more relaxed attitude toward promiscuity that engenders half-elves in this setting also tends to keep their numbers somewhat lower than they might otherwise be. Many half-elves never marry among their own kin; they tarry with human or elf lovers, or marry outside their own mixed blood. Being more accepted by the human cultures that deal regularly with elves, they have less need to find acceptance among their own. As a result, half-elves are still a minority in those lands where they are most numerous.

Personality: Half-elves are as diverse as humans in their range of personalities; the only notable difference is that half-elves tend to range more toward emotional extremes than humans do, owing to the passionate nature of their elven blood. As emotional as humans can get, this is certainly saying something.

Physical Description: Half-elves are of greatly varied appearance, often taking so

strongly after one parent that they can readily pass for a member of that parent's race. In other cases, they demonstrate a peculiar mix of racial features — very elven facial features coupled with the curly hair more common to humans, for instance. Their eyes may be of any color found in either bloodline.

Relations: Half-elves get along well with humans and the race of their elven parent. Their relations with other races are usually fairly strong; a half-elf is rarely seen as a threat to someone else's social standing, and they tend to be unassuming and courteous in their dealings. Half-orcs are a notable exception, for they unnerve many half-elves; but some half-elves go out of their way to befriend half-orcs, seeing their mixed blood as something shared in common.

Alignment: Half-elves tend slightly toward the chaotic on average, simply because they are so rarely the products of conservative, orderly families. They have no particular bias toward good or evil, either culturally or innately.

Half-Elf Lands: In most areas, half-elves are simply not numerous enough to establish settlements in which they are in the majority. Some small hamlets or villages along the borders of human and elf lands might be largely made up of half-elves, but an entire city-state of half-elves is quite unlikely.

Numbers aside, the other stumbling block to a largely half-elf region is the half-elves' tendency to live happily enough in either human or elf lands. Most half-elves find that they have more opportunities in the lands of their human or elven forebears than they would in a smaller community of their own kind, and they act accordingly. Racial solidarity is not something half-elves commonly think of as something they require; after all, if humans and elves felt as strongly about the same topic, there would have been no half-elves in the first place.

Religion: Most half-elves are true pantheists, worshipping according to their profession, need or state religion rather than observing any racial patron. Some dedicate themselves to Aphrodite or Eros, honoring the powers that kindled their parents' love for one another. They tend to observe the religious habits of whatever culture raised them, although some half-elf priests practice the rituals of both their parent races in order to more effectively serve their faith among humans and elves alike.

Language: Half-elves have no language of their own, instead being raised speaking Elvish or Hellenic (and often both). Many half-elves

HALF-ORCS

have the unique property of being “accentless”: they do not acquire the regional accents of their homeland or of the lands they visit, giving their speech a peculiarly neutral tone.

Names: Half-elves are given names according to the traditions among whatever culture raised them. Human-born half-elves take human names, and so on. Some half-elves are prone to adopting romantic sobriquets out of whimsy, preferring to answer to “Wiseblood,” “Seawalker” or the like. For a few, these nicknames become tied to their identity more than does a name given them by a culture they aren’t truly part of.

Adventurers: Half-elves are frequently driven to a life of adventure by curiosity and wanderlust, as well as a desire to be around strange and interesting sorts of people. As a half-elf is usually seen as “exotic” no matter where she goes, it often seems natural to seek out other exotic people and locations. Some half-elves also take to adventure as a means of distinguishing themselves, obtaining individual recognition to make up for their lack of racial culture.

HALF-ELF RACIAL TRAITS

- **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- **Half-elf base land speed** is 30 feet.
- **Low-light vision:** A half-elf can see twice as far as a human in conditions of poor illumination such as starlight, moonlight and torchlight. She retains the ability to distinguish color and detail under these conditions.
- **Immunity to *sleep* spells,** and a +2 racial saving throw bonus against enchantment spells or effects.
- **+1 racial bonus on Listen, Search and Spot checks.** Half-elf senses, though not as sharp as those of a full-blood elf, are nonetheless quite keen.
- **Elven Blood:** For all effects related to race, a half-elf is considered an elf.
- **Automatic Languages:** Common (Hellenic) and Elven. **Bonus Languages:** Draconic, Dwarven, Gnomish, Goblin, Halfling, Orcish, Sylvan.
- **Favored Class:** Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, her highest-level class does not count.

OPTION: VARIANTS BY REGION

At the GM’s option, half-elves may choose to use the rules for ability adjustments and favored class by city-state, as described above.

The rarest of the civilized races, half-orcs are rarely seen in the heart of human territories, appearing here and there mostly on the boundaries of civilization. They are a fascinating and disturbing topic to sages, living reminders of some close relation between humans and orcs. Most half-orcs grow up in the orcish tribes, becoming boisterous and crude warriors of great notoriety. They are frequently compared to the more wild and brutish sort of centaurs, and indeed some half-orcs have joined with centaur bands out of a common love for drink, debauchery and violence.

Personality: Half-orcs inherit a certain amount of savagery and aggression from their orcish blood, but they are better able to learn discipline and the ways of civilized folk. Some become heroes in the mold of Herakles, displaying great bravery offset by a sometimes regrettable lack of prudence. Others display the cruelty common to figures such as Achilles, defiling the bodies of their foes in a show of contempt or slaying innocents in a fit of rage. In some ways, they are the archetype of the tragic Greek hero writ large.

Physical Description: Half-orcs are massive brutes, usually standing between 6 and 6-1/2 feet and weighing anywhere from 180 to 250 pounds, most of it muscle. Their heavy shoulders and barrel torsos move away from the sculptor’s ideal of beauty, but a half-orc athlete still possesses a certain powerful symmetry that is quite impressive. Most half-orcs have a slightly more greenish tinge to their dark olive complexion, and their hair is thick and dark, as often curly as not. They have heavy jaws, slightly jutting lower canines, and a cunning gleam in their dark eyes.

Orcs have no real concept of fashion, and tend to wear only such clothing as keeps them warm in winter or turns a thrust in battle. However, even half-orcs raised among their orc kin are prone to wearing armor salvaged from foes or even the garments of civilized folk. Some scholars propose that these half-orcs are merely “mocking their betters,” but others believe that a half-orc inherits a certain amount of civility from his human blood, becoming closer to the gods than their brutal relatives. A half-orc moving in human society usually tries his best to dress in some acceptable fashion, though he often has better luck emulating the garb of workmen, soldiers or athletes than he might in trying to adopt the current fashion.



Relations: Half-orcs have a great deal of difficulty dealing with Therian elves, who are often too quick to lump them in with their orcish kin. Selenaus elves and gnomes are little better, though at least their disdain is not as violent in nature. Half-orcs have tense relations with humans and halflings, depending on how recently the orcs have clashed with the local culture. Half-orcs greatly respect the military culture of the dwarves, and do their best to make friends with dwarves when they can, with relative success. They likewise respect the spartes, who are often the closest thing to kindred spirits a half-orc can find in the city-states. Fauns are something of a mixed bag to half-orcs: a faun who extends the hand of friendship to a half-orc may earn a powerful and enthusiastic ally, but the faun who treats the half-orc with humor rather than respect may end up with a broken horn or two.

Alignment: Half-orcs have a tendency to be chaotic and unpredictable, though not as dramatically so as their orcish parents. They may be good or evil, but they tend towards the extremes of either alignment. There is little subtle about a half-orc.

Half-Orc Lands: Half-orcs are not numerous enough to have lands of their own, in any holding greater than a moderate tribe. However, it's possible that in a land where a peace was settled between orcs and humans long ago (particularly with exchanges of young "hostages" on each side), enough half-orcs arose that they could eventually breed with another and found their own city-state. A half-orc city might seem shoddy when compared to other cities with a higher average level of craftsmanship among the populace, but such a place would have such thick walls (and such strong soldiers manning them) that it would be a remarkable defensive stronghold. A half-orc city-state would probably be more prone to practice slavery as an institution (giving the half-orcs access to more skilled workers), and would also be likely to indulge in feuds with its neighbors.

In human lands, half-orcs usually serve as militia or mercenaries, often in a heavily armored role. Some make a living as prizefighters, traveling from town to town and challenging the locals to boxing or wrestling matches. Others are in demand as specialized laborers due to their great strength, and may be recruited as anything from stoneworkers to palanquin bearers.

Religion: Some half-orcs are too fatalistic to believe that the gods have any interest in them, and instead worship strange figures such as Titans (particularly Epimetheus) and monsters (such as Typhon and Echidna). However, half-orcs raised in human lands tend to be devout followers of whatever religions are locally popular. Ares openly welcomes half-orcs into his service, which attracts more than a few half-orc warriors and barbarians. In addition, Hephaestus seems to look kindly on the half-orcs, understanding their lot in life as "imperfect children;" some half-orcs turn their great strength toward smithing in order to honor their adoptive patron.

Language: Half-orcs frequently learn Orcish as their first language, a tongue that other races scorn as crude and ugly. However, Orcish can be a surprisingly expressive language, particularly with a half-orc speaker capable of chaining together many different keywords into new and startlingly eloquent phrases. However, the radically different approach to grammar makes it unlikely that any but the most devoted polyglot will learn Orcish to the same level of nuance that the half-orcs themselves practice.

Names: Half-orcs are given names in accordance to the culture into which they are born and raised. Some half-orcs prefer to operate under nicknames, thus making the circumstances of their birth irrelevant by compare to the person the half-orc is now. Others tend to choose human names in order to facilitate their acceptance in human lands.

Orc Male Names: Atu, Bruth, Dahk, Druga, Enku, Gamech, Nurkul, Oss, Pazu, Unu, Urduk

Orc Female Names: Asht, Babul, Eshku, Girra, Iumut, Kugal, Nunna, Ramma, Shtur, Tanat, Uaga

Adventurers: Half-orcs are frequently drawn toward violent careers, which means they typically have the choice of pledging their allegiance to a particular orc tribe or human city-state on the one hand, or being an adventurer on the other. Those half-orcs who become successful adventurers may give rise to great legends — powerful but less than clever, heroic but fallible, they are precisely the sorts of heroes that poets and playwrights find irresistibly interesting. Although this grants half-orcs no extra share of acceptance in the average city-state, it does tend to ensure that their deeds will be spoken of one way or another.

HALF-ORC RACIAL TRAITS

• +2 Strength, -2 Intelligence, -2 Charisma: Half-orcs inherit the great might of their orcish blood, but are also not quite as sharp-witted or charismatic as other races. These racial traits only give more credence to the legend that the orcish race was created by the similarly dull-witted but powerful Epimetheus.

• Medium Size: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

• Half-orc base land speed is 30 feet.

• Darkvision: A half-orc can see in the dark up to 60 feet. The vision is in black and white only, but it is otherwise like normal sight, and half-orcs can function well even with no light at all.

• Orcish Blood: For all effects related to race, a half-orc is considered an orc.

• Half-orcs gain a +2 racial bonus to Intimidate checks. Though a half-orc may not be the most eloquent of negotiators, their reputation for violence precedes them.

• Automatic Languages: Common (Hellenic) and Orcish. Bonus Languages: Draconic, Dwarven, Echidnan, Giant, Gnomish, Goblin, Halfling, Sylvan.

• Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether she takes an experience point penalty for multiclassing. Many half-orcs are raised outside the boundaries of the civilized city-states, and the violent anger of their orcish parents seems to run in the blood.

HALFLINGS

The small folk are said to be the creation of Hermes, and in many ways they seem to encourage that belief. Halflings can be found throughout the cities and rural areas, pursuing their fortunes with a zeal that would make the messenger of the gods proud. They are a complicated race, drawn to the stability of lawful government while possessed of a strong sense of individuality, aspiring to high status while accepting of whatever lot they have in life. They are a people who expect the world to run according to plan, but who also expect — and indeed anticipate — bursts of extraordinary luck as part of that plan.

Halflings are remarkably adaptable, and quickly fill whatever niche they can find wherever they go. In some areas, they are little more than domestic slaves; in others, they are powerful

landowners and savvy politicians. Some say the halflings have no true place in the world, while others say they are greatly favored for the ability to take whatever place they may for their own. The halflings, for their part, are not even really aware of the various dichotomies in their lives; wherever a halfling goes, for good or for ill, he usually feels as though he is in the right place.

Personality: Halflings are a status-conscious people — not all are ambitious, greedy or power-hungry, but most have a strong desire to establish themselves in a comfortable position in relation to the rest of their people. Halflings who own land and wealth frequently enter the political arena, where their clever adaptability serves them quite well. Conversely, enslaved halflings are surprisingly obedient compared to other slaves; their status is clearly defined, low as it is.

Halflings also have a great fondness for gambling, and play at numerous forms of dice and board games. There are many stories of halflings who have won and lost entire estates on a single throw of the dice. Halflings of low station are all the fonder of gambling and risk-taking, as they see it as a very legitimate way of increasing their status; the lucky and clever folk hero is a popular figure in halfling stories.

Physical Description: Halflings average about 3 feet tall, usually weighing between 30 and 40 pounds. Their hair is usually curly and quite dark, though some halflings are born with blond locks. Their skin ranges from pale to a rich olive-brown, and their eyes are as often bright blue or green as dark brown, gray or black. They reach adulthood at the age of 20, and can live to be about 150. Most try to keep in good physical condition.

Wealthy halflings like to dress the part, wearing the finest fabrics in comfortable and stylish designs. They do not favor large amounts of jewelry (as money is usually better invested elsewhere), but do like to wear ornaments demonstrating fine craftsmanship. Poorer halflings, by compare, do not try to wear garb or ornaments that would mark them as above their station; they feel such false pride draws down terrible luck.

Relations: Halflings get along well with gnomes, half-elves and humans, and reasonably well with Selenauos elves, dwarves, Spartes, and fauns. They find half-orcs and Therian elves too wild and unpredictable for their tastes as a whole, although they are willing to give individuals the benefit of the doubt.

Alignment: Halflings tend to respect lawful and orderly governments, but their desire to make



the most of personal opportunities prevents them from being accurately called “lawful.” Most are also neutral in terms of good and evil; they do not care to see unnecessary suffering any more than the next person does, but are more concerned with the welfare of their immediate families than with that of the other people around them.

Halfling Lands: For obvious reasons, halflings take few lands by force; they are not physically suited to invading another people’s territory and taking over. On the other hand, halflings are quite adept at defending their own. Those who would conquer a halfling region find to their dismay that halflings make expert use of terrain and raiding tactics, harrying their enemy’s flanks and supply lines without exposing themselves to similar danger.

Halfling settlements embrace democracy to its fullest, at least by the standards of the time. Most adult halflings who own some property or stake in a business are given the vote, although those with more property and wealth are obviously better able to gather extra clout. A halfling city-state’s government is not quite bureaucratic, but it can still take a long time to get things done, as votes are called and recalled while the citizens debate the whole time.

Halflings are not, as a whole, particularly devoted builders. When they raise their own houses, they tend to create comfortable rustic dwellings. However, well-to-do halflings are also fond of hiring architects and sculptors from other races. A particularly wealthy halfling community might feature a series of houses and temples clearly of dwarven manufacture, a central plaza built around a fountain sculpted by a Selenaus artist, and a surrounding wall of spartes make. The look is eccentric, but even the richest halfling settlement manages to maintain a certain rustic theme in common.

Religion: Halflings claim a special connection to the god Hermes, whom they see as the father of their race. In some stories, this is a literal claim, tracing back the first halflings to the children of Hermes and a nymph. In others, Hermes is said simply to be a creator figure; indeed, one human myth states that Hermes created the halfling race when he was still a precocious child, in order to have as many playmates as he could ever need.

Apart from their foremost devotion to Hermes, most halflings worship as their human neighbors do. Zeus receives the lion’s share of sacrifices and praise, as is only practical. Civic deities are more popular than gods of the wild places; a halfling is more likely to pray to Athena

than Ares, or to Apollo than Artemis. Halflings genuinely enjoy their holy days, and offer up sacrifices to the gods with an infectious gusto that carries over to the rest of the evening’s merrymaking.

Language: The halflings’ racial tongue is a clear derivative of Hellenic, but with very marked differences. The Halfling language is rife with contractions and creative metaphors, making it difficult to follow if one is translating literally. Halflings are as comfortable with Hellenic as with their own tongue, but tend to slip into Halfling when excited.

Names: It’s said that halflings once had longer names, but long years of use have rubbed away the sharp edges of their naming conventions until only the practical, durable part is left. Most halfling names are contractions of longer words, phrases or names that have been reduced by time.

Male Names: An’tros, Dari’mex, Hect, Gam’nen, Kyre’dos, Paph’reu, Rist’los, Semn, Twa’kios, Xeb’bas

Female Names: Aio, Brin’ta, Ema, Her’li, Ir’ix, Lan’dira, Phae’rix, Sel’ne, Ura, Xan’pe

Adventurers: Halflings have a keen appreciation for the finer things in life, and they tend to adventure for the opportunities to strike it rich. Adventuring also appeals to the risk-taking side of their personality, and many halflings who have no real need of increased status or fame set out on quests simply for the daring thrill of it. A halfling’s approach to adventure by necessity focuses on being clever and nimble enough to outmaneuver foes and circumvent obstacles with a minimum of fuss. Halflings who turn to wizardry are rare, and tend to focus on enchantment and transformation magic.

HALFLING RACIAL TRAITS

- +2 Dexterity, –2 Strength: Halflings are dexterous and nimble, but their size limits their physical strength.

- Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class and attack rolls, and a +4 size bonus on Hide checks, but must use smaller weapons than Medium creatures use, and his lifting and carrying limits are only three-quarters of those of a Medium character.

- Halfling base land speed is 30 feet. Halflings are astonishingly swift for their size, perhaps a gift from Hermes.

- +2 racial bonus on Climb, Escape Artist, Jump and Move Silently checks: Halflings are agile, surefooted and athletic.

- +1 racial bonus on all saving throws: Halflings trust to luck, and seemingly luck favors them.
- Automatic Languages: Common (Hellenic) and Halfling. Bonus Languages: Dwarven, Elven, Gnomish, Goblin, Orcish, Sylvan.
- Favored Class: Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

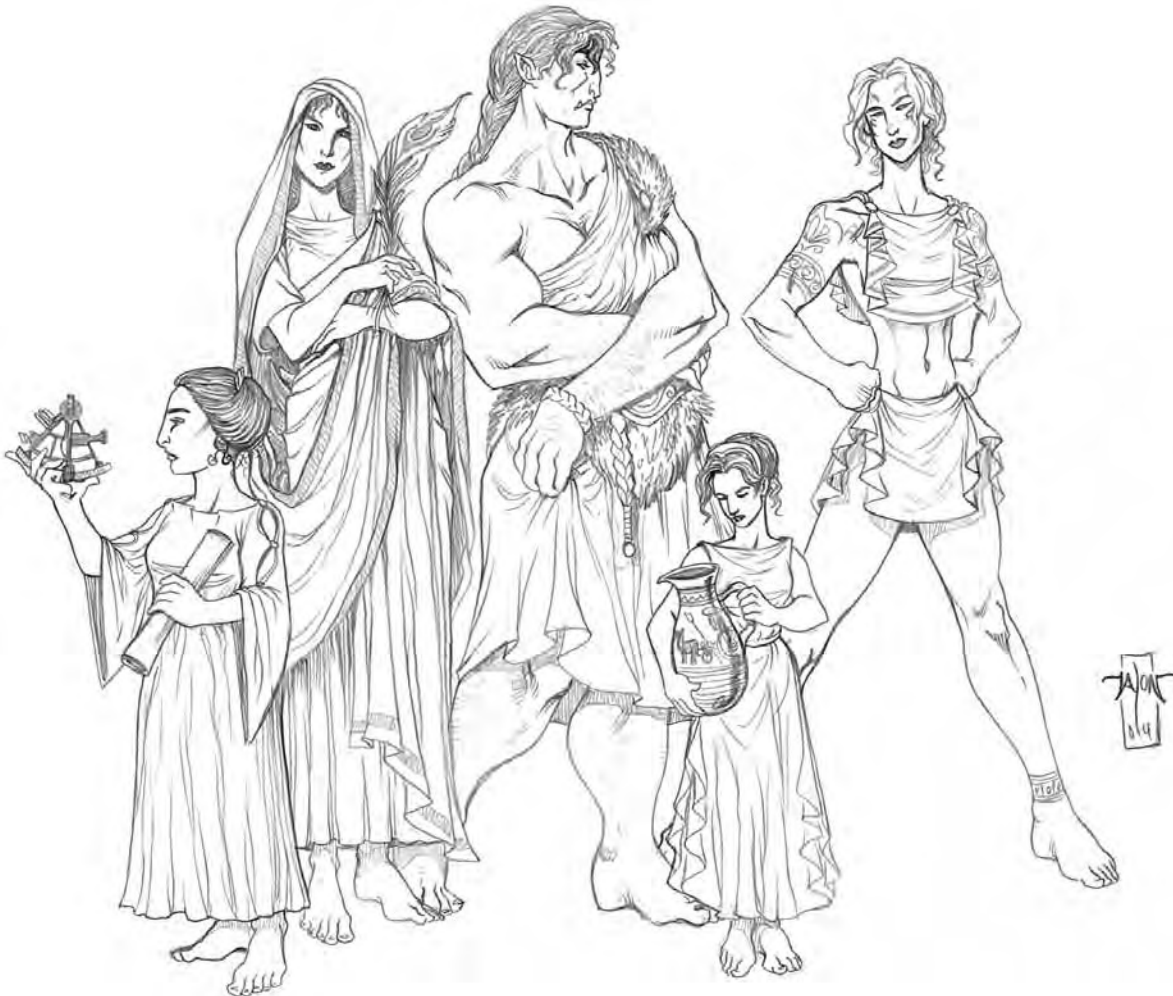
SPARTES

The first spartes were not born of mortal woman — their fathers were teeth torn from a dragon's skull, and their mother was a plowed field. Legend holds that a hero slew a draconic servant of Ares as part of a great quest to either raise an army or found a city, and the gods guided him to remove the dragon's teeth and sow them in a field like grain. Wherever the teeth fell, armed and armored men and women sprang forth. These first warriors who arose from the dragon's teeth were powerful but belligerent, and all too quickly fell to fighting amongst themselves. But those who survived proved to be loyal to a fault,

and served the hero who sowed them well. They were called the spartes, or the "sown men."

The descendants of the original dragon's tooth warriors mingle with the other races to this day. They retain a portion of the brash, warlike nature of the dragon who "sired" them, but have adapted well to civilized life. They are among the finest warriors in the world, and although a spartes regiment can be a disruptive presence, most commanders would rather have the earth-born on their side than face them in battle.

Personality: The spartes are possessed of such confidence that it frequently is mistaken for — or evolves into — outright arrogance. In part, this confidence derives from their culture, as spartes teach their children that they are capable of doing almost anything they set their minds to. This confidence sometimes also takes on a fatalistic bent; as a race of warriors, spartes are intimately familiar with the idea of death and pain. They do not necessarily hold others to their own high standards of stoicism and endurance, but an element of condescension easily creeps into the tone of a spartos who is addressing an utter non-combatant.



Even if a spartos considers himself better than the soft-bellied people who surround him, he does not disdain their company. Spartes are social creatures, more at home in a phalanx than standing alone. A spartos frequently values the company of people that he would refuse to fight alongside; although warriors enjoy drinking with other warriors best, only a fool drinks alone if he can help it. And as it happens, spartes drink quite a bit when they are off-duty — their natural tolerance for wine is astounding, and it only encourages them to drink even harder in order to overcome it. Spartes tend to be jovial or belligerent drunks, and often both at once. Some poets claim that a drunken regiment of earth-born fresh from the field may do more damage to a town than the invaders would have.

For all their ferocity, spartes are somewhat lacking in the fierce spark of independence that characterizes so many mortal races. The original earth-born were created by magic and bound to obey the person who sowed the teeth, and to this day many spartes are still comfortable in the role of follower. However, from this weakness also comes a great virtue: their loyalty, once won, is unshakable, and few of the spartes' detractors can match them in this regard.

Physical Description: Spartes appear at first blush to be identical to humans, though the differences are evident to those familiar with both races. Spartes stand on average two to four inches taller than humans, their bodies have little to no body fat, and their eyes are metallic shades of gold, bronze, red, blue or green. Many spartes possess birthmarks shaped like the fang of a dragon somewhere on their bodies. The spartes favor sturdy clothing usually dyed in reds, yellows, gold, grays or black, and some are even prone to indulging in the barbaric practice of tattooing.

Spartes are interfertile with humans, but the offspring are always human. The original dragon's blood of the first spartes has already been diluted, and cannot spread any thinner.

Relations: Spartes are often more willing to call other races friends than the other races are willing to return that friendship; the children of the dragon's teeth are dangerous to be around. The spartes are particularly close to races with a strong warlike tradition, such as humans, dwarves, Therian elves and half-orcs. They see Selenauos elves as too reserved for their own good and gnomes too bookish to be truly interesting. Most spartes can take or leave halflings or half-elves; if an individual proves an intriguing

companion, they're delighted to call them friend, but otherwise they take no real interest.

Alignment: The spartes have no real racial alignment tendencies. For every earth-born warrior who is wild and belligerent, there is another who follows a path of personal discipline. They can be violent and cruel, but their bloodthirst is not frequently directed at those who cannot defend themselves; a spartos generally seeks a fight, not a massacre.

Spartes Lands: The spartes are relatively rare, and tend to be found serving in the military of city-states governed by other races; they are usually a minority population. Many spartes are drifters, moving from place to place in search of the aggressive stimulation they crave. They are most likely to have a city-state of their own if their ancestors were originally "sown" for the purpose of founding said city.

Spartes are likely to settle in harsher land, as the dragon-tooth warriors are better able to adapt to such conditions than human settlers might. As the average spartos can get by on less food than a human can without suffering from malnutrition, they can be self-sufficient in areas rich in mineral wealth but not in fertile soil. A spartos city-state lacks the discipline of a dwarven fortress-city, but possesses comparable military strength. Most citizens receive some level of military training, and sports that emphasize strength and endurance (such as pankration) are practically civil institutions.

Religion: Spartes are devoted to no one god in particular, but the cults of Ares and Dionysus are particularly popular with most of the dragon-sired, as are the cults of Demeter (who they honor for giving birth to their ancestors) and Hephaestus (spartes are fond of quality metalwork). Spartes with a greater sense of community may honor Athena instead of Ares, although they still tend to be more aggressive than most Athena-worshippers. Spartos worship ceremonies tend to be brief but vigorous, with many loud shouts of devotion and fervor before the faithful leave the temple and get on with the rest of their day.

Language: The original dragon-tooth warriors were born fully formed, and spoke Draconic as readily as Hellenic. Although spartes are not born with instinctive knowledge of the powerful, harsh tongue, they have preserved it as part of their heritage. A poem written in Draconic by a spartos poet often has a rough, casual, even crude side to the language that other academic scholars of the tongue rarely encounter.

Names: Spartes name their children for virtues that they want the child to aspire to — a warrior might give his child a name that translates as “Fearless,” while a stonecutter might name her child something meaning “Body of Stone.” Some spartes have both a Draconic name and a Hellenic name, the former for use among other spartes and the latter for more general use. Spartes are also fond of giving (and earning) nicknames based on achievement, as they believe the best name identifies a person’s character rather than his bloodline.

Male Names: Antimadrus, Axiokor, Drakonkthas, Epikros, Heridrax, Kagrinos, Monidron, Nokorus, Scythorax, Trakorax

Female Names: Agrianix, Aurikhoth, Bellikrathes, Decedral, Iadrakona, Nyktaral, Perathris, Scyllarix, Tetharix, Umaxa

Adventurers: Spartes are frequently found seeking their fortunes by the spear; their warlike temperament and natural abilities make them better warriors than potters or poets. Though they fight at their best in large numbers and when commanded by a strong leader, many spartes strike out on their own in order to increase their personal legends. The earth-born’s passion for glory is often a strong motivation for adventure; nothing rivals the lure of having the poets sing your praises from one end of the world to the other. Spartes who pursue arcane spellcasting are rare, and usually gravitate toward spells that increase either their own battle prowess or that of others.

SPARTES RACIAL TRAITS

- +2 Constitution, –2 Wisdom: Spartes are hardy and difficult to kill, but they are also rash and headstrong by nature.

- Medium: As Medium creatures, spartes have no special bonuses or penalties due to their size.

- Spartos base land speed is 30 feet.

- Low-Light Vision: A spartos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

- Weapon Proficiency: Spartes receive the Simple Weapon Proficiency feats for shortspear and javelin and the Martial Weapon Proficiency feat for short sword as bonus feats. Spartes train each member of their society to serve in the militia at the very least.

- Shield Proficiency: Spartes receive the Shield Proficiency feat as a bonus feat. Spartes militia training also covers the use of a shield.

- Spartes take only a –1 penalty to Strength and Dexterity when fatigued (instead of the usual –2 penalty) and only take a –4 penalty to Strength and Dexterity when exhausted (instead of the usual –6 penalty). In addition, the rest time needed to recover from either state is cut in half. Spartes are virtually tireless.

- +2 racial bonus on saving throws against fear effects. Spartes are innately resistant to the emotion of fear.

- Automatic Languages: Common (Hellenic) and Draconic. Bonus Languages: Dwarven, Elven, Gnomish, Goblin, Orcish, Terran.

- Favored Class: Fighter. A multiclass spartos’ fighter class does not count when determining whether he takes an experience point penalty for multiclassing. The first spartes to burst forth from the earth were powerful warriors, and war still runs in the blood.



CHAPTER TWO:

CLASSES



Bronze Age fantasy breeds a different type of hero than medieval Western European fantasy, to say nothing of the occasional lift from martial arts cinema. But although the classes and prestige classes presented in the core rulebooks have their basis in the latter categories of fantasy, the archetypes they represent are larger than those specific setting types. Some of these archetypes appear virtually fully formed in Greek myth. Others are founded on concepts alien to the Greek epics, but blend in more easily to the fusion of Greek myth and more modern fantasy that is the basis of **Relics & Rituals: Olympus**.

This chapter offers advice on adapting standard classes, both core and prestige, to a Hellenic fantasy campaign. Also featured is a selection of new prestige classes, which can be used to explore various cultural factors, or specific myths that empower the setting.

EXISTING CORE CLASSES

Many of the core classes listed in the *Player's Handbook* represent archetypes that exist naturally enough in a Hellenic fantasy setting. Others are based on archetypes from very different

cultures, but with some tweaks fit easily enough into an Olympian genre.

Of course, some groups may feel that some classes are just too distracting, whether tweaked or not — a paladin tends to imply a code of virtue that's at odds with the morals and ethics practiced by the heroes of Greek myth. If a GM decides that a particular class just doesn't work properly with the campaign, then it shouldn't be retained unless its removal would powerfully impact the enjoyment of the players.

This section details the general applicability of the core classes to a Hellenic fantasy setting — what examples might already exist to justify a class, how a class might fit in with a few adjustments to the setting, and potential rules tweaks to a class to make it more evocative of the setting. (Other recommended changes to the skill list can be found in Chapter Three, under the Skills section.) Each class is also discussed in terms of the most appropriate patron deities, and in some cases, races. These guidelines are looser than most, though, as any character can find cause to worship any god, and in many cases the default answer for any character's religion is "Zeus." They are mainly meant to offer some ideas for who the majority of NPCs of a particular class might worship in particular, or for how strongly the class might be represented among a given race.

BARBARIANS

One of the great themes of a world based on ancient Greece is the rise of rationality and learning. As such, barbarians tend to take the social role of "outsider" even more than they would in more typical fantasy settings; they are curiosities among the more sophisticated cultures, and may never truly fit in. Although they are not archetypes in Greek myth, there is little reason that a barbarian from the savage lands beyond the city-states cannot join a group of more civilized heroes on their journeys.

The barbarian class may be a useful tool in building a distinct outside culture in a Hellenic fantasy game. Just as Grecian heroes often met strange peoples such as the Lotus-Eaters and Amazons, the player characters might meet, and perhaps fight or befriend, an unusual culture of warriors who shake the heavens with their rage when driven to war. Orcs serve as well as any in this regard, though human barbarians roughly associated with other cultures that the Greeks may have met may better serve a more "purist" game. Indeed, a particularly interesting take might be to blend an existing archetype from Greek myth

with the culture assumed by the barbarian class — imagine if the Amazons were largely barbarians, with rage that rivaled the Furies themselves!

In addition, Greek heroes were also known for their passions, of which rage was not the least. Levels in barbarian class might represent a character prone to violent outbursts such as Achilles or Herakles. The barbarian's wilderness skills might seem a little more out of place, but so many Greek heroes went wandering through the wild places in search of some monster or another that such skills would hardly seem impossible to acquire.

Barbarians from tribes with strong wilderness ties may worship the various gods of nature, particularly Pan, Dionysus and Demeter, and to a lesser extent Artemis. Ares is another good patron for barbarians, as they match his own furious, violent approach to battle. Of the common races, half-orcs are the most likely to grow up in a barbarian tribe, but wild elves may practice their own berserker traditions, and militant cultures such as the spartes and dwarves may have a higher incidence of rage-driven warriors.

There are no recommended rules changes for barbarians in a **Relics & Rituals: Olympus** game.

BARDS

It's hard to imagine a more inspirational archetype of the bard than Orpheus — which is itself sufficient proof that bards have a place in a Hellenistic fantasy setting. However, in general terms the bard is also an extrapolation of the general theme that exceptional skill can have genuinely magical effects. Just as Arachne's weaving brought her to Athena's attention and Asclepius' healing skills were so powerful that he could even return life to the dead, a musician of sufficient skill could work magic with his voice.

Most bards in a Grecian-inspired setting play instruments such as the lyre, zither, flute, syrinx (pan-pipes) and drum. Oratory is a popular form of performance, particularly the recitation of poetry; bards who use their abilities to inspire courage, competence or greatness find poetry a particularly effective way of influencing their audience. The theater is also a popular art form in this period, and actors do not have the same sort of "vagabond scum" reputation that they "enjoy" in more traditional Western European settings. Players often perform while wearing masks, the mouthpieces of which are shaped to amplify the wearer's voice. Some theatrical bards even wear similar masks when going on adventures, the



better to project their voice to their companions and to intimidate their foes.

Bards venerate all the gods in song, as need be, but several deities are more popular among them. Apollo is the god of music, and therefore patron to most bards. Apollo is particularly fond of the sort of heroic epics that adventuring bards are present to record, but he also has an artist's soul, and so understands his bardic worshippers well. Most bards also pray to the various Muses, the minor goddesses of inspiration, and some to the Graces, the triple incarnation of grace and beauty. Romantic bards, for obvious reasons, venerate Aphrodite and her son Eros. The more adventurous bards, those given to living by their wits, sometimes pray to Hermes as a particular patron. Some go so far to note that it was Hermes who invented the lyre, and gave it (and the portfolio of god of music) to Apollo as a gift.

MUSES AND GRACES

The Nine Muses and the Three Graces were not always distinct personalities; the earliest writers wrote of each group of sisters as "of one mind." However, later writers distinguished between individual Muses and their areas of specialty, as well as of the three Graces. Characters, particularly bards, may have occasion to call on a particular Muse or Grace by name — or even to meet them. It is, after all, a wise thing to ask for the favor of Calliope before launching into a performance of an epic poem.

For ease of reference, the nine Muses and their respective spheres of influence are: Clio (history), Melpomene (tragedy), Thalia (comedy), Calliope (epic poetry), Erato (love poetry), Euterpe (lyric poetry), Terpsichore (dance), Polyhymnia (songs to the gods) and Urania (astronomy).

The three Graces are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer).

In a Bronze Age setting, the bard's weapon proficiency list should be changed to all simple weapons, plus the sap, short sword, shortbow and trident. No other class adjustments are necessary.

CLERICS

The role of a cleric in a Hellenic fantasy game is patently obvious. Although Greek myth does not actually feature miracle-worker priests whose blessings are as reliable as the cleric's are, the combination of the cleric class and the Olympian pantheon is just too colorful and interesting to ignore. A cleric of Zeus is far more than just a magical field medic and dispenser of buffing spells — he is the mortal agent of the Sky-Father, calling down the thunderbolts of Great Zeus himself!

Unless, of course, he becomes too proud of the fact.

A cleric of one of the Olympian gods must pay particular attention to humility. Any number of things can set a deity off, bringing down his or her divine wrath on the hapless mortal. A Hellenic cleric cannot afford to become complacent or proud in her powers, assuming that whatever she does is automatically the proper thing to do because she has her god's favor. In addition, some spells may not be as freely usable as in a more traditional fantasy setting — a priest of Athena who casts *raise dead* on a fallen companion without first obtaining explicit permission from Hades himself will probably wind up with a nasty curse from the god of the Underworld.

The evangelical aspect of a cleric's duties is also not particularly emphasized in an Olympian pantheon game. There's little to no need to go out and convert the heathens — the gods don't bicker and fight over who has more worshippers. Rather, what the gods love best is a champion. A cleric of an Olympian deity likely receives spells because he has caught his patron's attention in some way, and not always by exemplifying the god's portfolio. Athena may prefer priests who are wise and brave, but Apollo might grant a cleric power simply because he or she is beautiful enough to catch the sun god's eye. A cleric is expected to reflect the splendor of his deity; the more people who are impressed by the cleric's actions, the better the deity looks. (In fact, low-Charisma clerics should be very rare in a Hellenic fantasy game; most of the gods are just too vain to let unimpressive or grating people go about underwhelming others in the gods' name.)

The cleric class need not be dramatically adjusted from its *Player's Handbook* equivalent to fit a Hellenistic setting. The one rule that a GM may wish to waive is the "one-step" alignment difference. With the gods themselves not really adhering to the alignments assigned them, it makes sense that their priests shouldn't adhere to a stricter moral code. A list of the Olympian deities and their game-relevant statistics (such as favored weapon and domains granted) appears in Chapter Six. As an optional rule, each deity also has a special ability he can grant to his priests; this may be taken *in place of* any granted domain powers. The player must choose when the first level of cleric is taken. Falling out of the graces of the god worshipped renders this ability non-functional until penance is made.

DRUIDS

The archetype of druid as a nature-priest who practices mysterious rituals in the wilderness

fits well enough into a Hellenic fantasy setting. The popularity of mystery cults in the setting lends itself naturally to the existence of a druidic organization. Similarly, many of the abilities of the druid class appear in slightly different form in Greek myths; river gods provide the basis for shapeshifting myths, some heroes were able to tame wild animals, and so on.

Druids in Hellenic fantasy campaigns are not worshippers of an abstract idea of nature; they serve specific gods of the natural world, particularly Artemis, Demeter and Dionysus. Some druids might also be servants of other gods; for instance, a druid specializing in weather spells might be a servant of Zeus, while a coastal druid who frequently *wild shapes* into sea beasts may well venerate Poseidon. Other druids who are more attached to a particular territory might serve some of the smaller, more local gods — river gods such as Proteus and the like. Druids often fill the role that clerics would in more barbaric tribes, farther from civilization, acting as intermediaries to guide their people's hunting and ensure that the gods of nature are not offended.

Hellenic druids are presumed proficient with simple weapons and with shortbows. They retain their prohibitions against metal armor and shields. The most thematically apt animal companions are dogs, eagles,

hawks, horses, owls, ponies, snakes or wolves; at higher levels, bears, boars and lions are most appropriate, as are their dire versions. A Hellenic druid should also probably limit his wild shape forms to these animals, unless his travels take him far enough that he might encounter something as exotic as an elephant or crocodile. (This is merely a roleplaying suggestion, though, and not something that *must* be enforced.) No other alterations to the class are particularly recommended.

FIGHTERS

The role of the fighter in the Grecian heroic epic is unquestioned. Most heroes of Greek myth were men of arms; the same is likely true in a Hellenic fantasy campaign. The setting does not have a strong mercenary tradition, however, and a Hellenic fighter is probably more likely a trained soldier loyal to his city-state than a spear-for-hire. Fighters hold, on average, higher social status than they do in a more traditional Western European fantasy game.

Generally speaking, of course, Hellenic fighters will have little to do with the more exotic weapons available in the *Player's Handbook*. Weapon-and-shield styles are most common; two-weapon fighting styles are virtually unknown outside of the sport of boxing. However, most



fighter feat trees are very appropriate for a Grecian-inspired fighter. The Improved Unarmed Strike feat tree is relatively common among fighters, given the widespread popularity of boxing and grappling as sports (and the tendency of warriors to get into fistfights).

A fighter who worships the Olympian pantheon is more likely to venerate many gods as needed than to focus his faith on one deity alone. Of course, fighters pray to either Ares or Athena, whichever seems more sympathetic to their struggle. But fighters also pray to Zeus for might, to Poseidon for safe sea voyages and even to Hades to be merciful with their souls should they fall in battle.

Apart from feat choices that reflect the available equipment, no modifications to the standard fighter are necessary or recommended.

MONKS

The monk is clearly derived from legends and cultural archetypes far removed from Greek myth. Still, the core concept of the monk as it appears as a class is not wholly alien — the ancient Greeks certainly had high esteem for a perfected body and a perfected mind. The monk class can appear in a Hellenic fantasy game (if the GM is so willing), even if the name is no longer accurate.

A Hellenic “monk” is not the product of a monastery or martial order as such. Rather, these rare individuals are more likely the result of naturally gifted individuals training in the various athletic disciplines of the Olympic athlete, while receiving the guidance of an enlightened philosopher or sage to sharpen their minds and spirits. A “monk” becomes a rare individual who has mastered several disciplines, who transcends the ordinary boundaries of athletic achievement. Such a character would certainly become a great adventurer or hero; anything less would be a waste of his gifts.

The most glaring contradiction between the monk as presented in the *Player's Handbook* and a Hellenic philosopher-athlete is that the asceticism of the monk class has no real cultural counterpart. The GM should consider waiving the alignment restriction of the monk, or at least softening it so that Hellenic “monks” cannot be chaotic (but may be neutral, neutral good or neutral evil).

Some of the monk's abilities should certainly be



renamed, at least when describing them in-character; no Hellenic fantasy character should speak of “ki,” and phrases such as “diamond body” don’t quite capture the local concept of perfection. Although the word itself is Roman rather than Greek, *numen* may make an acceptable replacement for the term *ki*; the word refers to a similar concept of an inner spirit that guides and empowers a person.

As patron deities go, Apollo and Athena might both be appropriate, although in different ways. Apollo was in some ways associated with perfection of form, and certainly with health (as the father of Asclepius, the finest healer in the world) and wisdom (although more in the vein of prophecy). Athena is clearly the goddess of wisdom, which might be extrapolated into a role as the deity most likely to encourage spiritual enlightenment. But as an interesting twist, the most appropriate “patron” for a philosopher-athlete might be not a god, but the Titan Prometheus, who loved humans precisely for their great potential.

PALADINS

If the monk seems out of place in a setting founded on ancient Greek myth and culture, the paladin may seem doubly so. The paladin as commonly represented in fantasy games must adhere to a code of honor that not even the gods of Olympus could (or would choose to) live up to. This removes the common idea that the paladin emulates the perfect virtue and wisdom of his patron — the Olympian deities possess neither! The fallibility of the gods does not mean that a paladin is automatically an inappropriate character for a Hellenic fantasy game, however; it may simply require some tweaking.

The most obvious rationale for the existence of paladins is the patronage of Athena. Although even Athena is prone to acts of petty revenge in the myths, she is commonly interpreted as lawful good for the sake of gaming, and in some settings her cruel and vain side may be diminished. Even if Athena herself does not hold to the equivalent of a paladin’s code, she is still a war goddess devoted to the defense of cities, and opposed to the clearly chaotic and savage ethos of Ares. Apollo may also serve as a patron to paladins, particularly those who oppose the evil creatures that spawn in the night; such paladins are often given to pursuing music, art or poetry in their spare time to further honor their god.

Another possible interpretation is the philosophical paladin, who honors and worships the

gods as usual, but whose code of honor is derived from her own philosophy. Such a character would tap into the divine energy that fuels her spells and supernatural abilities not by direct godly intervention, but from her own conviction. A philosophical paladin would be viewed as a curiosity by the gods — and some would place extra temptations in such a paladin’s path for the sake of entertainment — but a paladin of this sort could well win the gods’ admiration if she remains just and true-hearted.

A Hellenic paladin’s code should likely include some of the particular virtues of ancient Greece. Kinslaying is strictly forbidden, for instance, even if justified — if a paladin’s father is a thoroughly corrupt, cruel and vicious man who has brought suffering and death to thousands, the paladin is still forbidden from shedding his blood. The paladin must of course avoid hubris, a cardinal sin. Regular sacrifices to the gods are required, but the gods are appalled by human sacrifice, which the paladin must oppose and punish at every opportunity.

The paladin’s class abilities require little to no tweaking in order to fit properly into a Hellenic fantasy game. The special mount power may require some adjudication on the GM’s part if playing in a setting where the horse is still not commonly domesticated in the campaign territory. Even so, horses were held as a gift of the gods (specifically Poseidon), so the presence of a divine horse (or even, if the paladin is high-level, a pegasus) as servant to a godly champion is not unthinkable.

RANGERS

The ranger class implies a blend of warrior and huntsman, of learned skill and divine blessing. Although no Grecian heroes demonstrate all the qualities of the ranger class, enough of the elements appear elsewhere that a ranger can be seen as a simple extrapolation of many heroic qualities. The ranger may be a servant of one of the gods of the wild, a child raised by wild animals, or simply a hunter of supernatural skill.

Artemis is the most obvious and appropriate patron for rangers; she is really the embodiment of the class. The Virgin Huntress can be a demanding goddess, though; ranger/clerics or ranger/druids in her service must remain chaste, or draw her wrath. However, rangers of either gender can worship Artemis, and need not remain chaste if they do not claim to act as priests in her name (though certainly she still favors the chaste even then). Some rangers may worship Demeter or Dionysus as deities of the



earth, although these gods have less to do with the hunt in general. Some rangers may hold Apollo, god of archery, in equal reverence with his sister; the divine twins are certainly able to share their worshippers. Like druids, some rangers might also venerate local gods — indeed, some rangers may draw a measure of their skill from being descended from such gods, or from nymphs.

Most rangers in a Hellenic fantasy setting should focus on archery rather than two-weapon fighting; as mentioned above, two-weapon fighting is just not seen in the culture. Particularly appropriate favored enemies include animals, giants (the rogue spawn of the Gigantes and Titans), magical beasts and monstrous humanoids. As with Hellenic druids, the most suitable animal companions are dogs, eagles, hawks, horses, owls, ponies, snakes or wolves; at higher levels, bears, boars and lions are most appropriate, as are their dire versions.

ROGUES

Like most other mythic traditions, Greek mythology has its fair share of tricksters. The most obvious one is, of course, a god — Hermes is the first and finest thief in all the world, and steals Apollo's cattle and fast-talks his way out of trouble before he's out of diapers. But there are certainly many mortals who follow suit.

Odysseus, that “man of many resources,” may serve as the archetype for roguish heroes — he is notorious for his deeds of cunning, from feigning madness to avoid being drafted into the Trojan War to the final act of disguise he uses to reclaim his household and his wife. However, many other Greek heroes also used stratagem and guile where might alone could not suffice — even the famed Perseus slew Medusa not in fair combat, but from ambush.

The one commonly used aspect of the rogue class that isn't as much of a factor in a Hellenic fantasy game is the general facility with locks and traps. The archetypal ancient tomb full of deadly devices isn't really present in Grecian myth. Still, depending on how many fantasy elements the GM is willing to incorporate into the campaign, mechanical traps might become common enough so that Disable Device isn't a waste of skill points. Adventurers who sail the seas and encounter many foreign cultures might run into lands where mechanical traps are a common precaution for vaults and tombs, and no less deadly for their Bronze Age technology. Dwarves might have made several advances in this direction; so might priests of Hephaestus. However, these interpretations can't be consid-



ered default, so it's always best to check with the GM to see whether or not mechanical traps are part of her plan for the campaign.

Multiclass rogues are as easy to rationalize in the setting as anywhere else; they usually just tend to be heroes who are as famous for their guile and cleverness as for their strength. Rogue/clerics are, of course, most likely to be found in the service of Hermes; the spellcasting levels they lose for multiclassing should in no way be interpreted as a lesser portion of their god's favor. Hermes favors the sly, and a priest of his who can swindle and sweet-talk with the best of them is sure to make the messenger of the gods proud.

SORCERERS

Although without strict analogues in Greek myth, sorcerers can fit very easily into a Hellenic fantasy campaign with a simple eye for character concept. Although the explanation of "dragon's blood" as a source of sorcerous power is not feasible in a Grecian-inspired setting (save perhaps for the spartes), there are many other potential ways to rationalize how a person might have magical powers that were not learned *per se*.

Most sorcerers derive their power from the gods in some way. The "demigod" explanation for a sorcerer's gifts is certainly simple enough, although it does require some attention to the spells chosen. While the sorcerer class could be used to model the child of a mortal and a shapeshifting river-god, this works thematically much better if the sorcerer's spell repertoire consists mainly of spells such as *alter self* and *water breathing*. Many of the Greek heroes who were half-god gained no real supernatural powers from their godly blood, which implies that the pairing of deity and mortal can produce offspring varying widely in power. A sorcerer can be a good example of such a child who inherited only a fraction of his godly parent's power, but a potent fraction nonetheless.

Some sorcerers may have gained their powers from making sacrifices to the gods (or to other entities, if any of comparable strength exist in the campaign) until being deemed worthy. Hecate is an obvious choice to empower a sorcerer in this way, although the possibilities are really all but limitless.

The concept of the familiar is not derived from Greek myth, but can be tweaked to fit. The familiar of a Hellenic fantasy setting is not a magically awakened animal, but is rather seen as a spirit (or *daimon*) who has agreed to assist its master, and who possesses the body of an animal in order to maintain itself. As the sorcerer

gains levels, the *daimon* increases in power as well. Depending on how the sorcerer gained his power, the *daimon* may have been a present from a patron, or an entity whom the sorcerer independently contracted for assistance.

A sorcerer may or may not view any particular god as a patron, as character concept entails. The many different potential origins for a sorcerer each recommend something different. As a group, however, sorcerers are likely to catch the attention of Hecate above all, for good or for ill.

Sorcerers may be more common among nonhuman races, a factor that may help stress cultural and racial differences. In a world where one particular pantheon is dominant, and racial gods are not present, the influence of arcane magic may help create variety between cultures in ways that religion does not. Of the races listed in Chapter One, the Selenaus elves clearly have the highest incidence of naturally occurring sorcerers, most of whom have some sort of powers relating to water, wind or moonlight. Dwarves and spartes may also manifest sorcerers in slightly higher numbers — dwarven sorcerers channeling heat and metal magic, and spartes sorcerers manifesting spells of faintly draconic aspect.

Depending on the sorcerer's concept, the GM may wish to waive the cost for acquiring a familiar. If the sorcerer has a few extra obligations due to a pact with an entity, it might be fair to balance out those requirements by having his *daimon* be a gift. It would also be appropriate to allow sorcerers to ignore the material components for any spells that require material components costing 1 gp or less, as if permanently under the influence of the Eschew Materials feat. (Spells with more expensive material components should require material components as usual.) Apart from these options, and any potential changes made to the spell list (such as those offered in Chapter 4), no rules changes for the sorcerer are necessary.

WIZARDS

Wizards as we recognize them are very rare in Greek myth (most sources name only two: Circe and Medea), and as is often the case in other mythic traditions, they are more antagonist than protagonist. Even Medea, who goes to great lengths to assist her beloved achieve the goal of his quest, is a ruthless killer who even turns on her own children. This reflected the Grecian attitude toward hubris — those who take it upon themselves to play at being gods among mortals will eventually get their comeuppance. Of course, as powerful as this mythic and liter-



ary tradition is, it would tend to unfairly restrict wizard characters in a Hellenic fantasy campaign if adhered to literally.

For flavor's sake, wizards should probably not be referred to as such in-game; it's more etymologically appropriate for Grecian-influenced characters to call a learned arcane spellcaster a *magos*. Books as such have not come into common use yet, and a wizard is prone to store his spells in a diptych (see "Equipment" in Chapter Three). As with sorcerers, a wizard's familiar is a *daimon*, a spirit who has taken an animal body.

There are several potential divine patrons for wizards. The most obvious is Hecate, the goddess of crossroads and witches. Hecate is a frightening goddess, however, and emphasizes the unsavory view of witchcraft; her wizardly followers would certainly be interesting, but they would not frequently be considered "heroes." Hermes is another potential patron, having lent his name to the real-world concept of hermetic magic. Hermes is guide to the dead, and the messenger of the gods; he is a revealer of secrets, and might well be the patron god of wizards in some cultures. Finally, Prometheus can easily be credited with giving humanity the gift of magic. The classic fire-bringer myth works just as well if fire is a metaphor for the arcane art. Of course, worshipping a titan is dangerously close to the kind of behavior that vexes the gods — but then again, so is wizardry.

PRESTIGE CLASSES

EXISTING PRESTIGE CLASSES

The prestige classes listed in the *DMG* can all fit into a Hellenic fantasy game, although some may take considerably more work than others to dovetail neatly with the genre. The following are a few suggestions for matching these prestige classes with archetypes that fit the mood and feel of the Bronze Age myths.

- The **arcane archer** should probably be stripped of its elven and half-elven racial restrictions. Arcane archers would be quite appropriate among the sorcerously inclined sea elves, but wild elves do not practice arcane magic in any greater number than humans do. In particular, the arcane archer would be particularly appropriate if tied to the worship of Artemis in her tripartite aspect — Artemis the Huntress (and goddess of archery), Selene the moon goddess, and Hecate, goddess of magic.

- The **arcane trickster** might appear among gnomes and sea elves most frequently, usually as rogues or followers of Hermes who draw on their

racial talents for arcane magic as well. Hermes is likely to take an interest in arcane tricksters, which may prove to be both blessing and curse.

- The **archmage** is considerably rare in a Hellenic fantasy campaign, given the generally smaller incidence of arcane spellcasters and the tendency of powerful magi to draw down the ire of the gods. They are likely to be few in number, and to use their powers conservatively, but the concept is not wholly alien to a setting that assumes the presence of powerful enchantresses such as Circe or Medea.

- The stealthy killer-for-hire is not a common staple in Greek myth, which makes the role of **assassins** in a Hellenic fantasy game somewhat less than obvious. Assassins should probably not appear in the central cultures of the setting, although they might make interesting foreign opponents in a campaign that travels to far-off and exotic locales, or adversaries sent by rival nations.

- The **blackguard** is an alien archetype in a Hellenic setting, as the supernatural evils that the prestige class is tied to are not really part of the cosmology. There are few things comparable to devils and demons (particularly in the "corrupter" aspect), and even "evil" gods are more evil by circumstance than philosophy. A Hellenic blackguard likely cares nothing for the philosophical concept of evil, and is instead supernaturally wicked and cruel just by nature. Most blackguards in a Grecian-inspired setting are probably nobility, playing more to the concept of the wicked king than the "black knight."

- The **dragon disciple** is generally inappropriate for a Hellenic fantasy game, as the dragons in such a setting are not inclined to breed half-dragons and other such hybrids. However, this prestige class might be permitted as a racial prestige class for spartes, allowing those earth-born with sorcerous powers to draw on the might of the dragon whose teeth gave rise to their ancestors.

- The **duelist** fits well enough into a Hellenic fantasy game, as long as the usual visual hook of rapier duels is discarded. With the default image stripped away, this prestige class' core concept — a lightly armored fighter who focuses on finesse — has plenty of room to grow. A "duelist" might be a lightly armored skirmisher, or perhaps even a specialized warrior from a "barbaric" culture; perhaps the prestige class represents the fighting style of the fabled Amazons, or of a sylvan tribe of elves.

- **Dwarven defenders** are easy enough to rationalize; the image works just as well with dwarves in bronze hoplite armor as it does with medieval plate mail. A dwarven defender may be

the captain or champion of a phalanx of dwarves, the cornerstone that makes the phalanx unbreakable. With a few modifications, the prestige class might even be opened up to non-dwarves — permitting other races to emulate the last stand of the 300 Spartans who held off an army. (As an interesting side note, the histories of Herodotus mention a warrior who tied an anchor around his waist and dropped it — when fighting on land — so that he could not be forced to retreat. Dwarven defenders may not require the anchor, but the spirit is clearly the same.)

- The **eldritch knight** has no equivalent in Greek myth; warriors and magi are clearly separated in the mythology. In most campaigns, this prestige class should probably be either forbidden or greatly restricted, perhaps to those who come from a particularly mystical culture.

- The **hierophant** can fill an obvious niche, as near and powerful as the gods are in a Hellenic fantasy setting. However, the hierophant's blast infidel power is generally inappropriate, given the lack of a powerful alignment struggle on a cosmic level. The other class abilities of the hierophant, however, can be used readily enough to design an appropriate high priest of one of the Olympian deities.

- The **horizon walker** can fit rather neatly into a game inspired by Greek myth, considering the number of stories that involve heroes traveling to far-off lands and interacting with unusual cultures or monsters. The exception is that the lack of planar travel makes levels in horizon walker essentially useless after 5th level. Even so, five levels of horizon walker is an excellent way to build a world-class explorer and adventurer.

- The **loremaster** is a natural fit for a Hellenic fantasy game. A loremaster might be the wise sage who counsels the heroes before they begin their epic quest, a great philosopher who also furthers the cause of science, or even an oracular figure.

- The **mystic theurge** is a good match for a Hellenic fantasy game, at its best when used to pair a cleric class attached to a specific god with an arcane spellcasting class that complements that god's methodology. The Olympian pantheon is too unforgiving to encourage a mystic theurge who cares about the pursuit of magic first and honoring his god or gods second, but a mystic theurge could make an excellent oracle or high priest of a mystery cult.

- There is no direct mythical analogue to the **shadowdancer**, but in a world where Hades' gloomy realm is so close to the lands of man, a few individuals might be able to establish a link to the shadows

of the Underworld. A shadowdancer probably has some connection to Hades, whether a tie of blood (though Hades was not half the philanderer his brother was) or a religious link. A mystery cult devoted to the god of the Underworld might be the source of a campaign's shadowdancers — masked figures robed in black who perform elaborate, silent dances to honor their god and are rewarded with a portion of his realm's essence.

- A Hellenic **thaumaturgist** is by no means impossible, given the existence of Olympian and Stygian creatures to summon, to say nothing of elementals. However, calling on the denizens of the gods' realms is a practice that walks the razor's edge of hubris. Hellenic thaumaturgists are likely to be even more cognizant of their gods' desires (and careful not to offend) than the priests of other game worlds.

NEW PRESTIGE CLASSES

The following prestige classes elaborate on setting elements peculiar to Greek myth, offering new ways for player characters to tie themselves to the setting and involve themselves in the myths. Some of these prestige classes relate to the gods; others to unusual setting considerations such as the Underworld.

Many of these prestige classes have particularly elaborate special requirements — the applicant must sometimes descend into the Underworld, or prove his worth to the gods themselves. The GM should take particular care that these requirements are not met too easily; the nearness of the divine in a Hellenic fantasy setting should not be so familiar that it is taken for granted. On the other hand, nor should these special requirements demand so much effort that the player feels he has no chance of achieving the requirements and taking the prestige class. The divine is near; if anyone has a chance of bathing in the Styx or being initiated into the inmost circles of a powerful Dionysian cult, it should be the players' heroes.

Of course, with some work, these prestige classes can be altered to fit settings that don't rely on Greek myth. The feral maenad, for instance, may work well in any setting with a wild god of beasts, simply by adding a cult who seeks to tap the beast through the power of intoxication. The anointed of Styx may be tied to a particular magical spring or river in the campaign world, while the sun-chosen should work well for any game world where a sun god uses a missile weapon. As always, let the needs of your setting and your players be your guide.



ANOINTED OF STYX

The Underworld is separated from the mortal world by five rivers, each of them perilous in their own right. Acheron is the river of woe, and Cocytus is the river of lamentation. Phlegethon is the river of fire, and Lethe the river of forgetfulness. But the most famous of all is the river Styx, the river of hate. Those who swear by the Styx, even the gods, must uphold their oaths.

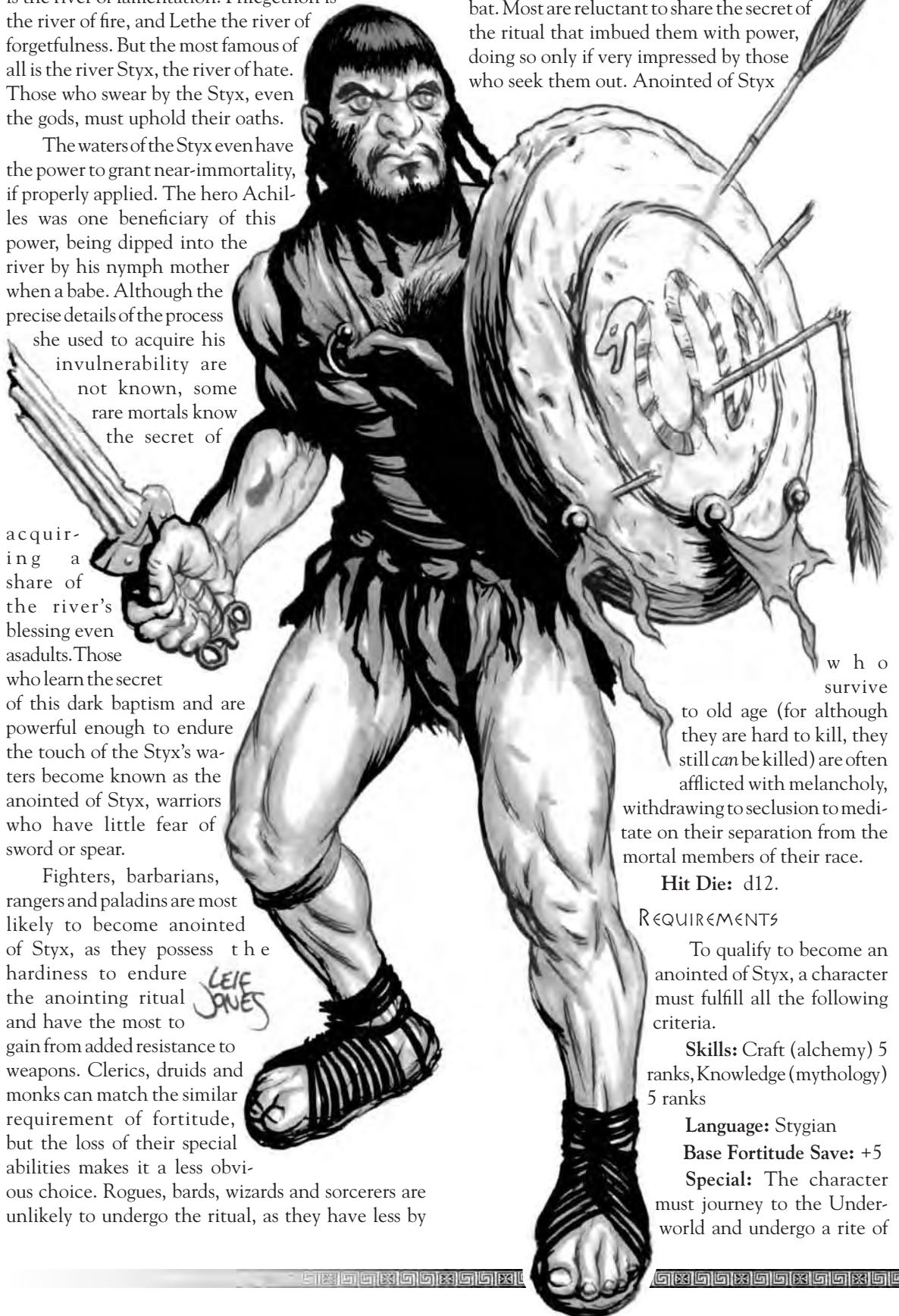
The waters of the Styx even have the power to grant near-immortality, if properly applied. The hero Achilles was one beneficiary of this power, being dipped into the river by his nymph mother when a babe. Although the precise details of the process she used to acquire his invulnerability are not known, some rare mortals know the secret of

acquiring a share of the river's blessing even as adults. Those who learn the secret of this dark baptism and are powerful enough to endure the touch of the Styx's waters become known as the anointed of Styx, warriors who have little fear of sword or spear.

Fighters, barbarians, rangers and paladins are most likely to become anointed of Styx, as they possess the hardiness to endure the anointing ritual and have the most to gain from added resistance to weapons. Clerics, druids and monks can match the similar requirement of fortitude, but the loss of their special abilities makes it a less obvious choice. Rogues, bards, wizards and sorcerers are unlikely to undergo the ritual, as they have less by

way of innate hardiness and a penchant for surviving melee by avoiding it.

NPC anointed of Styx are sometimes found as the champions of whatever army, city or clan they favor; their ability to resist punishment often gives them an edge in champion-to-champion combat. Most are reluctant to share the secret of the ritual that imbued them with power, doing so only if very impressed by those who seek them out. Anointed of Styx



who survive to old age (for although they are hard to kill, they still *can* be killed) are often afflicted with melancholy, withdrawing to seclusion to meditate on their separation from the mortal members of their race.

Hit Die: d12.

REQUIREMENTS

To qualify to become an anointed of Styx, a character must fulfill all the following criteria.

Skills: Craft (alchemy) 5 ranks, Knowledge (mythology) 5 ranks

Language: Stygian

Base Fortitude Save: +5

Special: The character must journey to the Underworld and undergo a rite of

baptism in the waters of the Styx. As the character gains levels in this prestige class, he is able to further draw on the power of the Styx that has saturated his body.

CLASS SKILLS

The anointed of Styx class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (mythology) (Int), Profession (Wis), Ride (Dex) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the anointed of Styx prestige class.

Weapon and Armor Proficiency: The anointed of Styx gains no additional proficiencies with weapons or armor.

Oathsworn: The river Styx is charged with the power to render oaths inviolable, even to the gods. Oaths sworn by the Styx cannot be broken, and the Styx's power cannot remain with an oathbreaker. If an anointed of Styx breaks an oath for any reason whatsoever, he loses all special class abilities from this prestige class.

Battered but Not Broken (Ex): The anointed of Styx heals nonlethal damage at a greatly accelerated pace, healing his character level in hit points every ten minutes.

Natural Armor (Su): At 1st level, the anointed of Styx receives a +1 natural armor bonus to AC. This bonus increases by 1 at every other level thereafter, to a maximum natural armor bonus of +5 at 10th level.

Disease Immunity (Ex): At 2nd level, the anointed of Styx becomes immune to all diseases,

including supernatural diseases (but not those visited by a curse from the gods).

Diehard: At 2nd level, the anointed of Styx gains Diehard as a bonus feat, even if he does not meet the prerequisites.

Massive Damage Threshold: At 3rd level, the anointed of Styx must only make a saving throw to avoid death from massive damage if he takes 60 points of damage or from a single attack, rather than the usual 50. This threshold rises to 70 hit points at 7th level, and to 80 at 10th level.

Oath of Hate (Su): At 4th level, the anointed of Styx may draw on the supernatural power of the river of hate to aid him in combat. As a move action, the character may call on the power of the Styx to witness his oath to slay a particular foe. For the rest of the encounter, the anointed of Styx gains a +2 morale bonus to attack and damage rolls whenever attacking the foe he has sworn to kill. The character may use this power once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.

Enhanced Healing (Ex): At 5th level, the anointed of Styx naturally heals hit point damage more rapidly, healing 3 hit points per 2 character levels per full night's rest. If he gets full bed rest, he heals 3 hit points per character level per 24 hours of bed rest. At 8th level, he heals at twice the speed of an ordinary character – 2 hit points per character level for a full night's rest, or 4 hit points per character level for a full day's bed rest.

Timeless Body (Ex): At 10th level, the anointed of Styx no longer takes ability score penalties for aging and cannot be artificially aged. Any ability score penalties he may already have incurred from old age remain in place; bonuses still accrue, and the anointed of Styx will still die when his time is up.

TABLE 2-1: THE ANOINTED OF STYX

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Oathsworn, battered but not broken, +1 natural armor
2nd	+2	+3	+0	+0	Disease immunity, diehard
3rd	+3	+3	+1	+1	Massive damage threshold 60, +2 natural armor
4th	+4	+4	+1	+1	Damage reduction 1/—, oath of hate 1/day
5th	+5	+4	+1	+1	Enhanced healing 150%, +3 natural armor
6th	+6	+5	+2	+2	Damage reduction 2/—
7th	+7	+5	+2	+2	Massive damage threshold 70, +4 natural armor, oath of hate 2/day
8th	+8	+6	+2	+2	Enhanced healing 200%, damage reduction 3/—
9th	+9	+6	+3	+3	+5 natural armor
10th	+10	+7	+3	+3	Timeless body, damage reduction 4/—, massive damage threshold 80, oath of hate 3/day



BLESSED OF ΔEOLUS

CLASS SKILLS

The blessed of Aeolus class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (mythology) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the blessed of Aeolus prestige class.

Weapon and Armor Proficiency: The blessed of Aeolus is proficient with all simple weapons and all ranged martial weapons.

Gift of Boreas (Su): Starting at 1st level, at the request of Aeolus, Boreas the North Wind grudgingly agrees to ignore the blessed character, and as a result, the char-

acter receives cold resistance 5. In addition, the character is considered to be under the effect of a continuous *endure elements* spell with respect to cold.

Inherent Spells I (Sp): By reminding Aeolus of their pact, the blessed character is able to use the following spell-like abilities once per day, as a standard action: *clairaudience*, *mage hand*, *message*, *obscuring mist*, *true strike* and *wind wall*.

These spell-like abilities have both a verbal and a somatic component — the blessed character must raise her arms and send her appeal to Aeolus on a

Aeolus, king of the winds, is one of the demigods who dwells not on Olympus, but rather in the world of mortals. From his island home of Aeolia, he rules over the four winds — Boreas the North Wind, Zephyros the West Wind, Notus the South Wind and Eurus the East Wind. Those who are brave enough to visit Aeolus, or who draw the attention of one of the four winds, may prove themselves worthy of the winds' blessing. Like the legendary sons of Boreas, the blessed of Aeolus can run as swiftly

as the wind, and even tread the very air. They are almost as much elemental as mortal.

Rogues, bards, monks, fighters and rangers are the most likely to become blessed of Aeolus, and the most likely to draw benefit from the gifts of the wind. Clerics of Hermes find the blessings of Aeolus very much to their taste, but may find it difficult to give up their spellcasting abilities.

NPCs who have earned Aeolus' blessing rarely sit still for long. They do not settle in any one area, but rather roam across the land in search of excitement or interesting goings-on. They are often glad to offer their speed and skills to a worthy cause — assuming they can be found.

Hit Die: d8.

REQUIREMENTS

To qualify to become a blessed of Aeolus, a character must fulfill all the following criteria.

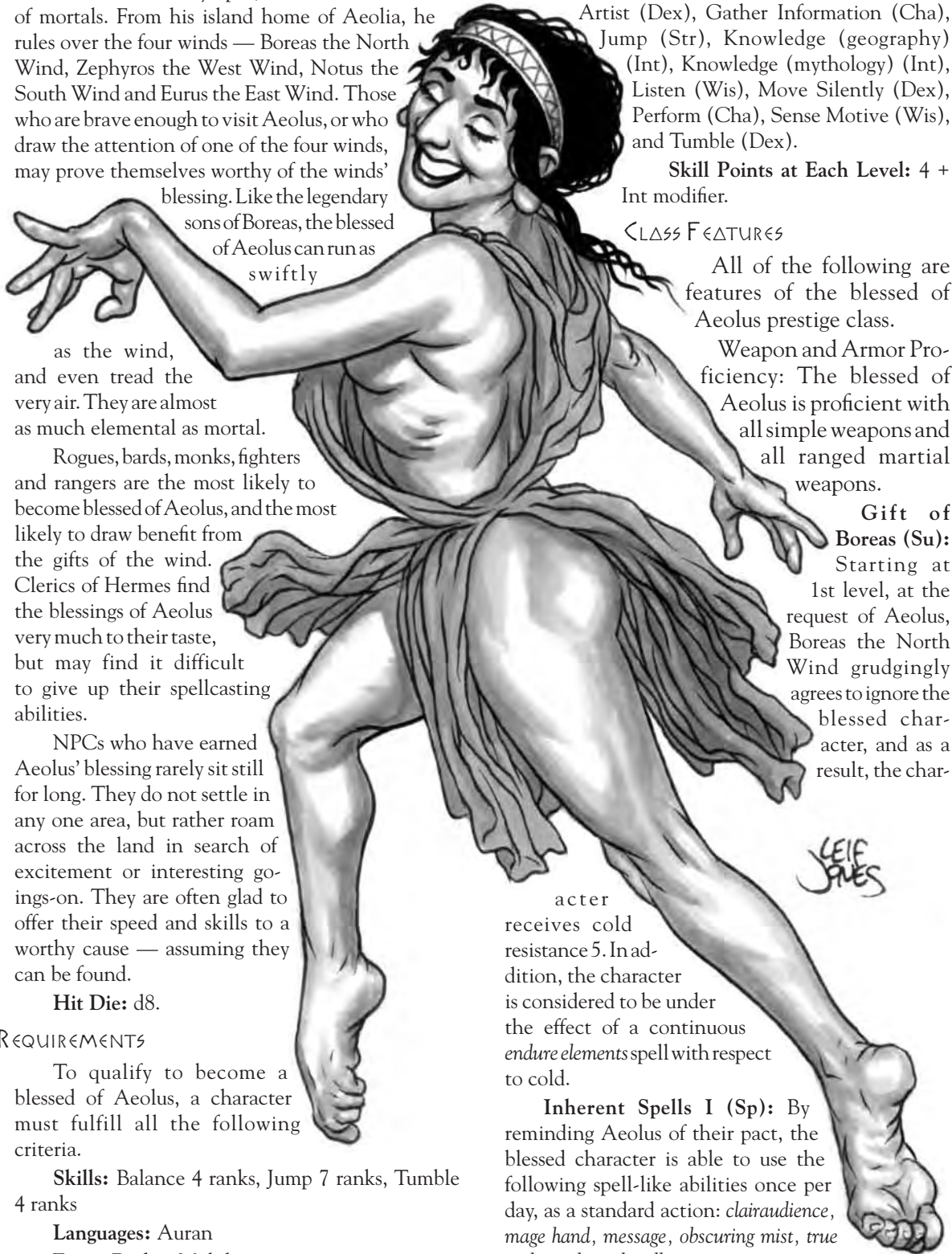
Skills: Balance 4 ranks, Jump 7 ranks, Tumble 4 ranks

Languages: Auran

Feats: Dodge, Mobility

Abilities: Charisma 13+

Special: The character must earn the blessing of Aeolus or of one of the four winds.



messenger wind. They are Charisma-based for the purposes of determining DC, and use the blessed of Aeolus' character level to determine effect. The simplicity of these somatic gestures reduces spell failure chance for armor by 15%.

Uncanny Dodge (Ex): At 2nd level the blessed of Aeolus gains the uncanny dodge ability. She retains her Dexterity bonus to AC even while flat-footed or when attacked by an invisible opponent. An immobilized character (such as one who is paralyzed) cannot benefit from uncanny dodge.

Gift of Eurus (Su): At 3rd level, the playful East Wind smiles upon the blessed of Aeolus, and whirls about her at all times, causing her clothes and hair to whip about, causing them to move against the current breeze or prevailing wind.

If the blessed should fail a saving throw against any spell with the Air descriptor, the Gift of Eurus allows her to immediately make a second saving throw, taking the better of the two results. In addition, Eurus protects the character from harm (when he's paying attention, of course), causing all physical missile attacks (including touch attacks) to suffer a 20% miss chance.

Evasion (Ex): At 4th level, the blessed of Aeolus gains the evasion ability. If she makes a successful saving throw against an attack that normally deals half damage on a successful save, she takes no damage. Evasion can be used only if the blessed of Aeolus is wearing light or no armor. A helpless character (such as one who is paralyzed) cannot benefit from evasion.

Inherent Spells II (Sp): Once per day beginning at 5th level — *air wall*, *air walk*, *gaseous form*, *lightning bolt*, and *gust of wind*. These spells function as per the entry for Inherent Spells I, above.

Deflect Arrows: At 6th level the blessed of Aeolus receives the benefits of the Deflect Arrows feat, even if she does not meet the prerequisites.

Gift of Zephyros (Su): At 7th level, Zephyros the West Wind has grown deeply enamored with

the blessed of Aeolus, and through this constant attention, the character gains a flying movement rate of 60 feet (or 40 feet if she wears medium or heavy armor). She can ascend at half speed and descend at double speed, and her maneuverability is good. This is considered an 18th level spell effect, and may be suppressed (via *dispel magic*, or similar effects), but may not be permanently dispelled.

Improved Evasion (Ex): At 8th level, the blessed of Aeolus gains the improved evasion ability. She still takes no damage if she makes a successful saving throw against an attack that normally deals half damage on a successful save. However, even if she fails her save, she takes only half damage. Improved evasion can be used only if the blessed of Aeolus is wearing light or no armor. A helpless character (such as one who is paralyzed) cannot benefit from improved evasion.

Inherent Spells III (Sp): Once per day at 9th level — *control weather*, *cone of cold*, *dimension door*, and. These spells function as per the entry for Inherent Spells I, above.

Gift of Notus (Su): By the time the blessed of Aeolus has reached 10th level, Notus the South Wind decides that he does not want to be seen as stingy, and emulating his brothers, vows to work against the character's enemies. Once per day as a standard action, the character may call out to Notus and "snatch the wind" out from under his foes. All flying enemies within a 100 foot burst centered on the blessed of Aeolus must make a Fortitude save (DC 10 + 1/2 character level + Charisma bonus) or be unable to maintain their flight for one round. This applies to creatures using either natural or magical flight.

Creatures failing their saves do not plummet to the earth, but must use a move action to make a safe landing — in effect, they are forced to move directly toward the ground on their next action. If a creature affected by the gift of Notus is too high up to reach the ground with a single move action, it ends its turn at the indicated elevation and may move normally in the next round.

TABLE 2-2: THE BLESSED OF ΔEOLUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Gift of Boreas, inherent spells I
2nd	+1	+0	+3	+0	Uncanny dodge
3rd	+2	+1	+3	+1	Gift of Eurus
4th	+3	+1	+4	+1	Evasion
5th	+3	+1	+4	+1	Inherent spells II
6th	+4	+2	+5	+2	Deflect arrows
7th	+5	+2	+5	+3	Gift of Zephyros
8th	+6	+2	+6	+2	Improved Evasion
9th	+6	+3	+6	+3	Inherent spells III
10th	+7	+3	+7	+3	Gift of Notus

FERAL MAENAD

Dionysus, god of wine, is a deity of two natures. On the one hand, he is the bringer of joy who eases the cares of humanity and spreads laughter and song. But on the other hand, he is the god of wild, drunken violence, of the dangers of the inner animal unleashed. Many worship him in his first aspect, but those who worship him in his second aspect are a dangerous few. They race over the hills by night, hunting in a drunken frenzy. While most maenads (though the word usually refers to women, males can join this class as well) are dangerous, the feral maenad is the most dangerous of all — when “liberated” by the spirit of the vine, the feral maenad becomes more animal than person.

Barbarians, druids and rangers are all most likely to become feral maenads, as they are the classes who already are closer to their wild natures. Becoming a feral maenad involves gaining a measure of animalistic ability, which is often tempting to members of these classes. Clerics of Dionysus are also potential initiates into this prestige class, although clerics of other gods are very unlikely to become feral maenads. Fighters and rogues who take this path are rare, although some might find the new abilities and practices quite liberating. Wizards and sorcerers lose too much by giving up rationality for savagery to benefit much from the class, and paladins and monks are incompatible with the wild, undisciplined path of the maenad.

NPC feral maenads are usually encountered leading their own bands of maenads or maenads, roaming the countryside in sacred night revels. Some give themselves over wholly to their savage aspect, and are wild hermits and hunters even when sober. Others live surprisingly civilized lives by day, surrendering to drunken abandon only in times of high ritual. Some NPC feral maenads have been known to take to the battlefield when their homelands are invaded, fighting alongside — but not side-by-side with — their more civilized neighbors. When the feral maenads race screaming onto the field,

it's hard to say whom they terrify more, their foes or their friends.

Hit Die: d8.

REQUIREMENTS

To qualify to become a feral maenad, a character must fulfill all the following criteria.

Skills: Craft (winemaking) 4 ranks, Survival 8 ranks

Languages: Sylvan

Feats: Great Fortitude

Alignment: Any chaotic.



CLASS SKILLS

The feral maenad class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the feral maenad prestige class.

Weapon and Armor Proficiency: The feral maenad is proficient with all simple weapons, and gains no additional armor or shield proficiencies.

Spells per Day: At 2nd level, and at every other level thereafter, a feral maenad with levels in a divine spellcasting class gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (extra uses of *wild shape* as a spell-like ability, turning undead and so on). In effect, she divides her feral maenad level by 2 and adds that to the level of whatever other divine spellcasting class the character may possess, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before she became a feral maenad, she must decide to which class she adds each alternate level of feral maenad for the purpose of determining spells per day.

Alertness: At 1st level, the feral maenad gains Alertness as a bonus feat. If the character already possesses the Alertness feat, this ability has no effect.

Low-light vision (Ex): At 1st level, a feral maenad gains low-light vision; she can see twice as far as a human in conditions of poor light such as starlight or moonlight. She retains the ability to distinguish color and detail under these conditions. If the feral maenad already possesses low-light vision, the range increases to three times as far as a human can see.

Scent (Ex): At 1st level, the feral maenad gains the scent special ability, as detailed in the MM.

Feral Talons (Ex): At 3rd level, a feral maenad's spiritual surrender to her bestial nature grants her a claw/claw/bite attack routine.

Damage for these attacks is determined by the character's size (see Table 2-3 below). The two claw attacks are made at the character's normal melee attack bonus, while the bite attack is made with a -5 penalty. The claw attacks receive the character's full Strength bonus to damage, while the bite receives 1/2 the character's Strength bonus. The feral maenad is considered armed at all times, always threatens out to her reach, and may make attacks of opportunity with her natural weaponry.

TABLE 2-3: FERAL MAENAD
NATURAL WEAPON DAMAGE

Character Size	Claw Base Damage	Bite Base Damage
Small	1d4	2d4
Medium	1d6	2d6
Large	1d8	2d8

Healing Draught (Su): Also at 3rd level, by consuming enough wine to get drunk, a feral maenad may regain hit points as if having rested for an eight-hour sleep. The feral maenad may heal hit points in this fashion only once per day.

Drunken Rage (Su): Beginning at 5th level, a feral maenad can enter a berserk frenzy when consuming alcohol, or when alcohol remains in her bloodstream. Even a mouthful of wine is enough to send the feral maenad into a drunken rage; the power is a spiritual rage rather than a side effect of drunkenness. The feral maenad does not automatically enter into a drunken rage whenever she takes a drink or even becomes drunk; she enters the state when she chooses, and may end it when she likes.

While in a drunken rage, a feral maenad gains a +4 bonus to Strength and Constitution, but suffers a -2 penalty to Dexterity. The increase in Constitution grants the feral maenad additional hit points equal to 2 points per character level, although these hit points go away at the end of the drunken rage when her Constitution returns to normal, and are not lost first in the manner of temporary hit points.

In addition, while in her drunken rage, the feral maenad gains a spell resistance score of (11 + character level) against mind-affecting spells and spell-like abilities.

While raging, the feral maenad cannot use any Charisma-, Dexterity-, or Intelligence-based skills (save Balance, Escape Artist, Intimidate and Ride). She may use any feat she possesses except Combat Expertise, item creation and metamagic feats; she cannot activate magic items that require a command word, spell trigger or spell completion to function. She *cannot* cast divine



spells while in a drunken rage, although she must make a Concentration check to do so (DC 20 + spell level), and she cannot cast any spells with a casting time longer than one action.

A feral maenad can fly into a drunken rage only once per encounter. The rage lasts for a number of rounds equal to 3 + her rage-enhanced Constitution modifier; she may end it prematurely. At the end of the drunken rage, the feral maenad becomes fatigued for the duration of the current encounter. A feral maenad can enter a drunken rage once per day at 5th level, twice per day at 7th, and three times per day at 9th level.

Feral maenads who gain rage abilities from other sources (such as levels in barbarian) do not combine rage abilities with the drunken rage ability. Thus, a 9th-level barbarian/1st-level druid/5th-level feral maenad can enter a barbarian rage three times per day and a drunken rage once per day; while in a barbarian rage, she cannot cast divine spells, and she can enter a barbarian rage without the benefit of alcohol.

Liver of Bronze (Ex): At 5th level, the feral maenad has developed a powerful resistance to

poisons — the character gains a natural bonus to saves versus poisons equal to 1/2 her feral maenad level (rounded down).

Multiattack (Ex): At 5th level the feral maenad gains the benefits of the Multiattack feat. Her secondary attacks with her natural weapons suffer only a –2 penalty on attack rolls rather than the usual –5.

Pounce (Ex): At 7th level, if a feral maenad charges a foe, she can make a full attack.

Rend (Ex): At 9th level, if a feral maenad hits with both of her claw attacks, she deals an additional amount of rending damage equal to double her claw damage base die, plus 1/2 her Strength bonus. For example, a feral maenad with a Strength of 20 who deals 1d6 +5 points of damage with a claw attack, deals 2d6+7 on a successful rend attack.

Savage Talons (Su): At 10th level, the feral maenad gains a permanent +2 enhancement bonus to all unarmed attacks, including her claws, bite and grappling checks. Her natural weaponry is considered magic and chaotic for purposes of bypassing damage reduction.

TABLE 2-4: THE FERAL MAENAD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Alertness, low-light vision, scent	—
2nd	+1	+3	+0	+3	—	+1 level of spell-casting class
3rd	+2	+3	+1	+3	Feral talons, healing draught	—
4th	+3	+4	+1	+4	—	+1 level of spell-casting class
5th	+3	+4	+1	+4	Drunken rage 1/day, liver of bronze, multiattack	—
6th	+4	+5	+2	+5	—	+1 level of spell-casting class
7th	+5	+5	+2	+5	Drunken rage 2/day, pounce	—
8th	+6	+6	+2	+6	—	+1 level of spell-casting class
9th	+6	+6	+3	+6	Drunken rage 3/day, rend	—
10th	+7	+7	+3	+7	Savage talons	+1 level of spell-casting class

HADEAN STRIDER

Though the stories clearly paint the realm of Hades as not meant for living beings, there are some who dare to cross the Styx and walk among the dead all the same. Most never repeat the experience, even if they manage to find their way back to the sunlit lands in the first place. But a few, driven perhaps by lost love or faint nihilism, return to the Underworld again and again. Those who learn the secrets of the journey and spend enough time in Hades' bleak kingdom become... altered by the experience, not as alive as they once were, but not yet dead either. These are the Hadean striders, those who walk between life and death.

The Hadean striders are not an organization; they do not seek each other out for mutual company or to share their lore. Becoming a Hadean strider is a solitary path, which entails walking the dark paths of the Underworld until such time as the spectral energies begin to change both body and soul. Some who become Hadean striders do so out of love or filial piety. Unwilling to say farewell to a lost loved one, they return to the Underworld again and again with sacrifices of sheep's blood, spending time with the beloved ghost in the only way that Hades will permit. Others learn the paths as a means to seeking power, although they gain a different power than perhaps they expected. Still others descend to the Underworld for reasons they cannot explain — they come and linger because they must, because life has nothing comparable to offer. In the course of their travels to the gloomy realm of Hades, these men and women learn much from the tortured shades of those who offended the gods, from the guardians of the Underworld, and even from simply observing the "natural" laws of the realm.

Characters from any class may take levels of Hadean strider; the tragic desire to fly in the face of the life cycle is not limited to any one group of people. That said, the Hadean strider is most appropriate for multiclassed characters — surviving a trip to Hades is a difficult task that requires a well-rounded set of skills.

As NPCs, Hadean striders are reclusive and rare, almost never congregating in the same place. Some serve as guides to the Underworld, although they must usually be convinced that the need is dire — daring to slip past Cerberus is not a venture to be undertaken lightly.

Hit Die: d8.



REQUIREMENTS

To qualify to become a Hadean strider, a character must fulfill all the following criteria.

Skills: Knowledge (mythology) 7 ranks, Concentration 7 ranks, Move Silently 5 ranks.

Languages: Stygian.

Feats: Diehard

Base Willpower Save: +3

Special: The character must possess a suitable reason to travel to Hades, and must make a successful attempt.

CLASS SKILLS

The Hadean strider class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intimidate (Cha), Move Silently (Dex), Survival (Wis), Swim (Str) plus any two (see *lore of the dead*, below)

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Hadean strider prestige class.

Weapon and Armor Proficiency: The Hadean strider is proficient with simple and martial weapons.

Shadewalker (Ex): Repeated exposure to the spirits of the dead grants the Hadean strider a greater knowledge of how to deal with the dead, or how to avoid their notice. A Hadean strider receives a +2 circumstance bonus to all Bluff, Diplomacy, Hide, Move Silently, and Sense Motive checks used against undead.

Lore of the Dead: By speaking with the souls of those who have passed, the strider is able to learn secrets of the living. When he takes his first level in Hadean strider, the character may select any two skills and make them class skills for the Hadean strider class.

Darkvision (Ex): The perpetual gloom of the Underworld affects the vision of the Hadean strider. The character is able to see in utter darkness out to a distance of 120 feet. Darkvision is black and white only, but otherwise just like normal sight. However, as a side effect of this alteration, the Hadean strider becomes unable to distinguish color (save as various grays of differing brightness and hue) even under normal lighting conditions; the gloom of Hades has leached the color from his vision. The Hadean strider's irises become colorless as well, usually black or some shade of gray, but sometimes a pale white.

Fear Immunity (Ex): At 2nd level, the Hadean strider becomes immune to all fear effects. The sights of the Underworld have inured him to whatever terrors the living world has to offer.

Lore of Acheron (Su): Acheron, the river of woe, is the domain of Charon, the ferryman of the dead. Beginning at 3rd level, the Hadean strider gains SR equal to 10 + his class level against necromancy spells.

Lore of Tantalus (Ex): At 4th level, the Hadean strider no longer has any need of food or drink; he cannot die of thirst or starvation. The perpetual torture of the shade of Tantalus has taught him how to subsist without nourishment.

Lore of Sisyphus (Su): At 5th level, the Hadean strider may perform a feat of strength as a free action. The character gains an enhancement bonus to Strength equal to twice his class level; this bonus lasts for one round. The Hadean strider may use this ability a number of times per day equal to 1 + his Charisma modifier. The strider has learned much from observing the futile struggle of the shade of Sisyphus.

Lore of Phlegethon (Sp): At 6th level, the Hadean strider may immolate one of his weapons, as if he had dipped it in the burning waters of the river Phlegethon. This requires a move action; the weapon gains the flaming burst quality for one round per class level. The Hadean strider may use this power a number of times per day equal to 1 + his Charisma modifier.

Lore of Cerberus (Ex): At 7th level, the Hadean strider has learned a measure of extra vigilance from the watchdog of Hades. The Hadean strider can no longer be flanked under any circumstances. This prevents rogues from being able to sneak attack the Hadean strider via flanking, even if their levels outstrip the character's class level by four or more. In addition, the Hadean strider gains a +4 insight bonus on Spot and Listen checks.

Lore of Ixion (Su): At 8th level, the Hadean strider gains fire resistance 30. He has learned to endure fires as hot as that of the burning wheel that tortures the shade of Ixion.

Lore of Cocytus (Ex): Cocytus, the river of lamentation, is the river along whose banks the unburied dead wander. The Hadean strider learns much of the hungry dead, and how to resist their powers, from walking the banks of the Cocytus. At 9th level, the Hadean strider

has a 25% chance to ignore any negative levels inflicted on him; this chance is rolled per negative level, not per attack. In addition, the Hadean strider gains a +4 insight bonus to any saving throws made to resist ability damage from necromantic or undead sources, or to shrug off negative energy levels inflicted by a necromancy spell or undead creature.

Lore of Lethe (Su): At 10th level, the Hadean strider can draw on the power of the river of forgetfulness to wash away not only an opponent's memories, but her very self. Once per day, the Hadean strider may make a melee touch attack as a standard action. If successful, the target must make a Will save against a DC of 18 + the Hadean strider's Charisma modifier, or be affected as if by a *feblemind* spell.

TABLE 2-5: THE HADEAN STRIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Darkvision, lore of the dead, shadewalker
2nd	+1	+3	+0	+3	Fear immunity
3rd	+2	+3	+1	+3	Lore of Acheron
4th	+3	+4	+1	+4	Lore of Tantalus
5th	+3	+4	+1	+4	Lore of Sisyphus
6th	+4	+5	+2	+5	<i>Lore of Phlegethon</i>
7th	+5	+5	+2	+5	Lore of Cerberus
8th	+6	+6	+2	+6	Lore of Ixion
9th	+6	+6	+3	+6	Lore of Cocytus
10th	+7	+7	+3	+7	Lore of Lethe

HERALD OF THE SEA

Devoted servant of one of the many gods of the ocean, the herald of the sea channels the raw fury of the ocean, and speaks the god's prophecies. As serene as the deeps or as violent as a storm, a herald of the sea is a moody creature, often reacting to unseen stimuli — an earthquake many miles away can have disastrous results for a coastline.

Clerics of Poseidon and druids are the most likely to become heralds of the sea, other classes can qualify as well, but a character without some divine spell casting ability will probably not find the herald of the sea class worthwhile. Although the majority of heralds of the sea are in Poseidon's service, other divinities of the sea such as his wife Amphitrite or the Titaness Tethys might also grant a measure of their power in this fashion.

Herald of the sea NPCs can sometimes be found serving as the high priests or priestesses of Poseidon in coastal or island city-states. Others spend more time away from human settlements, interacting with other humans only to deliver warnings or enact the god's vengeance.

Hit Die: d8.

REQUIREMENTS

To qualify to become a herald of the sea, a character must fulfill all the following criteria.

Skills: Handle Animal 5 ranks, Profession (Sailor) 5 ranks, Knowledge (religion) 8 ranks.

Languages: Aquan

Spells: Able to cast *control water*.

Special: The character must undergo a drowning ritual — priests of the sea god take the character miles off shore, strap him to the back of a horse, and cast both rider and mount into the ocean. If the would-be herald is pleasing to the sea god, he will survive and find his way to shore, a 1st-level herald of the sea.

CLASS SKILLS

The herald of the sea class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (mythology) (Int),

Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the herald of the sea prestige class.

Weapon and Armor Proficiency: The herald of the sea is proficient with all simple weapons, plus trident, harpoon and net. The herald of the sea gains no additional armor proficiency.

Spells per Day: At 1st, 2nd, 3rd, 4th, 6th, 7th, 8th and 10th level, the herald of the sea gains new spells per day as if he had also gained a level in whatever divine

spell-casting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (extra uses of *remove disease* as a spell-like ability, turning undead and so on).



If a character had more than one divine spellcasting class before he became a herald of the sea, he must decide to which class he adds each spellcasting level of herald of the sea for the purpose of determining spells per day.

Bonus Domain: The character gains access to the bonus herald of the sea domain, which draws on a portion of the shapechanging power common to sea-gods. The character receives the command water creatures domain power (see below), and may choose from this domain when selecting his domain spell for each level. (If he has levels of cleric, the character now has three domain spell lists to choose from).

If the character does not have domain spells from another class, he still gains the granted power, and may add the herald of the sea domain spells to his spell list when preparing divine spells (although he does not gain a bonus spell).

HERALD OF THE SEA DOMAIN

Granted Power: The herald of the sea may rebuke, command or bolster water creatures as an evil cleric rebukes undead. This ability may be used a total number of times per day equal to 3 + the character's Charisma modifier. If the character possessed the ability to command water creatures before taking levels in this prestige class, the character's herald of the sea levels stack with his cleric levels for purposes of rebuking, commanding or bolstering water creatures.

Herald of the Sea Domain Spells

- 1 **Enlarge Person:** Humanoid creature doubles in size.
- 2 **Mount:** Summons riding horse for 2 hours/level.
- 3 **Phantom Steed:** Magic horse appears for 1 hour/level.
- 4 **Polymorph:** Gives one willing subject a new form.
- 5 **Baleful Polymorph:** Transforms subject into harmless animal.
- 6 **Transformation:** You gain combat bonuses.
- 7 **Earthquake:** Intense tremor shakes 5-ft./level radius.
- 8 **Polymorph Any Object:** Changes any subject into anything else.
- 9 **Shapechange:** Transforms you into any creature, and change forms once per round.

Fast Swim (Ex): At 1st level, the herald of the sea gains a swim movement rate equal to one-half of his land speed. At 4th level, his swim speed increases to equal his land speed, and at 7th, the character adds an additional 20 feet to his swim speed.

Possessed (Su): While not strictly a class "ability," the herald of the sea is subject to possession by the spirit of his deity. In effect, the character becomes an NPC for a short period of time, usually somewhere between one minute and an hour. The god (or goddess) may use this time within the character's body to speak prophecies, punish the faithless, or even pursue romantic affairs. This possession may be part

of game-play, or happen behind the scenes (at the GM's discretion), but the herald of the sea character does not have any memory of the event in either case.

The deity most likely will not be overly concerned about the situation he's left his herald in when the possession ends. Angry husbands, enraged kings, upset populaces or all of the above may follow in the wake of the god's foray into mortal life!

As a cautionary note to the GM, the possessed class feature goes directly counter to the d20 game's general assumption of player primacy in character decision-making. Keeping your players in mind, you should carefully consider what uses of this class feature (if any) are appropriate for your game. The possessed class feature is presented here simply as a means to encourage thematic (and intriguing) play. Removing it from the class altogether will not negatively impact the herald of the sea.

Water Breathing (Su): At 3rd level, the herald of the sea gains the ability to breathe water as if under the permanent effects of a *water breathing* spell.

Speak with Marine Animals (Su): At 5th level, the herald of the sea may speak with any marine animals as if under the permanent effect of a *Speak with Animals* spell. This spell does not allow communication with animals of less than 2 Intelligence (such as mollusks), but it does allow the herald of the sea to communicate with animals and birds that spend most of their time in or on the ocean, such as seagulls.

Aquatic Cohort: At 5th level, the herald of the sea gains an aquatic or marine cohort, much as if he possessed the Leadership feat. If the character already possesses the Leadership feat, he gains another cohort without having to recruit it. This cohort is automatically two levels lower than the herald of the sea, regardless of the herald of the sea's comparative Leadership score. Tritons, merfolk and sea cats are a few examples of thematic aquatic cohorts, and an evil herald of the sea might attract a harpy.

Crushing Blow (Su): The 6th level herald of the sea has learned how to bring the crushing pressure of the deep sea to bear with his melee attacks. Once per day as a free action, he gains a bonus to melee damage equal to one half of his herald of the sea level (rounded down). This bonus lasts for a number of rounds equal to his Constitution modifier.



Tidal Spell (Su): The 9th level herald of the sea can embody the relentless nature of the ocean's tide within his divine spells. Once a day as a free action, he can cause one of his divine spells to force two saving throws. This ability does not change the spell's effect, but an opponent must make two separate saving throws to resist or mitigate the tidal spell (per the individual spell's description).

For example, a herald of the sea casts a *harm* spell using the tidal spell ability. He still must succeed at a touch attack to affect his target, but

if his target fails either of the required saves, the target suffers full damage.

In addition, a herald of the sea using the tidal spell ability may make two attempts to penetrate an opponent's spell resistance. Should either of his spell penetration checks succeed, the tidal spell takes effect normally (and still forces two saving throws, as above).

The herald of the sea may only use the tidal spell ability to enhance a spell up to three levels below the highest-level spell he can cast.

TABLE 2-6: THE HERALD OF THE SEA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bonus domain, fast swim I, possessed	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	—	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Water breathing	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Fast swim II	+1 level of divine spellcasting class
5th	+3	+4	+1	4	Speak with marine animals, aquatic cohort	—
6th	+4	+5	+2	+5	Crushing Blow	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Fast swim III	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Tidal Spell	—
10th	+7	+7	+3	+7	—	+1 level of divine spellcasting class

MASTER PANKRATIAST

The martial art of pankration — a word that has been defined as “all-powers” or “all-powerful” — is a style of unarmed combat that is justly famous throughout the civilized lands. It is a largely grappling style, but one that incorporates heavy use of fists, knees, elbows and kicks, as well as focusing on brutal joint locks and destructions. It is in part due to its viciousness that pankration (also called “*the pankration*”) has achieved such popularity as a sport. The pankration is particularly popular among dwarves and spartes, as both peoples are so hardy that their champions can endure longer and survive more brutal matches. Many half-orcs are also drawn to the pankration, though their matches tend to be over more quickly — a half-orc’s opponent must disable the half-orc quickly, or be brutally punished by the half-orc’s great strength.

True masters of the pankration, however, are more than just skilled athletes. A master pankratiast is said to be able to wrestle great monsters to the ground, pulling down minotaurs and chimerae as easily as a shepherd might hold down a lamb. His hands are as deadly as spears, and he is able to resist the most fearful punishment.

Fighters and barbarians are naturally attracted to the sheer power of the pankration, as are some rangers and a few clerics (particularly of Ares). A monk who specializes in grappling may find the mastery of pankration extremely appealing. There is nothing inherently dishonorable about pankration, though most paladins lack the merciless streak that allows one to truly master the art. Druids, rogues, bards, sorcerers and wizards are unlikely to aspire to the rank of master pankratiast.

An NPC
master pan-
kratiast

often runs his own school, teaching the finer points of the art to pupils he considers worthy. Many enter athletic contests whenever they get the opportunity, which is often a nasty surprise to other contestants in the wrestling or boxing events. Some master pankratiasts live apart from the hubbub of city life, choosing to hone their skills by wrestling bulls or wild bears.

Hit Die: d10.

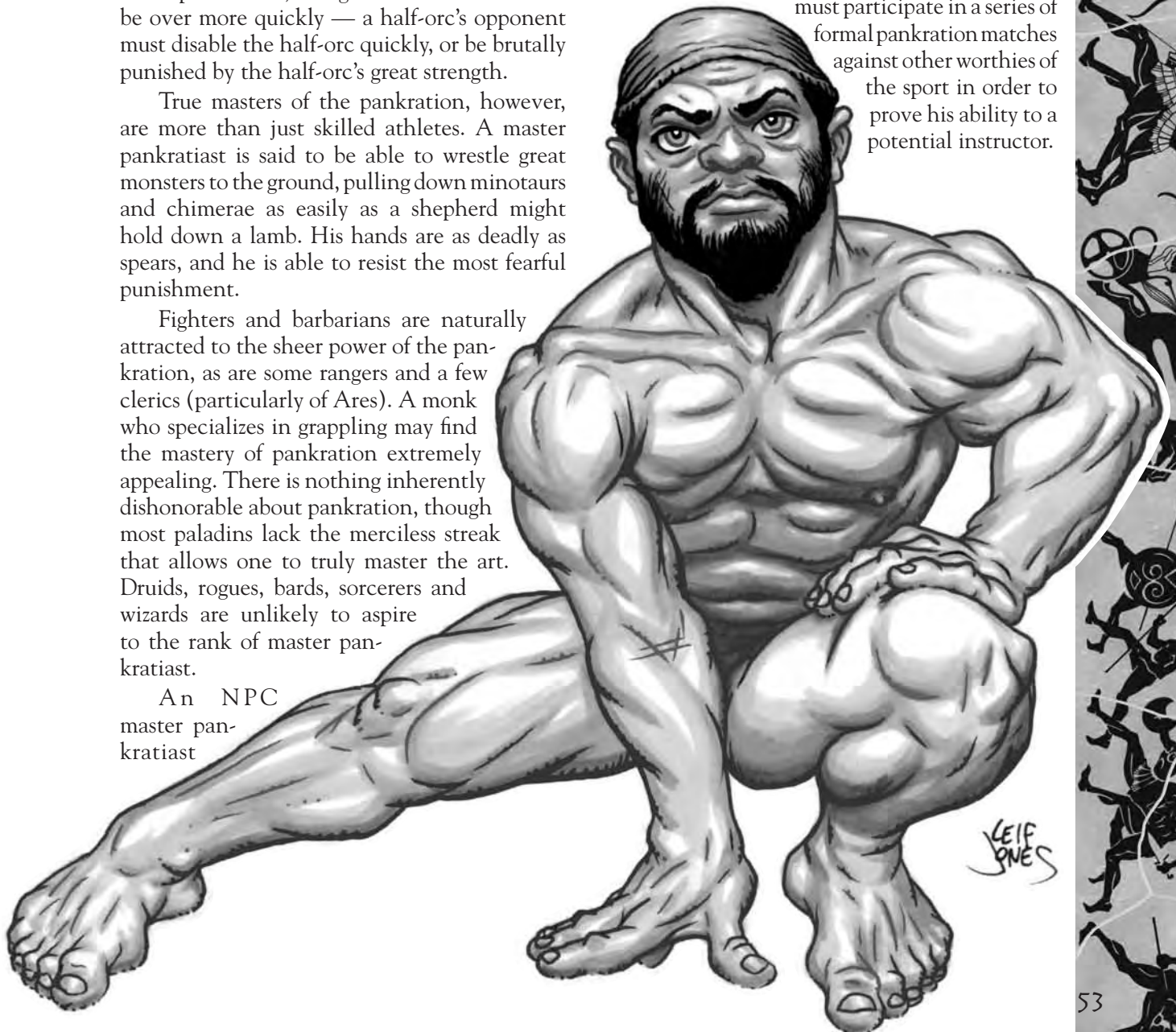
REQUIREMENTS

To qualify to become a master pankratiast, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Feats: Improved Grapple, Improved Unarmed Strike, Toughness

Special: The aspiring master pankratiast must participate in a series of formal pankration matches against other worthies of the sport in order to prove his ability to a potential instructor.



CLASS SKILLS

The master pankratiast class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Profession (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the master pankratiast prestige class.

Weapon and Armor Proficiency: The master pankratiast gains no additional weapon or armor proficiencies.

Increased Unarmed Damage: When a master pankratiast is grappling an opponent, he is able to cause more damage than an ordinary person would, as shown on Table 2–7. This damage may be either lethal or nonlethal, at the master pankratiast’s discretion. This increased damage applies only during a grapple, and not with ordinary unarmed strikes.

Endurance Conditioning (Ex): The master pankratiast gains a +2 bonus on saving throws against necromantic effects, or to resist fatigue.

Agile Grappler (Ex): Beginning at 2nd level, while grappling an opponent, a master pankratiast does not lose his Dexterity bonus to Armor Class against opponents he is not grappling. However, if pinned, he loses his Dexterity bonus to Armor Class, in addition to the usual penalties.

Stunning Strike (Ex): At 3rd level, a master pankratiast who is grappling an opponent may attempt a stunning strike. This requires an opposed grapple check made in place of an attack. If successful, the master pankratiast inflicts damage as usual, and forces the foe to make a Fortitude save (DC 10 + the master pankratiast’s class level + the master pankratiast’s Strength modifier). A defender who fails the saving throw is stunned for one round. The master pankratiast can use this ability once per day, rising to twice per day at 6th level and three times per day at 10th level. The master pankratiast may only make one attempt at a stunning strike per round.

Exceptional Leverage (Ex): As the master pankratiast advances in his art, he becomes capable of controlling an opponent’s movements by controlling only a single limb. At 4th level, the master pankratiast may ignore up to one size category of his opponent’s size

modifier during grapple checks. Thus, a Huge cyclops wrestling a master pankratiast would be treated as Large, although only for purposes of grapple checks. At 8th level, the master pankratiast can ignore up to two size categories of difference. This ability cannot reduce an opponent’s effective size category below that of the master pankratiast. Thus, a halfling with 8 levels of master pankratiast could reduce a Large ogre’s effective size category to Small for purposes of grapple checks, but he could not reduce a Medium opponent’s effective size category to Tiny.

Joint Pop (Ex): At 5th level, when the master pankratiast is grappling an opponent, he may attempt a joint pop as an action in place of an attack. The master pankratiast must make an opposed grapple check; success indicates that he deals damage as if choosing the “damage your opponent” option. In addition, the opponent must make a Fortitude save at a DC equal to the hit points of damage dealt, or take 1d4 points of temporary Dexterity damage. The master pankratiast may attempt a joint pop maneuver a number of times per day equal to his levels in the master pankratiast class. Failure to win the opposed grapple check ruins the attempt, and counts as one of the uses for the day. The master pankratiast may only make one attempt at an ability-damage maneuver per round.

Bone Crack (Ex): At 7th level, when the master pankratiast is grappling an opponent, he may attempt a bone crack as an action in place of an attack. The master pankratiast must make an opposed grapple check; success indicates that he deals damage as if choosing the “damage your opponent” option. In addition, the opponent must make a Fortitude save at a DC equal to the hit points of damage dealt, or take 1d4 points of temporary Constitution damage. The master pankratiast may attempt a bone crack maneuver a number of times per day equal to his levels in the master pankratiast class. Failure to win the opposed grapple check ruins the attempt, and counts as one of the uses for the day. The master pankratiast may only make one attempt at an ability-damage maneuver per round.

Tendon Rip (Ex): At 9th level, when the master pankratiast is grappling an opponent, he may attempt a tendon rip as an action in place of an attack. The master pankratiast must make an opposed grapple check; success indi-

cates that he deals damage as if choosing the “damage your opponent” option. In addition, the opponent must make a Fortitude save at a DC equal to the hit points of damage dealt, or take 1d4 points of temporary Strength damage from torn or strained muscles or tendons. The master pankratiast may attempt a tendon rip

maneuver a number of times per day equal to his levels in the master pankratiast class. Failure to win the opposed grapple check ruins the attempt, and counts as one of the uses for the day. The master pankratiast may only make one attempt at an ability-damage maneuver per round.

TABLE 2-7: THE MASTER PANKRATIAST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Grapple Damage (Medium/Small)
1st	+1	+2	+0	+0	Endurance conditioning	1d4/1d3
2nd	+2	+3	+0	+0	Agile grappler	1d6/1d4
3rd	+3	+3	+1	+1	Stunning strike 1/day	1d6/1d4
4th	+4	+4	+1	+1	Exceptional leverage	1d8/1d6
5th	+5	+4	+1	+1	Joint pop	1d8/1d6
6th	+6	+5	+2	+2	Stunning strike 2/day	1d10/1d8
7th	+7	+5	+2	+2	Bone crack	1d10/1d8
8th	+8	+6	+2	+2	Exceptional leverage II	2d6/1d10
9th	+9	+6	+3	+3	Tendon rip	2d6/1d10
10th	+10	+7	+3	+3	Stunning strike 3/day	2d8/2d6



OLYMPIC PARAGON

Driven by the desire to achieve physical perfection, the Olympic paragon is an athlete without parallel, able to perform feats of agility and strength that ordinary mortals can only dream of. She swims as though born to a sea-god, runs like the gazelle, and hurls javelins as though they were thunderbolts. Although athletic competitions are where the Olympic paragon is at her best, her skills also make her a sought-after companion on adventures. Jason himself insisted on bringing some of the world's greatest athletes with him on the quest for the Golden Fleece, and they served him well.

Members of the most physical classes — monks, fighters, barbarians, rogues, rangers and paladins — are the most likely to excel at the role of Olympic paragon. Of these classes, the monk, fighter and rogue gain the most from the enhanced physical prowess of this prestige class, while sacrificing the least.

As NPCs, Olympic paragons are most frequently encountered at athletic contests they have some stake in. Some actually refrain from participating in such contests, unless they have good reason to believe that the other competitors are of similar caliber. A retired Olympic paragon may serve as a trainer to new generations of heroes, and may be a mentor figure to almost any sort of hero.

Hit Die: d10.

REQUIREMENTS

To qualify to become an Olympic paragon, a character must fulfill all the following criteria.

Skills: Jump 8 ranks, Tumble 4 ranks

Feats: Any four of the following: Acrobatic, Agile, Athletic, Endurance, Improved Grapple, Improved Unarmed Strike, Run.

Special: Cumulative Strength, Dexterity and Constitution bonuses totaling +5 or greater.

CLASS SKILLS

The Olympic paragon class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Olympic paragon prestige class.

Weapon and Armor Proficiency: The Olympic paragon is proficient with all simple weapons, and with light armor.

Fast Movement (Ex): The Olympic paragon's base speed is increased by an amount dependent on class level, as determined in Table 2–8. This extra movement can be maintained in light or medium armor, or when carrying a light or medium load. If the Olympic paragon wears heavy armor or is carrying a heavy load, she does not benefit from the fast movement ability.

Mighty Leap (Ex): The Olympic paragon is treated as one size category larger than she actually is for purposes of vertical reach when jumping, as detailed under the Jump skill in the *Player's Handbook*.

Power Throw (Ex): At 2nd level, the Olympic paragon may add 10 feet to the range increment of any thrown weapon; she can throw a javelin, dart or the like farther and more accurately than even a trained soldier. This applies even to weapons that are not designed to be thrown (although the penalty to the attack roll and critical hit rules remain unchanged). Thus, an Olympic paragon throwing a javelin would have take no range penalty to her attack roll out to a distance of 39 feet, and would be at a –2 penalty if the target was between 40 and 79 feet away, and so on.

Evasion (Ex): At 3rd level, the Olympic paragon gains the evasion ability. If she makes a successful saving throw against an attack that normally deals half damage on a successful save, she takes no damage. Evasion can be used only if the Olympic paragon is wearing light or no armor. A helpless character (such as one who is paralyzed) cannot benefit from evasion.

Power Swimmer (Ex): With a successful Swim check, the Olympic paragon is able to move half her speed as a move action or her full speed as a full-round action. In addition, the Olympic paragon is able to hold her breath

for a number of rounds equal to one and one-half her Constitution score (rounding up) if she does nothing other than take move actions or free actions.

Swift Climber (Ex): At 4th level, the Olympic paragon is able to climb at half her speed without incurring the usual -5 penalty to Climb checks for accelerated climbing.

Ability Bonus: At 5th level, and again at 10th level, the Olympic paragon gains a $+1$ innate bonus to Strength, Dexterity or Constitution. This bonus is in addition to any ability bonuses gained from character level.

Champion of the Ring (Ex): At 6th level, the Olympic paragon gains a $+2$ morale bonus to unarmed strike attack rolls and to grapple checks.

Improved Evasion (Ex): At 7th level, the Olympic paragon gains the improved evasion ability. She still takes no damage if she makes a successful saving throw against an attack that normally deals half damage on a successful save.

However, even if she fails her save, she

takes only half damage. Improved evasion can be used only if the Olympic paragon is wearing light or no armor. A helpless character (such as one who is paralyzed) cannot benefit from improved evasion.

Indefatigable (Ex): At 8th level, the Olympic paragon is so hardy that she can shrug off many lesser forms of punishment. The character gains damage reduction $5/-$ versus nonlethal damage. This damage reduction does not apply to lethal damage taken from what are ordinarily nonlethal attacks (such as the unarmed strike from a character with Improved Unarmed Strike who is opting to inflict lethal damage).



Killing Throw (Ex): At 9th level, the Olympic paragon does an additional 1d6 points of extra damage when throwing a weapon. This

extra damage, like sneak attack damage, is not multiplied should the Olympic paragon achieve a critical hit.

TABLE 2-8: THE OLYMPIC PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Speed Bonus
1st	+1	+2	+2	+0	Mighty leap	+10 feet
2nd	+2	+3	+3	+0	Power throw	+10 feet
3rd	+3	+3	+3	+1	Evasion, power swimmer	+10 feet
4th	+4	+4	+4	+1	Swift climber	+10 feet
5th	+5	+4	+4	+1	+1 ability bonus	+20 feet
6th	+6	+5	+5	+2	Champion of the ring	+20 feet
7th	+7	+5	+5	+2	Improved evasion	+20 feet
8th	+8	+6	+6	+2	Indefatigable	+20 feet
9th	+9	+6	+6	+3	Killing throw	+30 feet
10th	+10	+7	+7	+3	+1 ability bonus	+30 feet

PALLADIAN DEFENDER

The priestess who guards her temple during the sack of her city, the warrior who holds a gate against an oncoming horde, the champion who fights an army to buy his comrades time — all these exemplify the spirit of the Palladian defender. The Palladian defender blends the power of an exemplary defensive fighter with the sacred might of an Athenian priest, becoming a bulwark against invaders, and bolstering her allies in the face of danger.

Clerics of Athena or other civic gods stand to gain the most from taking levels in Palladian defender, although paladins with a strong sense of community may also find themselves drawn to the path.

NPC Palladian defenders are most common in areas where Athena is a popular local goddess, though even then they are relatively rare. They usually play some sort of role in the defense of a city, either serving in the military or in the Athenian priesthood. While player-controlled Palladian defenders are often sent on the offensive, to strike preemptively at the threats facing their communities, NPC Palladian defenders are more likely to remain within the territories they're sworn to protect.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Palladian defender, a character must fulfill all the following criteria.

Alignment: Lawful good, lawful neutral or neutral good.

Base Attack Bonus: +4

Skills: Intimidate 4 ranks

Feats: Diehard, Weapon Focus (longspear)

Spellcasting: Must be able to cast *shield other*

CLASS SKILLS

The Palladian defender class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowl-

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edge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Palladian defender prestige class.

Weapon and Armor Proficiency: The Palladian defender is proficient with simple and martial weapons, and with all forms of armor and shields.

Spells per Day: At 2nd level, and at every other level thereafter, a Palladian defender with levels in a divine spellcasting class gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (extra uses of *remove disease* as a spell-like ability, turning undead and so on). In effect, she divides her Palladian defender level by 2 and adds that to the level of whatever other divine spellcasting class the character may possess, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before she became a Palladian defender, she must decide to which class she adds each alternate level of Palladian defender for the purpose of determining spells per day.

War Song (Su): When they are accepted into the order, newly made Palladian defenders learn the art of the war song. Through the combination of inspiring verse and the character's own personal faith, the Palladian defender may bolster the morale of her allies and grant them supernatural protections.

At 1st level, the Palladian defender's war song grants a +1 morale bonus to Armor Class and saving throws for every ally within 60 feet of the character. For allies within 10 feet, this bonus increases to +2.

At 3rd level, all affected allies gain an additional +2 morale bonus to their saves against magical fear effects.

At 6th level, the bonus against magical fear increases to +4.

At 9th level, all affected allies become immune to magical fear effects.

The war song requires a standard action to begin, and cannot be disrupted, except for conditions (such as magical silence) that prevent the character's allies from hearing it. The war song does not affect a deafened character. If the character ceases singing for any reason, that usage of the war song ends. The Palladian defender may maintain her war song by using either a standard action or a move-equivalent action each round. In effect, while she is singing her war song, she can either move or fight, but not both in the same round.

The Palladian defender may not cast any spells that require a verbal component while maintaining her war song, but she could (for example) cast Silenced spells with her standard action. A Palladian defender may begin her war song a number of times per day equal to her Constitution modifier (with a minimum of 1 time per day).

Shield Wall (Ex): At 2nd level, the Palladian defender may use her long spear in one hand without any penalty.

Elysian Field (Ex): At 4th level, a Palladian defender's dedication to her cause inspires her to acts of great hardiness. The character no longer dies at -10 hit points. Instead, she now dies when her hit point total is equal to or less than her negative Constitution score. If her constitution score is less than 10, this ability has no effect.

Terrible Cry (Sp): At 5th level, the Palladian defender gains the ability to use her war song to dishearten her enemies. While her war song is in effect, all hostile creatures within 60 feet of the character must make a Willpower saving throw (DC 10 + 1/2 the character level + Constitution modifier) or suffer a -1 penalty on attacks, damage, saving throws, and skill checks. All enemies within 10 feet that fail their save take a -2 penalty on these checks, and are considered shaken.

The *terrible cry* ability affects creatures that are considered hostile (see the Diplomacy skill description for details), even if they are not engaged in combat.

Shield Specialist (Ex): By 7th level, the Palladian defender has mastered the use of her shield for defensive purposes. She can now protect any allies within five feet, allowing them to substitute the Palladian defender's shield bonus to Armor Class for their own (if the Palladian

defender's bonus is greater). Allies who leave the 5-foot radius around the Palladian defender lose this bonus immediately (and do not, for example, retain it if they provoke an attack of opportunity).

Redoubtable Phalanx (Su): By 8th level, the Palladian defender's war song is such a potent force that while the war song is active, all allies within ten feet of the character come under the effects of a *shield other* spell, as if cast by the Palladian defender. Unlike a normal application of the spell, the damage taken by the Palladian defender is considered nonlethal damage. The *shield other* effect provided by this ability continues only so long as the Palladian defender maintains her war song.

The Palladian defender may choose whether or not to lace her war song with the redoubtable

phalanx ability, but she must make that choice when she begins the war song. Once she has added the redoubtable phalanx ability to her war song, she must end the song in order to suspend this effect.

Dancing Weapon (Sp): As a standard action, a 10th-level Palladian defender may release any melee weapon that she used to harm a foe the previous round (i.e., dealt hit point damage with) and cause it to dance in a manner similar to the dancing special magic weapon property. The weapon fights using the Palladian defender's base attack bonus, and retains any enhancement bonuses and special qualities, but does not use the character's Strength adjustment. The weapon dances for a number of rounds equal to the Palladian defender's Constitution score.

TABLE 2-9: THE PALLADIAN DEFENDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	War song	—
2nd	+2	+3	+0	+0	Shield wall	+1 level of spellcasting class
3rd	+3	+3	+1	+1	—	—
4th	+4	+4	+1	+1	Elysian field	+1 level of spellcasting class
5th	+5	+4	+1	+1	<i>Terrible cry</i>	—
6th	+6	+5	+2	+2	—	+1 level of spellcasting class
7th	+7	+5	+2	+2	Shield specialist	—
8th	+8	+6	+2	+2	Redoubtable phalanx	+1 level of spellcasting class
9th	+9	+6	+3	+3	—	—
10th	+10	+7	+3	+3	<i>Dancing weapon</i>	+1 level of spellcasting class



PROMETHEAN MAGOS

"To a high-piercing, headlong rock / In adamant chains that none can break. / Forever shall the intolerable present grind you down"

"...There is no force which can compel my speech. / So let Zeus hurl his blazing bolts, / And with the white wings of the snow, / With thunder and with earthquake, / Confound the reeling world.

"None of this will bend my will."

— Hesiod, *Theogony*

There are those disciples of knowledge who are not content to merely absorb the accumulated wisdom of the ages. The irregular caress of the Muses is not enough for such insatiable minds; for those hungry few with both the desire and the wherewithal to touch it, the Promethean Flame beckons. Basking in the light of all that is or could be, the Promethean magos is a mystic and a master of hidden lore; a keeper of deep secrets.

As the name might suggest, most Promethean magi are sorcerers and wizards, although clerics with the knowledge domain may be interested in the class as well. NPC Promethean magi are most often encountered alone — they are the archetypal "hermits on the mountain," although a symbolic mountain might take the place of a literal one; the pale and reclusive scholar who is only ever glimpsed rooting among the scrolls of the great Library is probably a Promethean magos.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Promethean magos, a character must fulfill all the following criteria.

Skills: Knowledge (any three) 10 ranks.

Feats: Any one metamagic feat.

Languages: The character must speak at least three languages.

Spellcasting: The character must possess the ability to cast at least three divination spells, one of which must be *clairaudience/clairvoyance*.

Special: The character must learn a secret ritual in order to create his Sacred Flame (see below). This ritual is most often passed down from master to pupil, but an enterprising (or lucky) supplicant could discover the ritual within an ancient text or carving, at the DM's discretion.

CLASS SKILLS

The Promethean magos class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all) (Int), Speak Language, and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Promethean magos prestige class.

Weapon and Armor Proficiency: The Promethean magos gains no additional weapon or armor proficiencies.

Spells per Day/Spells Known: When a new Promethean magos level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Promethean magos to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Sacred Fire (Su): An aspiring Promethean magos creates for himself a magical recreation of the primal fire given to mortal man. This enchanted flame is most often kept within a vessel, so it may be transported, as it serves as a focus for the Promethean magos, allowing him to enhance his magic and expand his mind. Some magi will place their sacred fire on a staff or weapon (in a manner similar to the *continual flame* spell), but most remain true to their nature, and prefer to keep their flame hidden.

All of the Promethean magos' special class abilities (except for the effective spellcasting levels, and the bonus skill ability) require the magos to be within 5 feet of his sacred fire. The sacred fire does not require any fuel, nor does it obey normal physical laws (it will burn under water, and resist even the stiffest breeze), although it can be extinguished by a targeted *dispel magic* or similar spell effects. The sacred fire uses the magos' current character level for purposes of opposed caster level checks.

If the Promethean magos loses his sacred fire, he can create a new flame for himself by

spending a week in solitary ritual and consuming material components of a value equal to 1000 x (current Promethean magos level - 1) gp.

Bonus Skill: At 2nd level, and again at 5th level, the Promethean magos may add any single skill to his Promethean magos class skill list.

Sum of All Knowledge (Su): By chanting and gazing into his sacred fire for ten minutes, a magos of at least 3rd level may answer questions by making a Knowledge skill check as if he had five ranks in the most relevant Knowledge skill. This ability does not actually grant any ranks in the skill, and the magos does not gain any synergy bonuses.

Sum of All Endeavor (Sp): By spending one round mentally focusing on his sacred flame (and taking no other action), the Promethean magos can grant himself a +10 insight bonus to the next skill or ability check he attempts, provided he does so in the round immediately following the insight.

Sum of All Will (Su): Having spent enough time contemplating Prometheus' trials, the 6th-level magos gains a +2 insight bonus on all Will saving throws (so long as he remains within 5 feet of his sacred flame).

Sum of All Faith (Su): By spending ten minutes meditating before his sacred flame, the Promethean magos

may prepare one spell from the cleric spell list as if it were known to him and in his spell books.

If the magos is a spontaneous caster, he may use this ability to substitute one of his known spells for a spell of the same level from the cleric spell list.

Sum of All that Is Lost (Su): At 8th level, the magos gains the ability to use hidden secrets to overcome his opponents' resistance to his mental spells. When he is within five feet of his sacred flame, all his spell DCs that target a Will saving throw increase by +1. This ability stacks with bonuses to the DC from the Spell Focus and Greater Spell Focus feats.

Sum of All Lore (Su): Immediately upon reaching level 9, the character may select one metamagic feat that he already knows. Sum of All Lore reduces the additional spell levels added to any spells prepared with this feat by one. For example, a quickened *fox's cunning* would normally require a 6th-level slot. With the Sum of All Lore (Quicken Spell) ability, the Promethean magos could prepare a quickened *fox's cunning* as a 5th-level spell. This ability only applies to one metamagic feat, and that feat may not be changed once selected.

Promethean Fire (Su): At 10th level, the Promethean magos has transformed his sacred flame into a perfect replica of the original fire Prometheus gave to mankind. His sacred flame is no longer subject to dispelling (or extinguishing by any means save divine intervention, or a *miracle* spell).



The power of the Promethean Flame is so great, that while he is within 5 feet of his Promethean flame, the magos gains an additional +2

insight bonus on Will saving throws (for a total of +4), and an additional +1 bonus to spell DCs that target Will saves (for a total of +2).

TABLE 2-10: THE PROMETHEAN MAGOS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Promethean flame	+1 level of existing spellcasting class
2nd	+1	+1	+1	+3	Bonus skill	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Sum of all knowledge	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	<i>Sum of all endeavor</i>	+1 level of existing spellcasting class
5th	+2	+2	+2	+4	Bonus skill	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Sum of all will	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Sum of all faith	+1 level of existing spellcasting class
8th	+4	+3	+3	+6	Sum of all that is lost	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Sum of all lore	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Promethean fire	+1 level of existing spellcasting class

SACRED HUNTRESS

The devoted of Artemis are hunters as much as they are priestesses; they worship their virgin moon-goddess in the wild places, offering the prey they hunt as sacrifice on altars of uncarved stone. The most skillful of these hunter-priests are sometimes initiated into a loftier and more mystical circle, and are taught divine secrets of hunting that are known only to the goddess' beloved. The sacred huntress lives her life in imitation of Artemis, giving herself over to the hunt.

Male sacred hunters do exist, though they are in the minority.

Artemis prefers female servants, but a man who is chaste and who gives himself more to the sacred office of the hunt than to civilized life may earn her blessing. A sacred hunter does not earn any particular prejudice from his sisters, who generally agree that if Artemis approves, it is not their place to object.

Most sacred huntresses begin their careers as druids or rangers, and find the prestige class simply a tighter focus of the path they were already traveling. Some begin as clerics; these are generally the huntresses most likely to get along well with more "civilized" people, as their priestly duties were more social.

As NPCs, sacred huntresses are often found as caretakers of sacred groves or other sites dear to the goddess; pools where Artemis is said to have stopped to bathe are considered especially holy (and guarded especially fiercely). Although powerful figures within the religion, sacred huntresses are rarely the heads of their cults, as they are more given to practicing their duties on the hunt than overseeing other priests of Artemis. Wild tribes of elves are particularly given to the worship of the Great Huntress, and sacred huntresses hold great favor among their clans.

Hit Die: d8.



REQUIREMENTS

To qualify to become a sacred huntress, a character must fulfill all the following criteria.

Skills: Craft (bowyer) 8 ranks, Handle Animal 4 ranks, Survival 8 ranks

Feats: Weapon Focus (any bow other than a crossbow).

Spells: Must be able to cast *calm animals*.

Special: The character must be sexually chaste. If the character willingly indulges in sexual activity, she loses all benefits of the sacred huntress prestige class.

CLASS SKILLS

The sacred huntress class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Wis), Heal (Wis), Hide (Dex), Knowledge (mythology) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the sacred huntress prestige class.

Weapon and Armor Proficiency: The sacred huntress is proficient with all simple and martial weapons, and with light armor (but not with shields).

Spells per Day/Spells Known: At 2nd level, and at every other level thereafter, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (increased ability to turn undead or *wild shape*, and so on). In effect, she adds one-half her level in sacred huntress to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character possessed levels in multiple spellcasting classes before becoming a sacred huntress, she must decide to which class she adds each alternate level of sacred huntress for the purpose of determining spells per day (and spells known, if applicable).

Deer's Swiftness (Su): The sacred huntress is capable of temporary bursts of great speed. As a free action, the sacred huntress may double her movement for one round. This ability can

be used a number of times per day equal to the character's levels in sacred huntress.

Divine Health (Ex): The sacred huntress is immune to all diseases, both magical and natural.

Wild Empathy (Ex): The sacred huntress can improve the attitude of an animal, much like a ranger or druid can. This ability functions just like a Diplomacy check made to improve the attitude of a person. The sacred archer rolls 1d20 and adds her sacred huntress level and her Charisma modifier to determine the wild empathy check result. If the sacred huntress previously had any levels in druid or ranger, they stack with the sacred huntress class level for purposes of this check.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the sacred huntress and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A sacred huntress can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she suffers a -4 penalty on the check.

Silver Arrows (Su): Beginning at 2nd level, the sacred huntress may imbue any arrow she fires with the spiritual energy of the moon. Every arrow the sacred huntress fires may, at the sacred huntress' discretion, count as being made of silver for purposes of overcoming damage reduction. The arrowhead does not physically change, but shines with a silvery aura of moonlight until it strikes.

Moon-sight (Ex): At 3rd level, the sacred huntress is able to see as clearly by moonlight as by daylight. In other conditions of poor illumination where there is no moon (starlight, candlelight, and so on), she may see twice as far as a human in similar circumstances, and retains her ability to distinguish color and detail.

Bonus feat: At 3rd and 9th levels, the sacred huntress may select a bonus feat from the following list: Animal Affinity, Athletic, Far Shot, Improved Precise Shot, Manyshot, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Self-Sufficient or Shot on the Run. The character must still meet any prerequisites for the feat she chooses.

Enhance Arrow (Su): At 4th level, every nonmagical arrow a sacred huntress nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the huntress need not spend experience points or gold pieces to accomplish this task. However, a huntress' magic arrows only function for her. The magic arrows she creates gain +1 greater potency, moving up to a +2 bonus, at 8th level. This ability stacks with the silver arrows class ability; at 8th level, the sacred huntress can transform every nonmagical arrow she fires into the equivalent of a +2 silver arrow.

Hunt-wisdom (Ex): At 5th level, the sacred huntress gains a +2 divine bonus on all Handle Animal, Knowledge (nature) and Survival skill checks.

Bane Arrow (Sp): At 7th level, the sacred huntress can imbue one arrow per class level with the bane special quality, against the target of her choice. This takes an attack action, and all the arrows must be in her quiver. The arrows retain

the bane quality only for the sacred huntress; if given to another person, they lose the bane quality. The arrows also lose the bane quality upon striking the targeted foe, or at the end of the encounter. The sacred huntress can use this power once per day; she may also use her bane arrow ability in conjunction with her enhance arrow and silver arrows class abilities.

Arrow of Change (Sp): At 10th level, a sacred huntress can create an *arrow of change* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be polymorphed into an animal of the huntress' choosing, as per the baneful polymorph spell. It takes one day to make an *arrow of change*, and the arrow only functions for the sacred huntress who created it. The *arrow of change* lasts no longer than one lunar month, and the huntress can only have one such arrow in existence at a time. The arrow of change is treated as a +2 silver arrow, although it cannot be imbued with the bane quality by the sacred huntress' bane arrow class ability.

TABLE 2-11: THE SACRED HUNTRESS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Deer's swiftness, divine health, wild empathy	—
2nd	+1	+0	+3	+3	Silver arrows	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Moon-sight, bonus feat	—
4th	+3	+1	+4	+4	Enhance arrow +1	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Hunt-wisdom	—
6th	+4	+2	+5	+5	—	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	<i>Bane arrow</i>	—
8th	+6	+3	+6	+6	Enhance arrow +2	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Bonus feat	—
10th	+7	+3	+7	+7	<i>Arrow of change</i>	+1 level of existing divine spellcasting class



SUN-CHOSEN

sels from danger; like their god, they tend to have an eye for physical beauty.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sun-chosen, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Perform (any) 4 ranks, Heal 4 ranks, Sense Motive 4 ranks

Feats: Weapon Focus (bow or shortbow)

Spells: Ability to cast 1st-level divine spells.

CLASS SKILLS

The sun-chosen class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Wis), Knowledge (religion) (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the sun-chosen prestige class.

Weapon and Armor Proficiency: The

sun-chosen is proficient with all simple weapons, with all bows (but not crossbows), and with all forms of armor (but not shields).

Spells per Day/Spells Known: At

As Artemis has her sacred huntresses, so too does her twin brother Apollo have his sun-chosen. The sun-chosen are priests empowered with the grace of Apollo, and with a measure of his divine light. Though not warriors by trade, the sun-chosen, like the sacred huntresses, devote themselves to archery as a form of worship. They also practice the finer arts of music, song and poetry, and attempt to live their lives in emulation of their god. Sometimes the sun-chosen are called to adventure, and they take to that road with the same bright vigor that informs the rest of their lives.

Most sun-chosen come from the ranks of clerics of Apollo, although some may have been paladins before they ascended to their current rank. A few rangers who worship Apollo enter the sun-chosen ranks; such rangers have a greater affinity for hawks and other birds than they do for the beasts of the field, and tend to hunt by day rather than by night.

NPC sun-chosen are sometimes the high priests of Apollo in their city-states, leading the sun-cults by example. A sun-chosen who acts as priest to a community is hard to forget — he shines with golden sunlight even on the darkest days, and lifts a pure voice in song. Other sun-chosen set out on holy quests for their god, recovering artifacts important to the faith or defending places of artistic beauty. The sun-chosen are particularly given to rescuing fair youths and dam-



2nd level, and at every other level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (increased ability to turn undead or *wild shape*, and so on). In effect, he adds one-half his level in sun-chosen to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character possessed levels in multiple divine spellcasting classes before becoming a sun-chosen, he must decide to which class he adds each alternate level of sun-chosen for the purpose of determining spells per day (and spells known, if applicable).

Divine Shot (Su): The sun-chosen may choose to fire a divinely inspired bow shot as a standard action. When doing so, the character adds his Wisdom bonus to the attack roll and a number of points equal to double his Charisma bonus to the damage roll. The sun-chosen may use this ability a number of times per day equal to his sun-chosen class level.

Light (Sp): The sun-chosen may use the *light* spell at will as a spell-like ability.

Searing Arrow (Sp): Beginning at 2nd level, the sun-chosen may imbue an arrow with the essence of sunlight itself, inflicting additional damage. An arrow so imbued inflicts damage as usual, plus a variable amount of damage based on the sun-chosen level and the creature type. Most creatures take an additional 1d8 per two sun-chosen levels (round down). An undead creature takes 1d6 points of damage per sun-chosen level, and an undead creature particularly vulnerable to sunlight takes 1d8 points of damage per sun-chosen level. A construct or inanimate object only takes an additional 1d6 per two sun-chosen levels (round down). At 1st level, the sun-chosen

may fire one *searing arrow* per day; he may use this ability an additional time per day for every two sun-chosen levels. Using this ability is a standard action (and firing the arrow is part of the action).

Radiant Brow (Su): Beginning at 3rd level, the sun-chosen may choose to emanate a bright halo that envelops his head and features. While this aura is in effect, the sun-chosen gains a +4 circumstance bonus on Diplomacy checks made to inspire awe, and to Intimidate checks. The sun-chosen also gains a +4 circumstance bonus on saving throws made against gaze attacks, as enemies with gaze weapons find it difficult to stare directly at the sun-chosen's features. However, while the halo is in effect, the sun-chosen also suffers a –10 penalty to Hide checks.

Unfailing Vision (Ex): At 5th level, the sun-chosen becomes immune to all magical effects that would cause blindness, short of the power of a god. Bright lights of mundane origin also cannot blind him, although he does not obtain protection from other nonmagical effects that damage the eyes (such as acid). This ability grants no increased ability to see in the dark — the sun-chosen gains no particular vision powers, only protection from effects that would blind him.

Daylight (Sp): Beginning at 5th level, the sun-chosen may invoke a *daylight* effect as a standard action.

Unquenchable Soul (Su): At 7th level, the sun-chosen gains spell resistance equal to 15 + his sun-chosen level against any spells or spell-like abilities with the [Darkness] or [Evil] descriptor.

Sunburst Arrow (Sp): At 9th level, the sun-chosen may, once per day as a standard action, fire a single arrow empowered with a *sunburst* effect. The *sunburst* effect acts as the spell, emanating in a burst from the point where the arrow lands. The DC to save against the effect is equal to 18 + the sun-chosen's Charisma bonus.

TABLE 2-12: THE SUN-CHOSEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Divine shot, <i>light</i>	—
2nd	+1	+0	+3	+3	<i>Searing arrow</i> 1/day	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Radiant brow	—
4th	+3	+1	+4	+4	<i>Searing arrow</i> 2/day	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Unfailing vision, <i>daylight</i>	—
6th	+4	+2	+5	+5	<i>Searing arrow</i> 3/day	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Unquenchable soul	—
8th	+6	+2	+6	+6	<i>Searing arrow</i> 4/day	+1 level of existing divine spellcasting class
9th	+6	+3	+7	+7	<i>Sunburst arrow</i>	—
10th	+7	+3	+7	+7	<i>Searing arrow</i> 5/day	+1 level of existing divine spellcasting class



CHAPTER THREE:

SKILLS, FEATS & EQUIPMENT

SKILLS

For the most part, skills are no different in the typical Hellenic fantasy setting than they are in the standard fantasy setting represented in the *Player's Handbook*. In many ways, ancient Greece was nearly as advanced as were the kingdoms of the medieval period; in some ways, they were arguably more advanced. Regardless, the primary differences were the climate and the technologies available, both of which have profound effects on the trades practiced by the common people of the setting. For this reason, the only real changes to the skills available in the Olympian setting are in

the skills Craft, Knowledge, Perform, Profession and Speak Language. All other skills listed in the *Player's Handbook* are available and unchanged. In addition, two new skills are presented here to flesh out specific social and technological skills important to the Olympian setting.

CRΔFT (INT)

This skill works exactly as presented in the *Player's Handbook*, though it obviously cannot be used to craft items unavailable in the Olympian setting. Unless decided otherwise by the GM,

the default technological level of the Olympian setting is the Bronze Age, so all metal tools, weapons and armor will be made of bronze (see the Olympian Equipment section later in this chapter for details). Since some of the crafts listed in the *Player's Handbook* have not yet been invented, the following list replaces the *Player's Handbook* version: alchemy, armorsmithing, basketweaving, bowmaking, blacksmithing, carpentry, cobbling, gemcutting, jewelry making, leatherworking, locksmithing, painting, playwright, poetry, pottery, sculpting, shipmaking, stonemasonry, trapmaking, weaponsmithing, and weaving.

The following table lists the DC check typically required to craft the new items listed above. (Of course, anyone can write a play or poem even with a check result of 5 or so, but the results are not enough to gain any sort of positive criticism.)

Item	Craft Skill	Craft DC
Play, comedy	Playwright	15
Play, tragedy	Playwright	20
Epic, poem	Poetry	20

KNOWLEDGE (INT)

This skill works exactly as presented in the *Player's Handbook*, though a few of the specific areas of interest listed therein don't apply to the typical Olympian setting. Unless the GM decides otherwise, the Olympian setting is far less influenced by other planes of existence, with the gods, Titans and other supernatural beings typically limited to the material plane, Mount Olympus and Hades. In most cases, these places are not considered separate planes of existence and are instead linked directly to the Olympian world. Therefore, Knowledge (the planes) is not really a viable option. By the same token, the typical Olympian setting campaign deals far less with deep caverns and underworld settings (to say nothing of aberrations and oozes), so Knowledge (dungeoneering) would have very limited use. Of course, both of these Knowledge subsets could have more bearing upon the campaign if the GM so chooses, so you should feel free to play this differently if your group wishes.

In addition to the above, several new areas of Knowledge are particularly relevant to the Olympian setting:

- Mythology (the fall of the Titans, rise of the Olympian gods, their dabbling and affairs with mortals, the heroic deeds of famous heroes, etc.)
- Philosophy (the writings of Plato, Socrates, etc.)

Synergy: If you have 5 or more ranks in Knowledge (mythology), you get a +2 bonus on Craft (playwright) and Craft (poetry) checks.

If you have 5 or more ranks in Knowledge (philosophy), you get a +2 bonus on Perform (act) checks when performing an Olympian play.

If you have 5 or more ranks in Knowledge (philosophy), you get a +2 bonus on Craft (playwright) and Craft (poetry) checks.

PERFORM (CHA)

Entertainment is very important in the Olympian setting, with epic poems and tragic plays capturing the hearts and souls of the populace. This skill works exactly as presented in the *Player's Handbook*, except that a few specific Perform skills are not available due to cultural or technological differences from the standard medieval setting. The following kinds of Perform are not available: Comedy (limericks), Dance (ballet and waltz), Keyboard instruments, and several specific instruments from the other listed instrument types not available in the setting.

PROFESSION (WIS)

This skill works exactly as presented in the *Player's Handbook*, though it obviously cannot be used to for professions that are unavailable in the Olympian setting due to technological or social differences from medieval settings. Since some of the professions listed in the *Player's Handbook* have not yet been invented and others are practiced in this setting that are not listed there, the following list replaces it: apothecary, architect, beekeeper, boater, brewer, cook, driver, farmer, fisher, guide, herbalist, hunter, innkeeper, jeweler, merchant, miller, miner, oracle, physician, porter, potter, rancher, sailor, scribe, siege engineer, slaver, stablehand, tanner, teamster, woodcutter, etc.

Special: Note that the skill Profession (oracle) listed here is for attendants of true oracles (characters with 1 or more ranks of the Prophecy skill (see "New Skills" later in this chapter)) or for charlatans who can practice the profession of fortune telling with no real gift for prophecy.

SPEAK LANGUAGE

The available languages in a Hellenic fantasy game undergo a few changes. Some of the names of languages have been changed for flavor, though they serve the general same purpose. For instance, the Grecian underworld of sinners was seen as a place of gloom and darkness, not a fiery hell; hence "Stygian" is a much more appropriate name than "Infernal." Most languages are derivative



of the original languages (or language) of the gods and Titans, and it can be presumed that these tongues all share a common alphabet due to their common origin. (Otherwise, the table in the *Player's Handbook* can be used.)

The following list presumes the default mix of races; certainly (for instance) if the goblinoid races are not present in a campaign, Goblin should be removed from the list. Renamed languages have the *Player's Handbook* equivalent in parentheses afterward. In addition, one new language is added.

Aquan, Auran, Draconic, Dwarven, Draconic, Druidic (druids only), Echidnan, Elven, Giant, Gnomish, Goblin, Hellenic (Common), Ignan, Olympian (Celestial), Orcish, Terran, Stygian (Infernal), Sylvan

Echidnan: A language descended from the speech of the more monstrous Titans, Echidnan is the language spoken by the various sentient monsters that trace their lineage back to Typhon and Echidna; sample speakers might include medusae (or Gorgons) and krakens. If using the varied alphabets listed in the *Player's Handbook*, Echidnan uses the Draconic script.

NEW SKILLS

CHARIOTEER (DEX)

Use this skill to drive a chariot pulled by horses, bulls or any other suitable creature. If you attempt to drive a mythical chariot (unless you are the creature such a chariot was created by or for), such as Poseidon's seahorse chariot or Apollo's fiery sky-chariot, you suffer a -5 penalty on your Charioteer checks.

Check: Typical charioteering actions don't require checks. You can harness, mount, drive, and dismount from a chariot without a problem.

The following tasks do require checks:

Task	Charioteer DC	Task	Charioteer DC
Guide with one hand	5	Leap	20
Stay on chariot	5	Spur steeds	17
Fight with steeds	10	Control steeds in battle	20
Cover	10	Fast mount or dismount	20 ¹
Soft Fall	15	Retain control after collision	10 ²

¹ Armor check penalty applies.

² This is the base DC, which increases by one for every point of damage the chariot takes upon collision (after hardness).

Guide with One Hand: You can react instantly to guide the chariot's steeds with only one hand, freeing the other to use a weapon in combat. If you fail, you cannot release the reins long enough to free up a hand because you need to use both

to control the chariot.

Stay on Chariot: You can act instantly to try and avoid falling when your chariot's mounts rear wildly or it crashes into or over rough terrain or when you take damage. This usage does not take an action.

Fight with Steeds: If you direct your war-trained steeds to attack in battle, you can still make your own attack or attacks normally (see guide with one hand action). This usage is a free action.

Cover: You can react instantly to drop down behind the lip of your chariot, using it for cover. You can't attack or cast spells while using your chariot as cover. If you fail your Charioteer check you don't get the cover bonus. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a chariot — when the steeds are killed or the chariot crashes, for example. If you fail your Charioteer check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your chariot steeds to leap obstacles as part of their movement. Use your Charioteer modifier or the steeds' Jump modifiers, whichever is lower, to see how far the creatures can jump. If you fail your Charioteer check, you fall off the chariot when the steeds leap and take the appropriate falling damage (at least 1d6 points). Note that even if the steeds succeed in their leap, the chariot itself still strikes the object. If the object is size Medium or larger and has a hardness of at least 5, the chariot takes damage (1d6 points if moving at a walk, 2d6 points if moving at a hustle, 3d6 points if moving at a x3 run, and 4d6 points if moving at a x4 run). If the chariot survives this damage, you must still make a Charioteer check (DC 10 + damage taken) or fall off the chariot. If you fall off the chariot upon impact, or the chariot is destroyed, you take the same amount of damage as the chariot. This usage does not take an action, but it is part of the chariot's movement.

Spur Steeds: You can spur your steeds to greater speed with a move action. A successful Charioteer check increases the steeds' speed by 10 feet for 1 round but deals 1 point of damage to the creatures. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the steeds as the previous round (2 points, 4 points, 8 points, and so on).

Control Steeds in Combat: As a move action,

you can attempt to control light horses, ponies, heavy horses, or other steeds not trained for combat while in battle. If you fail the Charioteer check, you can do nothing else in that round. You do not need to roll for warhorses.

Fast Mount or Dismount: You can attempt to mount or dismount from a chariot as a free action, provided you still have a move action available that round. If you fail the Charioteer check, mounting or dismounting is a move action.

Retain Control After Collision: If the chariot crashes into any object of size Small or larger with at least hardness 3 and survives (see the leap action for suggested damages of a collision) you must make a successful Charioteer check to retain control of the chariot. If this check fails, the chariot careens wildly out of control at the same speed it was moving at the time of the collision and continues to do so until you successfully make the Charioteer check (this is a full-round action). The GM should randomly determine in which direction the chariot heads each round. If the chariot crashes into an object of size Medium or larger that has at least hardness 5 and is still capable of moving (i.e. sideswiping another chariot, rolling over a fallen log, etc.), you must also make a Charioteer check (DC 10 + damage taken) or fall off the chariot. If you fall off the chariot upon impact, or the chariot is

destroyed, you take the same amount of damage as the chariot. This usage does not take an action, but it is part of the chariot's movement.

Action: Varies. Mounting or dismounting normally is a movement action. Other checks are a move action, a free action, or no actions at all, as noted above. Larger chariots can accommodate two passengers, in which case one person is usually dedicated to driving while the other is free to act in other capacities (usually attacking with weapons). While the non-driving passenger is not required to make most of the above checks, he must still check to perform the following tasks: stay on chariot, cover, soft fall, and to remain aboard the chariot after a collision.

Special: If you have the Animal Affinity feat, you get a +1 bonus on Charioteer checks.

The Charioteer skill can be substituted as a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample. See the appropriate feat descriptions Chapter 5 of the *Player's Handbook* for details. Note that if the Charioteer skill is substituted in regards to these feats, then they can only be used while in a chariot and not while riding (and vice versa).

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Charioteer checks.



PROPHECY (WIS; TRAINED ONLY)

Use this skill to peer beyond the veil of time to witness future events and to interpret signs, omens and the fates of people.

Prophecy DC	Task
Not applicable	Earn a living wage for a week's dedicated work serving as an oracle (as per the Profession skill).
10	Identify an omen sent by the gods that you witness.
13	Identify an omen sent by the gods that is related to you by others.
15	Add 2% per caster level (to a maximum of 90%), instead of the typical 1%, to your base chance of receiving a meaningful reply when using the spells <i>augury</i> or <i>divination</i> . A separate roll is required each time such a spell is cast.
15	Interpret an omen or sign. Note that you always believe you have correctly interpreted the omen or sign, so the GM must make this check secretly. If the check is failed, the GM should feel free to provide you with false or misleading information.
20	Add half your Prophecy ranks (rounded down) to the DC of any Divination spell you cast (if a save is allowed).
25	Use Prophecy to "Reveal the Future" once each day. "Revealing the Future" requires you to perform a ritual of some kind, such as consulting the innards of a sacrificed animal or inspecting burnt offerings upon an altar, and takes a minimum of ten minutes. If this check succeeds, you gain a possible insight into the near future. This manifests as a single +2 circumstance bonus on any one initiative check, Spellcraft check, or saving throw that you need to make in the next 24 hours (your choice, but you need to declare your intent to use the bonus before the die is rolled). If the Prophecy check fails, you have misinterpreted the signs and you gain no insight. In extreme circumstances, your probing of the fabric of destiny can irritate the gods, causing them to punish you. If you roll a natural 1 when making your Prophecy check to "Reveal the Future" you are cursed by the gods and for the next 24 hours you suffer a -2 penalty on all initiative rolls, Spellcraft checks and saving throws that you are required to make. If the +2 bonus granted by successfully "Revealing the Future" is not used within 24 hours, it is lost.
30	Beseech the gods to send you a revelation concerning a specific topic through a dream. The GM decides what exactly is related to you if you are successful. This task may only be attempted once a month and never more than once concerning a specific topic. Further attempts anger the gods and often result in divine retribution. You may not take 10 or 20 when attempting this task.

Check: You can glimpse the future and attempt to unravel its mysteries. The DCs for Prophecy checks relating to various tasks are summarized in the table above.

Action: Varies, as noted above.

Try Again: See above.

Special: You may only add ranks in this skill if you start doing so at 1st level (i.e. you take at least 1 rank of Prophecy when you choose your initial skills at 1st level) or upon raising a level

at the same time you add any Olympian feat (see the new feats later in this chapter).

Synergy: If you have 5 or more ranks in Knowledge (mythology), you get a +2 bonus on Prophecy checks to identify and interpret omens or signs.

If you have 5 or more ranks in Perform (act, oratory, or sing), you gain a +2 bonus on Prophecy checks to earn a living wage as an oracle.

If you have 5 or more ranks in Sleight of Hand, you gain a +2 bonus on Prophecy checks to earn a living wage as an oracle.

FEATS

As with skills, most feats presented in the *Player's Handbook* are perfectly suitable to a campaign set in the Olympian setting, so are available without any changes required. Few of these feats are specifically linked to themes that do not fit with the overall Grecian feel of the Olympian setting, so there should be no problems. There are a few feats worth considering, however, before simply allowing them.

In particular, the feats Deflect Arrows and Snatch Arrows both have a slightly Asian feel to them and might not mesh well with the way some think an Olympian setting should be portrayed. (On the other hand, Deflect Arrows might work well if linked to shield proficiency rather than unarmed combat.) As mentioned previously, Two-Weapon Fighting and its associated feats are not particularly appropriate. In addition, the feats Armor Proficiency (heavy) and Rapid Reload have little use in a Bronze Age setting, as only one heavy armor type exists and crossbows have not yet been invented for general use. By the same token, tower shields do not really come into use until after the Bronze Age, so Tower Shield Proficiency is of little use. Of course, if you'd like to run a more technologically advanced Olympian setting you are certainly free, even encouraged, to do so (in which case these feats would work perfectly fine). In the end, after taking a bit of time to think over how he wants his Olympian setting to run, each GM should decide for himself if any of the feats mentioned here should be disallowed.

Aside from the above-mentioned feats, there are only two new rulings regarding feats that apply to the Olympian setting. Firstly, to better portray the relative lack of magical items and equipment found in the Olympian setting in comparison to the standard medieval setting presented in the *Player's Handbook*, all item cre-

ation feats have an increased cost (see Chapter Six for details). While magical items obviously do exist in the Olympian setting, they are often created by the gods themselves and lent to great heroes. Secondly, this chapter presents two new kinds of feats to better reinforce the ancient Grecian theme of the Olympian setting. These two new feat types, Olympian and Punishment are discussed in more detail below.

NEW FEATS

OLYMPIAN FEATS

Unlike the resident deities of many fantasy settings, the Olympian gods and goddesses often get personally involved in the affairs of mortals. In many instances of Olympian mythology, these gods and goddesses actually take a hand in the adventures of specific mortal heroes that they see as their personal champions. The fourteen Olympian feats presented here allow player characters to become the personal champions of specific gods and goddesses of the Olympian pantheon. In exchange for worship, upholding the ideals of their patron, and the pursuit of specific deeds in the patron's name, player character heroes who take Olympian feats are invested with some of their god's power and are hence capable of magical acts related to their patron's portfolio.

Both players and GM should agree on whether or not to include Olympian feats in the game; they help showcase the immediacy of the divine in the setting, but are also very different from conventional feats. Olympian feats are considerably more powerful than most standard feats, but they also have more demanding prerequisites and can be revoked. Unlike ordinary feats, some of the prerequisites are more mundane in nature and can be broken (see the individual feats). If this occurs, or if the hero in question somehow displeases the god of goddess in question (GM's decision), it results not only in the loss of the Olympian feat, but with the Olympian feat being replaced by a Punishment feat (see below).

Player characters can have more than one Olympian feat, thus acting as the champion of more than one Olympian god, though some of the feats have contradictory prerequisites that make this impossible. Some members of the pantheon, such as Ares and Athena, represent wildly different aspects and cannot share a champion. Of course, being the champion of more than one Olympian god increases the risk of displeasing one of them and incurring their wrath. In the same vein, there may be more than one champion of any given deity at a specific time; if a PC takes

the Favor of Ares feat, that does not preclude encountering any NPCs with the same feat.

PUNISHMENT FEATS

Olympian mythology is rife with mortals displeasing the gods and incurring their wrath, which is often displayed with dramatic or magical punishments. In order to better reflect this aspect of the Olympian setting, as well as to balance out the Olympian feats and provide a smooth game mechanic for dealing with the empty feat-slot caused by the loss of such a feat, this chapter also presents four new punishment feats. Each of these punishments is meted out in only the rarest of circumstances, and they are often tailored to suit the crime. Ultimately, the exact punishment feat given to a character is up to the GM. Punishment feats are best used sparingly, and are meant to be a plot device to further the story and reinforce the setting. It is recommended that they be used on PCs with extreme caution. Remember, nobody likes to be punished, so make sure that the awarding of a punishment feat does not dampen any player's enjoyment of the game.

The effects and penalties of these punishments are divine in nature and cannot be countered by mortal means — only a true atonement for one's sins can reverse the god's punishment and remove the feat. Note that punishment feats can be awarded to characters that do not have an Olympian feat (to do so, simply replace an existing feat with the punishment feat, or simply grant it as a "bonus" feat), but this should be done very sparingly, if at all. Only great offenses against the gods should merit such punishments.

BLINDED [PUNISHMENT]

You have angered one or more of the gods, and they have decided to punish you by blinding you and revoking any prophetic powers you may once have had.

Prerequisite: The revocation of any Olympian feat or misuse of the Prophecy skill (as judged by Zeus).

Penalty: You are permanently blinded (see Chapter 8 of the *DMG* for details). In addition, you can no longer use the Prophecy skill (if you have any ranks in it).

Special: This feat cannot be removed, discarded, or dispelled in any way except by the direct intervention of the god who punished you in the first place or by Zeus himself. Such mercy is seldom shown, and requires numerous offerings of repentance and a great feat of heroism at the



very least (such matters are left to individual GMs to resolve).

DISFIGURED [PUNISHMENT]

You have angered one or more of the gods, and they have decided to punish you by afflicting

your body with disfiguring, bestial mutations.

Prerequisite: The revocation of any Olympian feat.

Penalty: Your disfigurement permanently reduces your Charisma by 6 (down to a minimum

TABLE 3-1: NEW FEATS

General Feats	Prerequisites	Benefit
Divine Blood	Cha 13, must be 1st level	+1 Will save, character special quality dependent upon related god
Passionate	—	+1 bonus on Diplomacy, Intimidate, and Perform checks
Seer	Cha 13+, Prophecy 1+ ranks	+1 bonus to all Spellcraft and Prophecy checks, cast Divination spells at +1 caster level
Stalwart Defender	+1 base attack bonus, Iron Will	+1 dodge bonus to Armor Class
Shield Expert	Shield Proficiency	+1 shield bonus to AC with shield; shield armor check penalties reduced by 2
Olympian Feats	Prerequisites	Benefit
Favor of Aphrodite	Knowledge (nobility and royalty) 6 ranks, Passionate, Cha 13, must never compare anything to Aphrodite's beauty	Manifest power of Aphrodite 1/day
Favor of Apollo	Heal 6 ranks, Perform (percussion instruments, string instruments wind instruments, or sing) 6 ranks, Seer, proficient with a bow	+1 sacred bonus to all Heal, Perform (percussion instruments, string instruments, wind instruments, or sing), and Prophecy checks; power of Apollo 1/day
Favor of Ares	Combat Reflexes, Passionate, Ride 6 ranks, proficient in martial weapons	Rage 1/day
Favor of Artemis	Self-Sufficient, Survival 6 ranks, Track, proficient with the bow, virginal	Low-light vision, scent, manifest power of the Huntress 1/day
Favor of Athena	Craft (any two) 4 ranks, Investigator, Knowledge (any two) 4 ranks, proficient in martial weapons, virginal	Wise owl companion
Favor of Demeter	Craft (winemaking) 6 ranks, Great Fortitude, Profession (farmer, fisher, or herder) 6 ranks, Lawful alignment	+1 saves vs. disease and poison, purifying touch, <i>plant growth</i> 1/day
Favor of Dionysus	Endurance, Craft (winemaking) 6 ranks, Profession (brewer or farmer) 6 ranks, Chaotic alignment	Divine Intoxication 1/day
Favor of Hades	Diligent, Intimidate 6 ranks, Iron Will, Sense Motive 6 ranks, Lawful alignment	See in darkness, manifest power of Hades 1/day
Favor of Hecate	Craft (alchemy) 6 ranks, Magical Aptitude, Profession (farmer or herbalist) 6 ranks, Spellcraft 6 ranks, ability to cast arcane spells	+1 sacred bonus to saves vs. spells, improved metamagic feats
Favor of Hera	Alertness, Intimidate 6 ranks, Sense Motive 6 ranks, must be married, must never have an affair or slight Hera in any way	+1 sacred bonus to all Disguise, Gather Information, and Sense Motive checks, manifest power of Hera 1/day
Favor of Hermes	Deft Hands, Diplomacy 5 ranks, Lightning Reflexes, Sleight of Hand 5 ranks	<i>Freedom of movement</i> 1/day
Favor of Hephaestus	Craft (armorsmithing, blacksmithing, and weaponsmithing) 5 ranks each, Skill Focus (Craft [armorsmithing, blacksmithing, or weaponsmithing])	All items crafted are masterwork, repair items for lesser cost
Favor of Poseidon	Athletic, Profession (sailor) 5 ranks, Ride 5 ranks, Self-Sufficient, Swim 5 ranks, proficient with trident	White warhorse steed
Favor of Zeus	Athletic, Cha 14, Divine Blood, Intimidate 6 ranks	Electricity resistance 5, feat of Charisma 1/day
Punishment Feats	Prerequisites	Penalty
Blinded	The revocation of any Olympian feat or misuse of the Prophecy skill	Blindness and loss of Prophecy skill
Disfigured	The revocation of any Olympian feat	-6 Cha, -10 movement, see below
Madness	The revocation of any Olympian feat	Permanently affected by <i>insanity</i> spell
Transformed	The revocation of any Olympian feat	Permanently polymorphed into an animal

of 1) and reduces your base speed by 10 feet. Furthermore, NPCs always initially treat you with an attitude one step worse than normal. For example, an NPC who would normally have an indifferent attitude, is instead unfriendly when you first encounter him (see “Influencing NPC Attitudes” in Chapter 4 of the *Player’s Handbook* for more details).

Special: This feat cannot be removed, discarded, or dispelled in any way except by the direct intervention of the god who punished you in the first place or by Zeus himself. Such mercy is seldom shown, and requires numerous offerings of repentance and a great feat of heroism at the very least (such matters are left to individual GMs to resolve).

DIVINE BLOOD [GENERAL]

You are the half-mortal offspring of one of the Olympian gods. Artemis, Athena and Hera are not options for divine parentage; Artemis and Athena are virgin goddesses, and Hera is the goddess of marital fidelity.

Prerequisites: Cha 13+, must be a 1st-level character.

Benefit: You get a +1 racial bonus to Will saving throws. In addition, depending upon which Olympian’s blood flows in your veins, you gain the following extraordinary ability as a benefit:

Aphrodite: +1 racial bonus on saving throws against enchantments and Spell Focus (Enchantment) as a bonus feat

Apollo: Permanent *endure elements*

Ares: Damage reduction 1/bludgeoning and magic

Demeter: +4 racial bonus on saving throws against diseases and poisons

Dionysus: Suffer only half effects of being fatigued or exhausted (–1 or –3 to Strength and Dexterity, respectively)

Hades: +2 racial bonus on saving throws against necromancy spells or to resist ability score loss

Hecate: +2 racial bonus on saving throws against spells or spell-like abilities

Hephaestus: Fire resistance 3

Hermes: Permanent *know direction*

Poseidon: +2 racial bonus to Swim checks and Handle Animal checks involving horses, cold resistance 3

Zeus: Electricity and sonic resistance 3

FAVOR OF APHRODITE [OLYMPIAN]

Aphrodite sees you as her personal champion and blesses you with her favor.

Prerequisites: Knowledge (nobility and royalty) 6 ranks, Passionate, must be (and remain) attractive (Cha 13+), must never compare anything to Aphrodite’s beauty (and must not suffer others to do so without punishment).

Benefit: Once per day, as a standard action, you may manifest the power of Aphrodite. This lasts a number of rounds equal to your character level + your Charisma modifier and gives you the following benefits:

- Double your Charisma bonus for all Charisma-based checks.
- Add your Charisma modifier as a bonus on all saving throws.
- Gain a deflection bonus to Armor Class equal to your Charisma modifier.

When you manifest the power of Aphrodite, your physical beauty becomes more apparent and is enhanced; light plays favorably over your skin, soft breezes ripple your hair and clothing seductively, and your face beams with divine radiance.

FAVOR OF APOLLO [OLYMPIAN]

Apollo sees you as his personal champion and blesses you with his favor.

Prerequisites: Heal 6 ranks, Perform (percussion instruments, string instruments, wind instruments, or sing) 6 ranks, Seer, proficient with a bow.

Benefit: Apollo is the master of many arts and he grants his champions insights into them all. You benefit from a +1 sacred bonus on all Heal, Perform (percussion instruments, string instruments, wind instruments, or sing), and Prophecy checks. In addition, once per day, as a standard action, you may manifest the power of Apollo to perform any one of the following:

- Use the Perform (percussion instruments, string instruments, wind instruments, or sing) skill to produce one of the following magical effects as if you were a 1st-level bard: *countersong*, *fascinate*, *inspire courage*, or *suggestion*. These abilities function exactly as stipulated under the “Bard” entry of Chapter 3 of the *Player’s Handbook* and you must still have enough ranks in the Perform skill to use the ability (see the Bardic Music class ability for more details).

- Cast the spell *cure moderate wounds* as a spell-like ability (caster level equal to your character level).





- Cast the spell *augury* as a spell-like ability (caster level equal to your character level).

When you manifest the power of Apollo, your physical beauty becomes more apparent and is enhanced; sunlight plays favorably over your skin, the body musculature becomes more well-defined, soft breezes ripple your hair and clothing, and a soft halo of light surrounds you.

FAVOR OF ἈΡΕΣ [OLYMPIAN]

Ares sees you as his personal champion and blesses you with his favor.

Prerequisites: Combat Reflexes, Passionate, Ride or Charioteer 6 ranks, proficient in martial weapons.

Benefit: Once per day you can fly into a bloodthirsty battle rage. This is treated exactly like the rage class ability of a barbarian (see the “Barbarian” entry in Chapter 3 of the *Player’s Handbook*). If you already have access to the rage class ability due to being a member of the barbarian class, then taking the Favor of Ares allows you to rage an additional time each day.

FAVOR OF ἈΡΤΕΜΙΣ [OLYMPIAN]

Artemis sees you as her personal champion and blesses you with her favor.

Prerequisites: Self-Sufficient, Survival 6 ranks, Track, proficient with a bow, virginal (the

character must remain physically pure to retain favor in the eyes of Artemis).

Benefit: You are an unparalleled feral hunter; wild, dangerous and free. If you do not already possess them, you are gifted with the low-light vision and scent extraordinary abilities (see Chapter 7 of the *MM* for details). In addition, once per day, as a standard action, you may manifest the power of the Huntress. This lasts a number of rounds equal to 1/2 your level (rounded up) + your Charisma modifier and gives you the following benefits:

- +2 sacred bonus to all Listen, Spot and Survival checks.
- When making a charge, you sprint at your target with astounding swiftness, moving up to four times your normal speed.
- When making a charge, you can pounce upon opponents by following up with a full attack.

When you manifest the power of the Huntress, your physical appearance becomes even more wild and feral; your clothes and hair tangle and gnarl, your eyes reflect light like those of a beast, and your face is twisted in a snarl.

FAVOR OF ἈΘΗΝΑ [OLYMPIAN]

Athena sees you as her personal champion and blessed you with her favor.

Prerequisites: Craft (any two) 4 ranks, Investigator, Knowledge (any two) 4 ranks, proficient in martial weapons, virginal (the character must remain physically pure to retain favor in the eyes of Athena).

Benefit: Athena grants you a wise owl to serve as your advisor and companion. This divine creature is a mixture of familiar and animal companion, and it shares many similarities to both. Despite these similarities, the wise owl bestowed to Athena's favored mortals is technically neither of these creatures and therefore may be gifted to characters even if they already have an animal companion or familiar.

The wise owl is treated as a native outsider, not an animal, for the purposes of all effects that depend upon its type. It retains an owl's Hit Dice, ability scores (except Intelligence and Wisdom), base attack bonus, saves, and feats, modified as normal for any increases in HD (see below). It is more intelligent and wise than a normal owl and has special powers, as described below.

Master Level	Bonus HD	Natural Armor Adj.	Int/Wis	Special
1st–2nd	+1	+1	6/14	Alertness, improved evasion, speak with master
3rd–5th	+2	+2	7/15	Devotion
6th–8th	+4	+4	8/16	Speak with avians
9th–11th	+6	+6	9/17	
12th–14th	+8	+8	10/18	Spell resistance
15th–17th	+10	+10	11/19	
18th–20th	+12	+12	12/20	

The special abilities listed above operate in the same fashion as the abilities of the same name described for either an animal companion or a familiar (see the “Druid” and “Sorcerer” entries in Chapter 3 of the *Player's Handbook* for more details). The wise owl's skills are another matter, however:

Skills: As a divine being sent by the gods, the wise owl is far more wise and worldly than an ordinary owl, and it has access to skills beyond the ken of mortals. The wise owl begins with 30 skill points, gains 8 + Int modifier skill points for every HD it gains when its master increases in power, and may choose any skill available in the Olympian campaign setting (all skills are treated as class skills). The player whose character has been granted the owl may determine the owl's skills when the Favor of Athena feat is taken or when its HD increases. Note that though the wise owl does not have the same skills as an ordinary owl, it still benefits from the animal's typical racial skill bonuses (+8 Listen, +14 Move Silently, +8 Spot in areas of shadowy illumination).

FAVOR OF DEMETER [OLYMPIAN]

Demeter sees you as her personal champion and blesses you with her favor.

Prerequisites: Craft (winemaking) 6 ranks, Great Fortitude, Profession (farmer, fisher, or herder) 6 ranks, must be of (and remain) Lawful alignment.

Benefit: As the favored champion of Demeter, you are a paragon of health and fertility, your mere touch enriching life and bringing hope to the barren. You gain a +1 sacred bonus on all saves against disease and poison. Your touch acts as a *purify food and drink* spell (caster level equals your total character level) and cures infertility in all those whom it pleases Demeter to do so (never those devoted to Hades). Once per day you can cast *plant growth* as a spell-like ability (caster level equals your total character level).

FAVOR OF DIONYSUS [OLYMPIAN]

Dionysus sees you as his personal champion and blesses you with his favor.

Prerequisites: Endurance, Craft (winemaking) 6 ranks, Profession (brewer or farmer) 6 ranks, must be of (and remain) Chaotic alignment.

Benefit: Once per day, you can enter a state of divinely inspired intoxication. While so divinely intoxicated, you gain +6 to Constitution, a +3 morale bonus on Will saves, are treated as if under the influence of an *endure elements* spell, and do not become unconscious when dropping between –1 and –9 hit points (you may take a single move or standard action each turn, but are otherwise still treated as *dying*). Unfortunately, while divinely intoxicated, you are also loud, brash and mentally inhibited, suffering a –4 penalty to Intelligence, Wisdom, and Charisma. The increase in Constitution raises your hit points by 3 points per level, but these hit points go away at the end of the divine intoxication when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are).

The fit of divine intoxication lasts a number of rounds equal to 3 + your (newly improved) Constitution modifier. You may not prematurely end your divine intoxication. After coming out of a fit of divine intoxication, you must make a Fortitude save (DC 5 + the number of rounds spent intoxicated). Failure results in you lapsing into a drunken stupor for 2–4 hours (this is treated as a deep sleep from which you cannot be



awoken without magical assistance, after which you awaken completely refreshed — treat as a full day's rest). Success results in you losing the divine intoxication modifiers and restrictions and becoming fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the encounter.

Entering a state of divine intoxication takes no time itself, but you can do it only during your action), not in response to someone else's action. You can't, for example, enter into a state of divine intoxication when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if you had gone into the state of divine intoxication earlier in the round, *before* the arrow struck.

FAVOR OF HADES [OLYMPIAN]

Hades sees you as his personal champion and blesses you with his favor.

Prerequisites: Diligent, Intimidate 6 ranks, Iron Will, Sense Motive 6 ranks, must be of (and remain) Lawful alignment.

Benefit: You are the herald of death: dark, brooding and implacable. You are the voice of Hades in the mortal realm and you speak for the dead when the dread god wishes it so. As a minion of the underworld, you can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. In addition, once per day, as a standard action, you may manifest the power of Hades to perform any one of the following:

- Use a death touch. This is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). If you succeed, roll 1d6 per character level you possess. If the total at least equals the creature's current hit points, it dies (no save).

- Use *speak with dead* as a spell-like ability (caster level equal to your character level).

- Add a +8 sacred bonus on any one Appraise check.

When you manifest the power of Hades, your physical appearance becomes dark and sinister; your skin darkens with a smoky film, your frame seems to stretch and widen, increasing your height, and your eyes burn like fiery coals.

FAVOR OF HECATE [OLYMPIAN]

Hecate sees you as her personal champion and blesses you with her favor.

Prerequisites: Craft (alchemy) 6 ranks, Magical Aptitude, Profession (farmer or herb-

alist) 6 ranks, Spellcraft 6 ranks, ability to cast arcane spells.

Benefit: Like your patron goddess, you are a master of sorcery, and the magic you weave has a greater potential than that of other spellcasters. All spells you use in conjunction with metamagic feats use up one less spell slot than they ordinarily would (to a minimum of one spell slot higher than the spell's actual level). For example, a widened spell (using the Widen Spell feat) ordinarily uses up a spell slot three levels higher than the actual spell, but for you, such a spell would only use up a spell slot two levels higher than the actual spell. In addition, you get a +1 sacred bonus on all saves to resist spells (but not spell-like effects).

FAVOR OF HERA [OLYMPIAN]

Hera sees you as her personal champion and blesses you with her favor.

Prerequisites: Alertness, Intimidate 6 ranks, Sense Motive 6 ranks, must be married, must never have an affair or slight Hera in any way (and must not suffer others to do so without punishment).

Benefit: Hera is the protector of both women and the establishment of marriage, unleashing her furious wrath on those she witnesses desecrating either. She grants her champions the ability to serve in a similar capacity against those blasphemers who would otherwise escape her attention. You benefit from a +1 sacred bonus to all Disguise, Gather Information, and Sense Motive checks. In addition, once per day, as a standard action, you may manifest the power of Hera to perform any one of the following:

- Use the *voice of retribution* (this is equivalent to the spell *sound burst* except that it causes 2d8 points of damage) as a spell-like ability (caster level equal to your total character level) by screaming in a grating, wrathful tone. This is a Charisma-based ability.

- Use *clairaudience/clairvoyance* as a spell-like ability (caster level equal to your total character level).

When you manifest the power of Hera, your physical appearance becomes dark and terrible; electricity flickers in your eyes, your body arches and your height seems to increase, raging winds whip your hair and clothing, and a soft murmuring buzz, like angry bees, surrounds you.

FAVOR OF HERMES [OLYMPIAN]

Hermes sees you as his personal champion and blesses you with his favor.

Prerequisites: Deft Hands, Diplomacy 5 ranks, Lightning Reflexes, Sleight of Hand 5 ranks.

Benefit: Like your patron god, you have the ability to go where you will and do as you please, despite the hindrances set in your path. Once a day, as a free action, you can cast *freedom of movement* as a spell-like ability (caster level equal to your character level).

FAVOR OF HEPHAESTUS [OLYMPIAN]

Hephaestus sees you as his personal champion and blesses you with his favor.

Prerequisites: Craft (armorsmithing, blacksmithing, and weaponsmithing) 5 ranks each, Skill Focus (Craft [armorsmithing, blacksmithing, or weaponsmithing]).

Benefit: Like your patron god, you are a master craftsman, and every work you create is a masterpiece. All items you personally craft are considered masterwork items at no extra cost or added difficulty. In addition, when you repair an item, the cost is only one-eighth of the item's price.

FAVOR OF POSEIDON [OLYMPIAN]

Poseidon sees you as his personal champion and blesses you with his favor.

Prerequisites: Athletic, Profession (sailor) 5 ranks, Ride 5 ranks, Self-Sufficient, Swimming 5 ranks, proficient with trident.

Benefit: Poseidon grants you a white warhorse to serve as your mount and companion. This divine creature is a mixture of paladin's mount and a familiar, and it shares many similarities to both. Despite these similarities, the white warhorse bestowed to Poseidon's favored mortals is technically neither of these creatures and therefore may be gifted to characters even if they already have a familiar or paladin's mount (in the latter case it replaces such a creature and is treated as if the character were 2 levels higher than he actually is).

The white warhorse is considered a light warhorse for the purposes of generating its initial statistics, though it is treated as a magical beast, not an animal, for the purposes of all effects that depend upon its type. It retains a light warhorse's HD, ability scores (except Intelligence), base attack bonus, saves, skill points, and feats, modified as normal for any increases in HD (see below). It is more intelligent than a normal warhorse and has special powers, as described below.

Master Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
1st–2nd	+1	+1	+0	4	Alertness, empathic link, improved evasion
3rd–5th	+2	+2	+1	5	Share spells, share saving throws
6th–8th	+3	+4	+2	6	Speak with master, wave walker
9th–11th	+4	+6	+2	7	Speak with horses
12th–14th	+5	+6	+3	8	Improved speed
15th–17th	+6	+8	+3	9	Command horses
18th–20th	+8	+10	+4	10	Spell resistance

The special abilities listed above operate in the same fashion as the abilities of the same name described for either a familiar or paladin's mount (see the "Sorcerer" and "Paladin" entries in Chapter 3 of the *Player's Handbook* for more details). A few of these abilities require further explanation, see below for details:

Wave Walker (Su): The white warhorse is gifted with the ability to tread on the surface of any body of water as if it were solid ground. This ability can be invoked or dismissed as a free action, and can be used for as long as the mount is physically able to continue.

Speak with/Command Horses (Ex/Sp): For the purposes of these abilities, "horse" can be any of the following creatures: donkey, horse (all kinds), mule, pegasus, pony (all kinds), and other horse-like special steed (such as other white horses or a paladin's mount).

FAVOR OF ZEUS [OLYMPIAN]

Zeus sees you as his personal champion and blesses you with his favor.

Prerequisites: Athletic, Cha 14, Divine Blood, Intimidate 6 ranks.

Benefit: You are an awe-inspiring hero, favored by the king of the gods himself. You gain the extraordinary quality of electricity resistance 5 (this stacks with the benefits of Divine Blood, so if you are the offspring of Zeus himself, you have electricity resistance 8). In addition, once per day, as a free action, you can perform a charismatic feat as a supernatural ability. You gain an enhancement bonus to Charisma equal to your character level. This bonus lasts a number of rounds equal to your character level.

MADNESS [PUNISHMENT]

Whom the gods would destroy, they first make mad. You have angered one or more of the gods, and they have decided to punish you by driving you insane.

Prerequisite: The revocation of any Olympian feat.



Penalty: You are permanently insane as per the *insanity* spell (see Chapter 11 of the *Player's Handbook* for details), except that rather than rolling each round, you roll every 8 hours of consciousness instead. In addition, when rolling to determine your behavior, all mentions of a "caster" are treated as a random nearby person instead.

Special: This feat cannot be removed, discarded, or dispelled in any way except by the direct intervention of the god who punished you in the first place or by Zeus himself. Such mercy is seldom shown, and requires numerous offerings of repentance and a great feat of heroism at the very least (such matters are left to individual GMs to resolve).

ΠΑΣΣΙΟΝΑΤΕ [GENERAL]

You are emotionally charged, pouring your soul into all that you do.

Benefit: You gain a +1 bonus on all Diplomacy, Intimidate and Perform checks.

ΣΕΕΡ [GENERAL]

You are a perceptive mystic and have been gifted by the gods with the ability to see glimpses of the future.

Prerequisites: Cha 13+, Prophecy one or more ranks.

Benefit: The Seer feat covers a wide variety of subjects and skills, granting you an assortment of small but interrelated benefits. These benefits include:

- +1 bonus on all Spellcraft checks.
- +1 bonus on all Prophecy checks.

You cast divination spells at +1 caster level.

ΣΗΛΙΔ ΕΞΡΕΤ [GENERAL]

You are particularly adept at defending yourself with a shield.

Prerequisite: Shield Proficiency

Benefit: When using a shield, you gain an additional +1 shield bonus to AC, and the shield's armor check penalties are reduced by 2, meaning you can use heavy shields with no penalties.

Normal: You receive only the shield's normal bonus, and you suffer the shield's normal armor check penalties.

ΣΤΑΛΩΑΡΤ ΔΕΦΕΝΔΕΡ [GENERAL]

You are adept at defending yourself and those who rely on your protection.

Prerequisites: +1 base attack bonus, Iron

Will

Benefit: Through strength of will to defend yourself or those you guard, you gain a +1 dodge bonus to your Armor Class.

Special: A fighter may select Stalwart Defender as one of his bonus feats.

ΤΡΑΝΣΦΟΡΜΕΔ [PUNISHMENT]

You have angered one or more of the gods, and they have decided to punish you by transforming you into a beast.

Prerequisite: The revocation of any Olympian feat.

Penalty: You are permanently polymorphed into an animal of the punishing god's choice as per the *baleful polymorph* spell (see Chapter 11 of the *Player's Handbook* for details).

Special: This feat cannot be removed, discarded, or dispelled in any way except by the direct intervention of the god who punished you in the first place or by Zeus himself. Such mercy is seldom shown, and requires numerous offerings of repentance and a great feat of heroism at the very least (such matters are left to individual GMs to resolve).

EQUIPMENT

Although the Hellenic fantasy setting presented in this book is modeled loosely after the ancient Greek civilization, there is no strict rule that states that you must use the Bronze Age technology of this period. Indeed, since this book allows for the incorporation of conventional fantasy elements such as dwarves, elves and orcs into a Grecian-style setting, it is perfectly reasonable to allow the use of the typical steel and iron weapons, armor and tools presented in the *Player's Handbook*. Perhaps you just want the general feel of an ancient Grecian setting, with Olympian gods and goddesses, oracles and advanced philosophy, but the image of a mighty paladin of Athena clad in bloodstained full plate armor really appeals to you. You could even use an Olympian setting advanced even further, with gunpowder, muskets, and other Renaissance Age technology widely available.

With that little caveat out of the way, the equipment presented in the rest of this chapter is meant to roughly simulate Bronze Age technology as it was found in ancient Greece and the surrounding regions. This is not an exhaustive list of all the equipment available in those times, nor are the specifics regarding individual items

meant to be 100% accurate. This is a game after all, so the best we can hope for is to provide a wide sampling of the kinds of items players will likely encounter during the course of play in the typical Olympian setting and that help to build the appropriate atmosphere. If you think an item does not work in the manner in which you think it should or is missing altogether, feel free to modify, change, or add such items as you see fit. For more information regarding Bronze Age technology and its effects during play, see "Construction Materials," below.

WEALTH AND MONEY

COINS

The Olympian setting is much poorer than the typical medieval setting found in most fantasy roleplaying games. The most common coin is the silver piece (sp), though for ease of transition, most equipment found in this chapter still appears listed in gold pieces (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp).

The standard coin weighs about a third of an ounce (fifty to the pound).

TABLE 3-2: COINS

Exchange Value Suggested Coin Name	CP	SP	GP	PP
Copper piece (cp) = Bit	1	1/10	1/100	1/1,000
Silver piece (sp) = Obol or Drachma ¹	10	1	1/10	1/100
Gold piece (gp) = Drachma* or Stater or Mina	100	10	1	1/10
Platinum piece (pp) = None**	1,000	100	10	1

* The Drachma was actually an electrum coin in ancient Greece, but was used much more commonly than actual gold coins.

** Though platinum was not used in ancient Greece, they did have a larger measurement, the Talent (which was actually a measurement of other coins equal to 57 lbs. of gold). For the purposes of a fantasy setting, Talent makes a fine name for a platinum coin if the GM wishes to use one.

WEALTH OTHER THAN COINS

Merchants commonly exchange trade goods without using currency, and this is even more true in a Hellenic fantasy setting, where most of the city-states mint their own coins and many of the standard coins from neighboring empires are in common circulation. In addition, for the common people of an Olympian setting, haggling and bartering is an enjoyable social activity. Many people derive more satisfaction from a good bartering session than they do from actually procuring the sought-after product. Indeed, when

bartering or selling, people always ask double or triple what they expect the product or service to go for, and it is considered rude to pay the initial price or attempt to hurry the haggling along.

As a means of comparison, some trade goods are detailed below.

TABLE 3-3: TRADE GOODS

Cost	Item
1 cp	One pound of grain
2 cp	One pound of flour, or one chicken
1 sp	One pound of copper, or one square yard of cloth
1 sp	One pound of tin
3 sp	One pound of bronze
5 sp	One quart of refined olive oil
1 gp	One pound of common spices, or one goat
2 gp	One pound of rare spices, or one sheep
3 gp	One pig
4 gp	One pound of ivory
5 gp	One pound of salt or silver
8 gp	One quart of perfume
10 gp	One square yard of silk, or one cow
15 gp	One pound of exotic spices, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

SELLING LOOT

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

CONSTRUCTION MATERIALS

Unlike the typical medieval fantasy setting portrayed in the *Player's Handbook*, the Olympian setting is firmly entrenched in the Bronze Age. Therefore, most metal objects found in the setting are constructed of bronze rather than steel or iron. In addition, many items found in this setting that are typically made from wood or metal in the *Player's Handbook* are instead made from wicker or clay. For those wishing to portray the Olympian setting in even more ancient times, the primary metal in use should be considered copper. For those wishing to portray the Olympian setting in a later period, but not yet the medieval period, iron should be substituted for bronze.

In most regards, since everyone in the setting is using the same basic materials in their tools, weapons and other constructed objects, this is difference in base metals is unimportant. However, in those situations where it is important to know the specific game-related properties of a material, the following table lists this information:



TABLE 3-4: MATERIALS

Material	Hardness	Hit Points
Bronze	7	25/inch of thickness
Copper	6	25/inch of thickness
Clay, fired	2	3/inch of thickness
Iron	10	30/inch of thickness
Wicker	4	8/inch of thickness

For more information concerning the exact hit points a specific item has or the hardness of a material not listed here (such as wood or hide), see the “Common Armor, Weapon, and Shield,” the “Substance Hardness and Hit Points,” and “Object Hardness and Hit Points” tables in Chapters 8 & 9 of the *Player’s Handbook* (substitute the hardness of these objects with the hardness of the appropriate material listed above).

BEGINNING PLAY

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan’s outfit, entertainer’s outfit, explorer’s outfit, peasant’s outfit, scholar’s or poet’s outfit, or traveler’s outfit. This is in addition to any gear purchased with a character’s starting funds.

WEAPON DESCRIPTIONS

Aside from the materials used in their construction (see Table 3-4: Materials for details), many of the weapons listed below are unchanged from the descriptions in Chapter 7 of the *Player’s Handbook*. As a result, only those weapons needing further explanation or that are new altogether are described in detail here.

TABLE 3-5: OLYMPIAN WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Unarmed Attacks</i>							
Boxing Strips	5 sp	1d2	1d3	x2	—	1/2 lb.	Bludgeoning
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
<i>Light Melee Weapons</i>							
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear (sarissa) ⁴	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
<i>Ranged Weapons</i>							
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light ⁶	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Sap	1 gp	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning
Shield, light	Special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor ⁶	Special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light ⁶	Special	1d3	1d4	x2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Battleaxe ⁶	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy ⁶	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer ⁶	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Greataxe ⁶	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	Piercing

Martial Weapons (Cont'd)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Ranged Weapons</i>							
Bow	40 gp	1d4	1d6	x3	80 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	1 lb.	—
Bow, composite	100 gp	1d4	1d6	x3	90 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	1 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
<i>Exotic Weapons</i>							
<i>One-Handed Melee Weapons</i>							
Khopesh ⁶	15 gp	1d6	1d8	19–20/x2	—	5 lb.	Slashing
Scourge ⁶	5 gp	1d4	1d6	x2	—	2 lb.	Slashing
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	Slashing
<i>Ranged Weapons</i>							
Blowgun ⁶	30 gp	1	1d2	x2	10 ft.	1 lb.	Piercing
Darts (10)	1 gp	—	—	—	—	1/2 lb.	—
Harpoon	10 gp	1d8	1d10	x3	20 ft.	12 lb.	Piercing
Net	20 gp	—	—	—	10 ft.	6 lb.	—

¹Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

²When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

³The weapon deals nonlethal damage rather than lethal damage.

⁴Reach weapon.

⁵Double weapon.

⁶This weapon is not commonly used in the Olympian setting, but might be encountered in hands of the strange peoples who dwell at the edges of the known world and beyond.

Boxing Strips: A set of knotted bull’s hide strips worn around the knuckles to make boxing blows more damaging and to protect the knuckles themselves. Designed more as sports equipment than weapons, boxing strips nevertheless allow you to deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with boxing strips is otherwise considered an unarmed attack. The cost and weight given are for a complete set of strips for both hands.

Bow: The statistics here represent a wide assortment of powerful bows commonly utilized by infantry and can be found in the hands of the various peoples of the Olympian setting and the surrounding lands. You need at least two hands to use a bow, regardless of its size. A bow is too unwieldy to use while you are mounted, though you can use it while riding in a chariot. If you have a penalty for low Strength, apply it to damage rolls when you use a bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite bow (see below) but not a regular bow.

Bow, composite: The statistics here represent a wide assortment of the finest made powerful bows utilized by infantry and can be found in the hands of the various peoples of the Olympian setting and the surrounding lands. You

need at least two hands to use a bow, regardless of its size. A composite bow is too unwieldy to use while you are mounted, though you can use it while riding in a chariot. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can’t effectively use it, so you suffer a –2 penalty on attacks with it. The default composite bow requires a Strength modifier of +0 or higher to use with proficiency. A composite bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite bow is treated as if it were a bow.

Blowgun: A blowgun is a long, hollow tube fashioned from wood or metal, used to launch tiny darts or needles at opponents by expelling a mighty puff of air through one end. Most often used by barbarians such as Amazons, blowgun projectiles are commonly coated with drugs or poisons to increase their effectiveness. A blowgun

requires two hands to use and loading a projectile counts as a move equivalent action that provokes an attack of opportunity.

Unlike most projectile weapons, a blowgun has a maximum range of five increments.

Harpoon: A harpoon is a spear tipped with wicked barbs and linked to a trailing rope (20 to 50 feet long) by a metal hoop at the end of the shaft. Typically used to hunt whales, dolphins and other large sea creatures, a harpoon can nevertheless be used against land-bound opponents.

If you hit an opponent with a harpoon and make a successful critical hit, the target must make a successful Reflex save (DC 10 + damage inflicted) to avoid being ensnared upon the barbs. An ensnared creature suffers a -1 on attack rolls and a -2 penalty to Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the ensnared creature can move only within the limits that the rope allows. If the ensnared creature attempts to cast a spell, it must make a Concentration check (DC 15 + the initial damage inflicted) or be unable to cast the spell.

An ensnared creature can pull the harpoon free using both hands and spending a full-round action, though doing so is a painful experience, causing half the initial damage inflicted rounded down (so 9 points of initial damage would be 4 points of damage) as the barbs are ripped free. In addition, the victim must make a successful Fortitude save (DC equal to the damage inflicted upon removing the harpoon) or lapse into unconsciousness due to the pain. Unconsciousness lasts for 1d10 rounds.

Khopesh: A khopesh is a heavy sword with no guard and a long blade that becomes sickle-like after extending 8–12 inches from handle. Rarely seen in the Olympian setting, this weapon is commonly used by the sophisticated armies of neighboring desert civilizations. Because of its sickle-like blade, you can use a khopesh to make trip attacks. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped.

Lance: The lance of the Olympian setting does not resemble the typical lance found in medieval settings, but is simply a long spear designed to be used while mounted. A lance deals double damage when used from the back of a charging mount or while mounted on a chariot. It has reach, so you can strike opponents

10 feet away with it, but you can't use it against an adjacent foe.

While mounted or aboard a chariot, you can wield a lance with one hand.

Longspear (sarissa): The statistics presented here represent a wide variety of long spears and primitive pikes, including the sarissa — a long pike (up to 18 feet) used by Alexander the Great's troops against the armies of the empires to the east during his famous conquests. A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Scourge: A scourge is a multi-tailed whip with barbed tips. Unlike a standard whip, the tails of a scourge are much shorter, allowing only attacks against adjacent opponents. Because a scourge's tails can wrap around an opponent's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the scourge to avoid being tripped.

When using a scourge, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

MASTERWORK WEAPONS

In addition to all the ordinary characteristics ascribed to masterwork weapons in Chapter 7 of the *Player's Handbook*, masterwork weapons in the Olympian setting are also treated as if they were made of the next hardest metal (see Table 3–4: Materials earlier in this chapter for details). So for example, a copper masterwork weapon would be treated as if it were made of bronze (hardness 7, 25 hit points per inch of thickness) and a bronze masterwork weapon would be treated as if were made of iron (hardness 10, 30 hit points per inch of thickness).

ARMOR DESCRIPTIONS

Aside from the materials used in their construction (see Table 3–4: Materials earlier in this chapter for details), many of the armors and shields listed below are unchanged from the descriptions in Chapter 7 of the *Player's Handbook*. As a result, only those armors or shields needing further explanation or that are new altogether are described in detail here.

The rules here for helmets and other extras are not recommended for settings where there

is a wider range of armors available; they are presented as a way to keep characters competi-

tive in a setting where less armor is available, but the monsters still hit hard.

TABLE 3-6: OLYMPIAN ARMOR AND SHIELDS

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed —		Weight ¹
						(30 ft.)	(20 ft.)	
<i>Light armor</i>								
Linen cuirass	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather corselet	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather corselet	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
<i>Medium armor</i>								
Hide ²	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
<i>Heavy armor</i>								
Banded mail	250 gp	+7	+0	-6	35%	20 ft. ³	15 ft. ³	42 lb.
<i>Helmets⁴</i>								
Boar's-tusk	50 gp	+1	—	-1	5%	—	—	5 lb.
Boeotian	10 gp	+1	+75	-1	5%	—	—	10 lb.
Crested	12 gp	+1	+85	-1	5%	—	—	12 lb.
<i>Shields</i>								
Shield, light hide	2 gp	+1	—	-1	5%	—	—	3 lb.
Shield, light wicker ²	3 gp	+1	—	-1	5%	—	—	4 lb.
Shield, light wooden	3 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light bronze	9 gp	+1	—	-1	5%	—	—	6 lb.
Shield, heavy hide	5 gp	+2	—	-2	15%	—	—	6 lb.
Shield, heavy wicker ²	6 gp	+2	—	-2	15%	—	—	8 lb.
Shield, heavy wooden	7 gp	+2	—	-2	15%	—	—	10 lb.
Shield, heavy bronze	20 gp	+2	—	-2	15%	—	—	15 lb.
<i>Extras</i>								
Armor spikes ²	+50 gp	—	—	—	—	—	—	+10 lb.
Greaves (pair) ⁶	+15 gp	+1	+6	0	5%	—	—	3 lb. each
Shield spikes ²	+10 gp	—	—	—	—	—	—	+5 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² This armor is not commonly used in the Olympian setting, but can it encountered protecting the strange peoples who dwell at the edges of the known world and beyond.

³ When running in heavy armor, you move only triple your speed, not quadruple.

⁴ Helmets can be used in conjunction with all forms of armor to improve protection, except breastplate and banded mail, which are considered to already come with one.

⁵ This maximum bonus supersedes that of any armor it is worn in conjunction with (unless the armor's maximum bonus is smaller, in which case the armor's maximum bonus takes precedence).

⁶ Greaves can be used in conjunction with all forms of armor to improve protection, except breastplate, which is considered to already come with them. Greaves must be worn as a pair to provide the armor bonus listed.

Banded Mail: This armor consists of wide, horizontal bands of bronze that overlay one another and descend down the body, reaching just above the knees. The shoulders are protected with broad, bronze shoulder guards, while a flared tube of metal that extends up from the bands covering the body guards the neck. The suit includes a helmet, which may be upgraded to a boar's tusk helmet if the wearer wishes by paying the additional 50 gp (this lowers the armor's weight by 5 lbs., but otherwise has no effect besides prestige).

Breastplate: This armor consists of a broad plate of bronze that covers the chest, with a light

skirt of leather or hide that protects the lower torso and upper legs. It comes with a crested helmet and greaves. The helmet may be upgraded to a boar's tusk helmet if the wearer wishes by paying the additional 50 gp (this lowers the armor's weight by 7 lbs., but otherwise has no effect besides prestige).

Boar's Tusk Helmet: This helmet consists of up to 40 pairs of tusks sewn onto a leather cap.

Boeotian Helmet: This helmet consists of a bronze, bowl-like cap with a long rim or collar to protect the face and neck.

Crested Helmet: This bronze helmet covers the head and most of the face, leaving only

the center of the face open. The helm is often topped with a horsetail-like crest of coarse, colored hair.

Greaves: These are thin, bronze plates that cover the front of the lower legs.

Leather Corselet: This armor consists of a shirt of leather or hide with a light skirt that protects the lower torso and upper legs. It is otherwise equivalent to leather armor.

Linen Cuirass: This armor consists of a shirt of folded linen with a light skirt of leather and linen that protects the lower torso and upper legs.

Shield, Heavy, Bronze, Hide or Wicker: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

Bronze, Hide or Wicker: Bronze, Hide, or Wicker shields offer the same basic protection, though they respond differently to special attacks. Wicker shields are rarely encountered in the Olympian setting, except in the hands of foreign desert warriors.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table 3–5: Olympian Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon.

For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Studded Leather Corselet: This armor consists of a shirt of leather or hide with sewn-in bronze discs and a light skirt that protects the lower torso and upper legs. It is otherwise equivalent to studded leather armor.

MASTERWORK ARMOR

Just as with weapons, in addition to all the ordinary characteristics ascribed to masterwork armors or shields in Chapter 7 of the *Player's Handbook*, masterwork armors and shields in the Olympian setting are also treated as if they were made of the next hardest material (see Table 3–4: Materials earlier in this chapter for details). So for example, a hide masterwork shield would be treated as if it were made of copper (hardness 6, 25 hit points per inch of thickness) and bronze masterwork armor would be treated as if were made of iron (hardness 10, 30 hit points per inch of thickness).



GETTING INTO AND OUT OF ARMOR

The time required to don armor depends on its type; see Table 3-7: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

TABLE 3-7: DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Helmet or shield (any)	1 move action	n/a	1 move action
Greaves	8 rounds	4 rounds	4 rounds
Leather corselet	1 minute	5 rounds	1 minute*

Armor Type	Don	Don Hastily	Remove
Linen cuirass	1 minute	5 rounds	1 minute*
Hide	1 minute	5 rounds	1 minute*
Studded leather	1 minute	5 rounds	1 minute*
Corselet	1 minute	5 rounds	1 minute*
Breastplate	4 minutes ¹	1 minute	1 minute*
Banded mail	4 minutes ¹	1 minute	1 minute*

* If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

GOODS AND SERVICES

Aside from the materials used in their construction (see Table 3-4: Materials earlier in this chapter for details), many of the goods listed below are unchanged from the descriptions in Chapter 7 of the *Player's Handbook*. In addition, many of the services available in the Olympian setting are not significantly different from those presented in the *Player's Handbook*. As a result, only those goods or services needing further explanation or that are new altogether are described in detail here.

TABLE 3-8: GOODS AND SERVICES

ADVENTURING GEAR AND COMMON ITEMS

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb. ¹
Basket (empty), large	4 sp	1 lb.
Basket (empty), small	8 sp	2 lb.
Blanket, winter	5 sp	3 lb. ¹
Body oil, scented (1-pint flask)	2 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Charcoal, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Cloth, common (sq. yd.)	1 sp	1/2 lb.
Cloth, fine (sq. yd.)	3 sp	1/2 lb.
Cooking pot, large	5 sp	8 lb.
Cooking pot, small	2 sp	2 lb.
Drinking cup (kylix), clay	2 cp	1/4 lb. ¹
Drinking cup (kylix), silver	5 gp	1 lb. ¹
Firepot, large	6 sp	5 lb.
Firepot, small	4 sp	2 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Grappling hook	1 gp	4 lb.
Jug, clay	3 cp	9 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen (stylus)	1 sp	—
Lamp, common	1 sp	1 lb.
Lamp oil (olive oil)(1-pint flask)	1 sp	1 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Mallet, wooden	5 sp	2 lb. ¹
Maul, wooden	1 gp	6 lb. ¹
Mirror, small bronze	10 gp	1/2 lb.

Item	Cost	Weight
Mug/Goblet, clay	2 cp	1 lb. ¹
Papyrus (sheet)	6 sp	—
Perfume (1-pint flask)	2 gp	1 lb.
Pitcher, clay	2 cp	5 lb. ¹
Pot, clay	4 sp	5 lb.
Pottery (empty)	5 sp	2 lb.
Pouch, belt (empty)	1 gp	1/2 lb. ¹
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hempen (50 ft.)	1 gp	10 lb.
Rouge (per pot)	1 sp	1 lb.
Sack (empty), small	1 sp	1/2 lb. ¹
Sack (empty), large	3 sp	1 lb. ¹
Sewing needle	5 sp	—
Signet ring, bronze	1 gp	—
Signet ring, silver	3 gp	—
Signet ring, gold	20 gp	—
Slave	10-300 gp	—
Spade	2 gp	8 lb. ¹
Storage Jar (pithoi)(empty), small	2 gp	30 lb.
Storage Jar (empty), large	10 gp	150 lb.
Tent	10 gp	20 lb. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb. ¹

SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight
Acid (flask) ⁴	10 gp	1 lb.
Alchemist's fire (flask) ⁴	20 gp	1 lb.
Antitoxin (vial) ⁴	50 gp	—
Everburning torch ⁴	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Tanglefoot bag ⁴	50 gp	4 lb.
Thunderstone ⁴	30 gp	1 lb.



TOOLS AND SKILL KITS

Item	Cost
Artisan's tools	5 gp
Artisan's tools, masterwork	55 gp
Diptych, wizard's (blank)	25 gp
Healer's bag	50 gp
Holly and mistletoe	—
Holy symbol, wooden	1 gp
Holy symbol, ceramic	1 gp
Holy symbol, bronze	2 gp
Holy symbol, silver	25 gp
Musical instrument, common	5 gp
Musical instrument, masterwork	100 gp
Scale, merchant's	2 gp
Spell component bag ⁴	5 gp
Thieves' tools	30 gp
Thieves' tools, masterwork	100 gp
Tool, masterwork	50 gp
Water clock (clepsydra)	1,000 gp

CLOTHING

Item	Cost
Artisan's outfit ⁵	1 gp
Priest's or oracle's vestments ⁵	5 gp
Courtier's outfit ⁵	30 gp
Entertainer's outfit ⁵	3 gp
Noble or senator's outfit ⁵	75 gp
Peasant's outfit ⁵	1 sp
Royal outfit ⁵	200 gp
Scholar or poet's outfit ⁵	5 gp
Traveler's outfit ⁵	1 gp

FOOD, DRINK, AND LODGING

Item	Cost
<i>Food & Drink</i>	
Banquet (per person)	10 gp
Bread, per loaf	2 cp
Cheese, hunk of	1 sp
Figs	2 sp
Fish, fresh	1 sp
Fish, salted	1 gp
Grain	1 gp
Honey (1-pint flask)	5 sp
Lentils	5 cp
Meat	8 sp
Olive oil, refined (1-quart pot)	5 sp
Olives	8 sp
Onions	6 cp
Peas	5 cp
Salt	5 gp
Spice, common	5 sp
Spice, rare	1 gp
Spice, exotic	15 gp
Wine, common (1-gallon amphora)	2 sp
Wine, common (10-gallon jar)	2 gp
<i>Lodging</i>	
Inn stay (per day)	
Good	2 gp
Common	5 sp
Poor	2 sp

Item	Cost	Weight
Meals (per day)		
Symposium (includes entertainment)	2 gp	—
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—

ANIMALS, MOUNTS, & RELATED GEAR

Item	Cost	Weight
Bit and bridle	2 gp	1 lb.
Brush and comb	1 gp	1/2 lb.
Bull or ox	15 gp	—
Calf	5 gp	—
Cart harness	8 sp	3 lb.
Chicken	5 cp	—
Cow	10 gp	—
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Feedbag	2 sp	2 lb.
Goat or sheep	1 gp	—
Horse		
Horse, chariot team (2)	160 gp	—
Horse, chariot team (4)	320 gp	—
Horse, light	75 gp	—
Warhorse, chariot team (2)	325 gp	—
Warhorse, chariot team (4)	650 gp	—
Warhorse, light	150 gp	—
Horseshoes and shoeing	1 gp	4 lb.
Pig	3 gp	—
Saddlebags	4 gp	8 lb.
Saddle blanket	4 sp	3 lb.
Saddle pad	2 gp	2 lb.
Saddle pad, exotic	3 gp	2-1/2 lb.
Stabling (per day)	5 sp	—
Yoke, horse	8 sp	10 lb.
Yoke, ox	6 sp	8 lb.

TRANSPORT

Item	Cost	Weight
Bireme	20,000 gp	—
Chariot, riding	100 gp	150 lb.
Chariot, war	350 gp	250 lb.
Cart	15 gp	200 lb.
Fishing boat	50 gp	100 lb.
Merchant ship	10,000 gp	—
Oar	2 gp	10 lb.
Palanquin	75 gp	80 lb.
Penteconter	15,000 gp	—
Trireme	25,000 gp	—

SPELLCASTING AND SERVICES

Service	Cost
Barber (per visit)	1 sp
Hireling, trained (cook, entertainer, guide, orator, etc.)	3 sp per day
Hireling, untrained (mourner, torchbearer, etc.)	1 sp per day
Messenger	2 cp per mile
Poet/bard (per composition)	25 gp ³
Physician (per treatment)	1 gp

Service	Cost
Priest (per sacrifice)	5 sp + cost of sacrificial materials
Road or gate toll	1 cp
Seer (per visit)	1–10 gp ³
Ship's passage	1 sp per mile
Spell, 0-level ⁴	Caster level x 5 gp ²
Spell, 1st-level ⁴	Caster level x 10 gp ²
Spell, 2nd-level ⁴	Caster level x 20 gp ²
Spell, 3rd-level ⁴	Caster level x 30 gp ²
Spell, 4th-level ⁴	Caster level x 40 gp ²
Spell, 5th-level ⁴	Caster level x 50 gp ²
Spell, 6th-level ⁴	Caster level x 60 gp ²
Spell, 7th-level ⁴	Caster level x 70 gp ²
Spell, 8th-level ⁴	Caster level x 80 gp ²
Spell, 9th-level ⁴	Caster level x 90 gp ²

— No weight, or no weight worth noting.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

² See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not available.

³ This cost is for a typical poet/bard or seer. Certain renowned poets or seers (such as those at Apollo's most sacred oracle) will command as much as ten times this cost (as determined by the GM).

⁴ These items are far less common in the Olympian setting than in a conventional fantasy setting and are rarely bought or sold.

⁵ The outfits listed here are basically the same as those described in the *Player's Handbook*, with the components being replaced by Olympian equivalents. See the "Clothing" section below for more details.

ADVENTURING GEAR AND COMMON ITEMS

Basket, Large or Small: These are simple woven baskets (usually of rush or wicker) of various sizes and shapes to serve as storage for items such as fruits and vegetables.

Body Oil, Scented: Used as a sort of perfume, scented body oil is often rubbed over the body before participating in sporting events (which are often done in the nude).

Firepot: A bronze pot filled with oil that is set aflame to provide heat, light or use as a weapon.

Lamp Oil (Olive Oil): Since olives are abundant in the Olympian setting, they are used for many things, including providing most lamp oil. This oil otherwise is treated the same as oil found in the *Player's Handbook*.

Locks: Although locks in a Bronze Age setting are not generally as complex as those in the typical medieval setting, the various given complexities are maintained here for relative purposes (everyone uses the same lock technology). Certainly the presence of a powerful Hephaestian priesthood, particularly with dwarf or gnome adherents, could move lock technology further toward the medieval without changing the feel of the setting if desired.

Mallet, Wooden: If a wooden mallet is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a dagger of its size.

Maul, Wooden: This two-handed wooden mallet is used for heavy work, such as building or ship manufacture. If a wooden maul is used in combat, treat it as a two-handed club.

Papyrus: These paper-like sheets are used to make scrolls and maps. Papyrus is typically imported from wealthy neighboring civilizations.

Perfume: Sweet-smelling perfumes are a sign of wealth. Most perfume is imported from wealthy neighboring civilizations.

Rouge: Women and wealthy men often use this to enhance their appearance. Priests and priestesses often use rouge in conjunction with religious ceremonies.

Storage Jar: The Olympian people make use of a wide assortment of ceramic jars to store perishable items, some of which are truly huge, towering as tall as two men.

TOOLS AND SKILL KITS

Diptych, Wizard's (Blank): This ancient "book" consists of two writing tablets hinged together, with an assortment of deep pockets used to house rolled papyrus scrolls. A wizard's diptych has 100 pages of papyrus, and each spell takes up one page per spell level (one page each for 0-level spells).

Holy Symbol, Ceramic, Gold, Silver or Wooden: Small personal icons, statuettes and other symbols of the gods are quite common in the Olympian setting. Many are worked in valuable metals or are covered with precious jewels, dependant upon the social status of the bearer. A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Musical Instrument, Common or Masterwork: Though many of the more complex musical instruments have not yet been invented in the Olympian setting, such as the organ or piano, a wide variety of drums, harps, horns and stringed instruments is still available. A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.



CLOTHING

The Olympian setting is much warmer than the typical medieval setting and so the common people wear far less protective clothing. It is not uncommon for laborers or hunters to go about their daily business wearing nothing but a loin-cloth or even in the nude. That said, the typical Olympian wears a chiton (a basic garment made from a single piece of cloth, folded and wrapped about the body and pinned at the shoulders and sides with fibulae (brooches or pins)). Men commonly wear their chitons to knee length, while women usually wear theirs to the ankles. Men sometimes wear a long mantle, called a himation, either over or in place of their chiton. Women sometimes wear long shirts as well. Sandals are the footgear of choice.

Aside from the above replacements for standard garments, most outfits remain essentially unchanged from those described in the *Player's Handbook*.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles (usually including the graceful, sleeved Ionic chitons). Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 20 gp), you look like an out-of-place commoner.

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, a leather skirt, a wide cestus (girdle), a thick chiton (perhaps with a himation), and a chlamys (a semi-circular cloak). Rather than a leather skirt, an extra-thick himation may be worn over a linen skirt. The outfit also includes any extra items you might need, such as an animal-skin wrap or a cloth hat.

Noble's or Senator's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Priest's or Oracle's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring. Such vestments are often accompanied and embellished by elaborate decorative weapons, sacred knots and rouge.

Scholar's or Poet's Outfit: Perfect for a scholar, poet, or esteemed actor, this outfit includes a chiton, a cestus, a cap, soft sandals, and possibly a chlamys or himation.

Traveler's Outfit: This set of clothes consists of boots or sturdy sandals, a wool or linen skirt, a sturdy cestus, a chiton (perhaps with a himation), and an ample chlamys with a hood or a separate cloth hat.

ANIMALS, MOUNTS AND RELATED GEAR

Saddle Pad: True saddles have not yet been invented in the implied setting; riders instead rely on a saddle pad covered with a saddle blanket.

Saddle Pad, Exotic: An exotic saddle pad is like a normal saddle pad except that it is designed for an unusual mount (such as a pegasus).

TRANSPORT

Horses were not a common sight throughout much of ancient Greece; in an Olympian setting, they might prove equally rare, more often used for charioteering than for riding. For getting around, particularly along the coast, these alternate means of travel are much more common than riding horses.

Bireme: A ship with two decks of oars on each side, one atop the other. A bireme is equivalent to a longship from the *Player's Handbook* in terms of cargo or passenger capacity.

Chariot, Riding: This two-wheeled vehicle is made of lightweight materials such as wicker and is designed to be drawn by one or two horses (or other beasts of burden). It is designed to carry only one person — the driver. It comes with a harness. A riding chariot has 10 hit points.

Chariot, War: This sturdy, two-wheeled vehicle is made of lightweight materials such as wicker and is designed to be drawn by two to four warhorses. It is designed to carry two people — the driver and a passenger. It comes with a harness. A war chariot has 25 hit points.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Fishing Boat: This small boat is equivalent to a rowboat from the *Player's Handbook*.

Merchant Ship: This larger, seaworthy ship is equivalent to a sailing ship from the *Player's Handbook*.

Palanquin: This is a covered litter carried by four retainers or slaves commonly used by wealthy nobles or royalty for movement about a town or city.

Penteconter: A narrow ship with twenty-five oars on each side. A penteconter is equivalent to a keelboat from the *Player's Handbook* in terms of cargo or passenger capacity.

Trireme: A ship with three decks of oars on each side, one atop the other, used as the standard warship of the Olympian setting. A trireme is equivalent to a warship from the *Player's Handbook* in terms of cargo or passenger capacity.

SPELLCASTING AND SERVICES

Physician: The amount given is the typical daily wage for a healer to visit and make use of the Heal skill. This value represents a minimum wage; many such physicians require significantly higher pay if they are required to stay overnight

or need exotic medicines (GM's prerogative).

Priest: It is not uncommon in the Olympian setting to make a sacrifice to the gods whenever beginning a new or hazardous endeavor, be it a wedding or the beginning of a journey.

Seer: Oracles and seers are in common use in the Olympic setting. This entry includes the costs of visiting a local seer to look into the immediate future as it relates to one's everyday life. Those seeking more specific readings or visions from more reputable oracles can expect to pay much more (exactly how much depends upon the information sought, which oracle is being visited, and the whims of the GM).



CHAPTER FOUR:

SPELLS



DIVINE SPELLS

In the Olympus setting, priests have a great deal of power. After all, the gods are extremely potent, and very evident — unlike some other settings, the gods here often interfere in the lives of mortals, and so most people have little doubt that the gods exist. This means that the gods' priests gain a great deal of respect, since they are the ones who can communicate with — and intercede with — the gods on the people's behalf. Most priests take their duties very seriously. They commune with their god on a regular basis, and so know better than anyone how temperamental and vindictive their deity can be. They also know

firsthand, however, just how powerful their god is, and how benevolent he or she can be when in the right mood. There is a great responsibility implicit even in the use of healing spells — the gods do not necessarily desire all curses to be lifted, all wounds to be healed and certainly not all dead to be restored to life. Priests must weigh their actions against the will of their deities — their spells are granted to further the divine cause, not mortal desire.

Most clerics in the Olympus setting fall into one of three categories: healers, seers, and warriors. Healers spend most of their time in the

temples, though some wander the countryside aiding those in need. They use healing spells, of course, but also pray for other spells that might be useful, such as those that aid travel, or create food and water, or remove poisons. Seers are not simply oracles but any priests who use their spells to discern the truth about events and about people. These clerics are excellent advisors, and are often consulted when an illness strikes a town or a monster ravages the countryside or a war does not go as planned. Most of their spells focus upon learning, and upon seeing the truth behind words and actions. Warrior priests are those who go to battle in their name of their god, fighting alongside other warriors and lending both their aid and their god's favor to their allies. These clerics are more likely to take combative spells, but also protective ones, and to use spells both upon themselves and upon those around them.

Druids are considered part of the priesthood as well, although clearly they serve specific gods of the earth and of nature. Druids and clerics do not suffer from a great philosophical divide, as they sometimes do in other settings; even the most citified and rational priest of Athena can meet a feral druid of Artemis halfway, assuming that Athena and Artemis are currently on speaking terms.

Because the undead are not common in this setting, most priests rarely bother to take spells related to turning, controlling, or destroying such creatures. They may have spells for communicating with the dead, however, and for easing their pain and helping them to leave this world behind and move on to the next. Several clerical spells deal with the fact that the gods are much closer and more accessible than most deities, and can be called upon directly for aid or even just for an appearance. Other spells focus upon drawing strength from the earth and other elements of nature.

Olympian clerics are more visceral than most, and many of their spells require blood sacrifices of one sort or another — usually the more potent the sacrifice was in life, the more powerful the spell will be. Some spells require human sacrifices to activate truly great power, but the use of such spells is frequently damning. When a god demands a human sacrifice, it is often with the intention of punishing the house from which the sacrifice must be drawn, as was the case with Agamemnon and his daughter — and Agamemnon came to no good end when

he decided to comply with his priests' decree by sacrificing his daughter. Even if demanded by one god, the use of a spell that demands a human sacrifice will frequently offend another deity. A man who is commanded to sacrifice his daughter by Zeus quickly earns the wrath of Artemis at the very least.

Although their gods are all part of the same pantheon, Olympian clerics frequently bicker among themselves. The gods have many petty rivalries, and these disputes have been passed along to their priests, so that the clerics of one god actively oppose the priests of a rival god. Because of this, some clerical spells focus upon attacking rival priests, or upon limiting their powers.

ARCANE SPELLS

In the world of Olympus, sorcerers are far more common than wizards, but wizards are more feared. That is because most sorcerers are known by another name: heroes. Many sorcerers have only a handful of powers, and these are seen less as casting magic spells than as innate abilities, a legacy of their divine parentage. Actually, many sorcerers think this way themselves, and do not realize that they consciously call upon magic for their powers, or that they could actually learn new spells to augment the ones they have always used instinctively.

Wizards, in contrast, know exactly what they are. Wizardry in Olympus is a difficult and time-consuming art, and one that requires years of constant study to master. Wizards use elaborate rituals to cast their spells, and must often provide blood sacrifices for the magic to be effective. Most people fear wizards, and rightly so — a talented wizard can cast a wide range of spells, and is capable of destroying the health and happiness of any mundane rival. Wizards are most often used when the local priests either cannot or will not accede to the person's requests — for example, if a local ruler wants to marry a young woman, and the priests tell him that the gods forbid such a union, he may call upon a wizard to help him win the lady's love. Because of this, wizards and priests are often at odds, and do not trust one another. Wizards often sneer that clerics are lapdogs, doing tricks at the command of their gods, while clerics retort that wizards touch powers never meant for mortals, and so tempt the anger of the gods by pretending to divine privilege. (If the GM is using the optional Hubris system presented in Chapter Six, of course, the priests are probably right....)



Transmutation is perhaps the most common spell type in the Olympus setting. Stories abound of people who were changed into animals or trees or rocks, so much so that no one is surprised to hear that such a transformation has afflicted someone else. Divinations are also popular, and those wizards who specialize in the divinatory arts gain more respect than others, though they have to be careful lest they encroach upon the territory of the oracles, and thus invite divine wrath. Enchantments are also common, with people casting love spells and hate spells and otherwise influencing the actions and emotions of other people. Conjunction spells, particularly those involved with summoning creatures, are often used. Necromancy is accepted, provided the caster treats the dead with respect — ghosts and spirits were a familiar notion in everyday life, and the idea of calling upon a spirit for information was perfectly normal, as long as the spirit was approached politely. Undead are rare, however, and so most necromantic spells focus on reaching the land of the dead rather than on dealing with those who are dead but still walk the earth. Few wizards are necromancers, but many know some of the necromantic spells, especially those that involve speaking with the dead rather than dominating them. Many wizards also employ illusions, and most arcane spellcasters can create at least a few false images upon command. Abjurations are not seen often, perhaps because they are most useful against other wizards and it is rare for two wizards to fight one another. Such spells do exist, however, and many spellcasters quietly employ such protections. The least used school in this setting is evocation — these spells are extremely showy, and involve the direct control of energy, and most Olympian spellcasters deal with people and the elements instead. This is not to say that evocation does not exist in this world — all of the schools are present — but most of its spells are used in such a way that they appear to draw upon the weather or some other existing element, rather than shaping power from nowhere. For example, the spell *flaming sphere*, rather than producing a ball of fire from the spellcaster's hands, causes the clouds above to release a sphere of flame, or a ball of flame to be vomited up from a fissure in the earth. The effect is that the wizard seems to be tapping into an existing force instead of generating his own.

For material components, wizards often use ointments and herbs. Fruits are also common, especially apples. Other regular ingredients in-

clude knotted cords, effigies, potions, wine, and blood. Sorcerers generally require only a verbal component, or nothing beyond concentration and perhaps an object for focus.

RESTRICTING SPELL LISTS

No two groups agree to the same extent on what an “appropriate” form of magic may be; some may choose to strip out the entire evocation school to better simulate the feel of Grecian myth, while others may feel that a wizard throwing *fireballs* fits well enough with just a few cosmetic touches. This book does not outright ban many of the staple spells from a Hellenic fantasy game (it isn't our place to do so), but it does offer recommendations as to which spells might skew the mood too far away from the myths. Spells marked in italics in the lists (such as *teleport* and *wall of force*) are those that, if omitted from the spell lists, may simulate the genre better. The GM should (while bearing the players' tastes in mind, of course) decide which, if any, of these spells are removed from the campaign.

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

- Dancing Lights:** Creates torches or other lights.
- Daze:** Humanoid creature of 4 HD or less loses next action.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Flare:** Dazzles one creature (–1 on attack rolls).
- Ghost Sound:** Figment sounds.
- Know Direction:** You discern north.
- Light:** Object shines like a torch.
- Lullaby:** Makes subject drowsy; –5 on Spot and Listen checks, –2 on Will saves against *sleep*.
- Mage Hand:** 5-pound telekinesis.
- Mending:** Makes minor repairs on an object.
- Message:** Whispered conversation at distance.
- Open/Close:** Opens or closes small or light things.
- Prestidigitation:** Performs minor tricks.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 on saving throws.
- Song of Serenity†:** Subject is cured of fatigue.
- Summon Instrument:** Summons one instrument of the caster's choice.

1ST-LEVEL BARD SPELLS

- Alarm:** Wards an area for 2 hours/level.
- Animate Rope:** Makes a rope move at your command.
- Apollo's Blessing†:** Counters darkness spells and grants skill bonuses.
- Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- Charm Person:** Makes one person your friend.
- Comprehend Languages:** You understand all spoken and written languages.
- Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- Detect Secret Doors:** Reveals hidden doors within 60 ft.
- Disguise Self:** Changes your appearance.
- Erase:** Mundane or magical writing vanishes.
- Expeditious Retreat:** Your speed increases by 30 ft.
- Feather Fall:** Objects or creatures fall slowly.
- Grease:** Makes 10-ft. square or one object slippery.
- Hideous Laughter:** Subject loses actions for 1 round/level.
- Hypnotism:** Fascinates 2d4 HD of creatures.

Identify M: Determines properties of magic item.
Lesser Confusion: One creature is *confused* for 1 round.
Magic Mouth M: Speaks once when triggered.
Magic Aura: Alters object's magic aura.
Obscure Object: Masks object against scrying.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls extraplanar creature to fight for you.
Undetectable Alignment: *Conceals alignment for 24 hours.*
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL BARD SPELLS

Alter Self: Assume form of a similar creature.
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Daze Monster: Living creature of 6 HD or less loses next action.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Fleet Feet of Hermes†: Subject gains +60 feet to movement rate.
Fox's Cunning: Subject gains +4 to Int for 1 min./level.
Glitterdust: *Blinds creatures, outlines invisible creatures.*
Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.
Mirror Image: *Creates decoy duplicates of you (1d4 +1 per three levels, max 8).*
Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
Scare: Panics creatures of less than 6 HD.
Shatter: *Sonic vibration damages objects or crystalline creatures.*
Silence: Negates sound in 15-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Suggestion: Compels subject to follow stated course of action.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Tongues: Speak any language.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL BARD SPELLS

Adoration†: One subject cannot attack you.
Apollo's Grace†: Grants temporary hit points, immunity to fatigue and +1 bonus on attack rolls.
Blink: *You randomly vanish and reappear for 1 round/level.*
Charm Monster: Makes monster believe it is your ally.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Empathic Surge†: Broadcasts your emotion to a crowd.
Fear: Subjects within cone flee for 1 round/level.
Gaseous Form: *Subject becomes insubstantial and can fly slowly.*
Geas, Lesser: Commands subject of 7 HD or less.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Illusory Script M: Only intended reader can decipher.
Invisibility Sphere: *Makes everyone within 10 ft. invisible.*
Major Image: As *silent image*, plus sound, smell and thermal effects.
Phantom Steed: Magic horse appears for 1 hour/level.
Remove Curse: Frees object or person from curse.
Scrying F: Spies on subject from a distance.
Sculpt Sound: Creates new sounds or changes existing ones.
Secret Page: Changes one page to hide its real content.
See Invisibility: Reveals invisible creatures or objects.
Sepia Snake Sigil^M: *Creates text symbol that immobilizes reader.*
Slow: One subject/level takes only one action/round, -2 to AC and attack rolls.
Speak with Animals: You can communicate with animals.
Summon Monster III: Calls extraplanar creature to fight for you.
Tiny Hut: *Creates shelter for ten creatures.*

4TH-LEVEL BARD SPELLS

Amnesia†: Target temporarily loses his memories.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: *Teleports you short distance.*
Dominate Person: Controls humanoid telepathically.
Empathic Transfer†: Broadcasts another person's emotion to a crowd.
Freedom of Movement: Subject moves normally despite impediments.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Hold Monster: As *hold person*, but any creature.
Insistent Beat†: Subjects are at -4 on mental ability and skill checks.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.
Locate Creature: Indicates direction to familiar creature.
Mark of Apollo†: Designates action that will trigger *Apollo's grace* on subject.
Modify Memory: Changes 5 minutes of subject's memories.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Secure Shelter: Creates sturdy cottage.



Shadow Conjunction: Mimics conjuring below 4th level, but only 20% real.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Speak with Plants: You can talk to normal plants and plant creatures.

Summon Monster IV: Calls extraplanar creature to fight for you.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL BARD SPELLS

Adoring Crowd†: A number of subjects within close range cannot attack you.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Dissonant Chorus†: Music causes Wisdom damage, prevents verbal spellcasting.

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind Fog: Subjects in fog get -10 on Wis and Will checks.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Mislead: Turns you invisible and creates illusory double.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Orpheus' Song of Sanctuary†: Enemies must make Will saves to attack your allies.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk: Step into shadow to travel rapidly.

Song of Discord: Forces targets to attack each other.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster V: Calls extraplanar creature to fight for you.

6TH-LEVEL BARD SPELLS

Analyze Dweomer^F: Reveals magical aspects of subject.

Animate Objects: Objects attack your foes.

Apollo's Grace, Mass†: As *Apollo's grace*, but affects one subject/level.

Apollo's Song of Healing†: Cures 100 points of damage, all diseases and mental conditions.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Eyebite: Target becomes panicked, sickened, and comatose.

Find the Path: Shows most direct way to a location.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Irresistible Dance: Forces subject to dance.

Permanent Image: Includes sight, sound, and smell.

Programmed Image M: As *major image*, plus triggered by event.

Project Image: Illusory double can talk and cast spells.

Scrying, Greater: As *scrying*, but faster and longer.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VI: Calls extraplanar creature to fight for you.

Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.

Veil: Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Decorate Item†: Adds or changes detail work on a crafted item.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflct Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Artemis' Blessing†: Allies gain +1 bonus to ranged attack, bonus to tracking

Athena's Battle Guidance†: Your next two attack rolls are at +10 and ignore concealment.

Athena's Blessing†: Allies gain +1 bonus to melee attack rolls, +2 bonus to Wisdom-based skill checks.

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water^M: Makes holy water.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Curse Water^M: Makes unholy water.

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Godlock†: Illusion of your deity guards object.

Haruspicy†: Read omens of the future in an animal's entrails.

Hide from Undead: Undead can't perceive one subject/level.

Inflct Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Sobriety†: Dispels drunkenness, allows second save against *confusion*.

Summon Monster I: Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: *Weapon becomes good, evil, lawful, or chaotic.*

Annul the Divine†: Remove *consecrate* or *deseccrate* effects.

Apollo's Blessing†: Counters darkness spells and grants skill bonuses.

Athena's Protective Shield†: Subject ignores 2 points of damage per attack.

Augury^{MF}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bleak Harvest†: Ruin a field's crops for one year.

Bountiful Harvest†: Improve a field's production for one year.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate^M: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Deseccate^M: Fills area with negative energy, making undead stronger.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: *Notice traps as a rogue does.*

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: *Sonic vibration damages objects or crystalline creatures.*

Shield Other^F: You take half of subject's damage.

Silence: Negates sound in 15-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: *Conceals alignment for 24 hours.*

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

Artemis' Grace†: Target gains +3 to ranged attack rolls, ignores concealment.

Athena's Grace†: Target gains insight bonus to AC equal to 4 + Wisdom modifier.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Gaean Repast†: You don't require food.

Gaean Strength†: Gain 1/2 your caster level as bonus to Strength as long as you touch the earth.

Glyph of Warding^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law: *As protection spells, but 10-ft. radius and 10 min./level.*

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Patronage†: Subject receives +2 AC, +4 Intimidate, saving throw bonus against spells.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Sacrifice†: Sacrifice animal to confer bonuses to subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: *Bars extradimensional movement.*

Discern Lies: Reveals deliberate falsehoods.

Dismissal: *Forces a creature to return to native plane.*

Divination^M: Provides useful advice for specific proposed actions.

Divine Link†: Your god speaks through you.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Empathic Surge†: Broadcasts your emotion to a crowd.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Guarded Form†: Subject gains SR 12 + caster level against transmutation spells.

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).



Mortal Cloak†: One person takes on the other's likeness; the other falls asleep.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser ^X: Exchange services with a 6 HD extraplanar creature.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.
Restoration ^M: Restores level and ability score drains.
Sending: Delivers short message anywhere, instantly.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak any language.

5TH-LEVEL CLERIC SPELLS

Adoration†: One subject cannot attack you.
Atonement ^{F X}: Removes burden of misdeeds from subject.
Bitter Vintage†: Turns wine into poison of the caster's choice.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Command, Greater: As *command*, but affects one subject/level.
Commune ^X: Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
Disrupting Weapon: Melee weapon destroys undead.
Empathic Transfer†: Broadcasts another person's emotion to a crowd.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Hallow ^M: Designates location as holy.
Infect Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.
Insect Plague: Locust swarms attack creatures.
Mark of Apollo†: Designates action that will trigger *Apollo's grace* on subject.
Mark of Artemis†: Designates action that will trigger *Artemis' grace* on subject.
Mark of Athena†: Designates action that will trigger *Athena's grace* on subject.
Mark of Justice: Designates action that will trigger curse on subject.
Plane Shift ^F: As many as eight subjects travel to another plane.
Raise Dead ^M: Restores life to subject who died as long as one day/level ago.
Righteous Might: Your size increases, and you gain combat bonuses.
Sacrifice, Mortal†: Sacrifice humanoid to confer bonuses to subject.
Scrying ^F: Spies on subject from a distance.
Slay Living: Touch attack kills subject.
Spell Resistance: Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you.
Sun Chariot†: Summoned chariot holds six and flies at speed of 120 ft.
Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.
Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.
True Seeing ^M: Lets you see all things as they really are.
Unhallow ^M: Designates location as unholy.
Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL CLERIC SPELLS

Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Arcane Prohibition†: Arcane spells suffer 50% chance of spell failure.

Banishment: Banishes 2 HD/level of extraplanar creatures.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
Blade Barrier: Wall of blades deals 1d6/level damage.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Divine Transference†: Your god speaks through a designated vessel.
Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
Find the Path: Shows most direct way to a location.
Forbiddance ^M: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
Mortal Cloak, Forced†: One person takes on likeness of unwilling target.
Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
Planar Ally ^X: As *lesser planar ally*, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Symbol of Fear ^M: Triggered rune panics nearby creatures.
Symbol of Persuasion ^M: Triggered rune charms nearby creatures.
Undeath to Death ^M: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

7TH-LEVEL CLERIC SPELLS

Adoring Crowd†: A number of subjects within close range cannot attack you.
Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Blood Creatures†: Summons 1 HD/2 levels of supernatural animals.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction F: Kills subject and destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
Divine Interference†: Target is resistant to spells cast by followers of rival gods, vulnerable to spells cast by followers of your own god.
Ethereal Jaunt: You become ethereal for 1 round/level.
Gaeon Support†: You gain damage reduction 10/— while touching the earth.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Refuge ^M: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater ^X: As *restoration*, plus restores all levels and ability scores.
Resurrection ^M: Fully restore dead subject.

Sacrifice of Power^{†f}: Sacrifice humanoid to gain additional spell slots.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls extraplanar creature to fight for you.
Symbol of Stunning^M: Triggered rune stuns nearby creatures.
Symbol of Weakness^M: Triggered rune weakens nearby creatures.
Word of Chaos: *Kills, confuses, stuns, or deafens nonchaotic subjects.*

8TH-LEVEL CLERIC SPELLS

Antimagical Field: Negates magic within 10 ft.
Arcane Prohibition, Greater[†]: Arcane spells suffer 95% chance of spell failure.
Cloak of Chaos^f: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: *Teleportation and interplanar travel blocked for one day/level.*
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 5-ft./level radius.
Fire Storm: *Deals 1d6/level fire damage.*
Holy Aura^f: +4 to AC, +4 resistance, and SR 25 against evil spells.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Planar Ally, Greater^x: As *lesser planar ally*, but up to 18 HD.
Shield of Law^f: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Symbol of Death^M: Triggered rune slays nearby creatures.
Symbol of Insanity^M: Triggered rune renders nearby creatures insane.
Unholy Aura^f: +4 to AC, +4 resistance, and SR 25 against good spells.

9TH-LEVEL CLERIC SPELLS

Astral Projection^M: *Projects you and companions onto Astral Plane.*
Blood Protectors[†]: Create a number of warriors made of blood to defend you.
Energy Drain: Subject gains 2d4 negative levels.
Etherealness: *Travel to Ethereal Plane with companions.*
Gate^x: *Connects two planes for travel or summoning.*
Heal, Mass: As *heal*, but with several subjects.
Implosion: *Kills one creature/round.*
Miracle^x: Requests a deity's intercession.
Soul Bind^f: Traps newly dead soul to prevent *resurrection*.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.
True Resurrection^M: As *resurrection*, plus remains aren't needed.

NEW CLERIC DOMAINS

ARCHERY

Deities: Apollo, Artemis

Granted Powers: Free Martial Weapon Proficiency with bow or short bow (if necessary) and +1 divine bonus to attack rolls made with bows.

ARCHERY DOMAIN SPELLS

- Aid of the Wind**[†]: Doubles a weapon's range increment.
- True Strike**: +20 on your next attack roll.
- Arrowfire**[†]: Your arrows do +1d6 fire damage, but give off no actual heat or flame.
- Repetitive Shot**[†]: Subsequent shots at same target gain a +4 attack bonus.
- Arrowlink**[†]: Deliver touch spells through arrows at up to 60-ft. range.
- Sacrificial Shot**[†]: Spend hit points for additional arrow damage dice.
- Horizon Shot**[†]: Long-range shots gain extra damage and ignore range penalties.
- Arrowspark**[†]: Arrows become brilliant energy weapons (ignoring armor).
- Arrowlink, Greater**[†]: Deliver touch spells through arrows at any range.

ARTIFICE DOMAIN

Deity: Hephaestus

Granted Powers: Free Craft Magic Arms and Armor feat. Appraise is always a class skill.

ARTIFICE DOMAIN SPELLS

- Hone**[†]: Item becomes masterwork for 1 hour/level.
- Forge of Air**[†]: Creates invisible forge for metalworking.
- Stone Shape**: Sculpts stone into any shape.
- Magic Weapon, Greater**: +1 bonus/four levels (max +5).
- Hephaestus' Blessing**[†]: Crafted weapons are at -4 to attack you and do only half damage.
- Animate Objects**: Objects attack your foes.
- Dismantle**[†]: An object falls apart at your touch.
- Polymorph Any Object**: Changes any subject into anything else.
- Stone Warriors**[†]: Summon constructs with the statistics of shield guardians.

BEAUTY DOMAIN

Deity: Aphrodite

Granted Powers: You may enhance your own personal magnetism once per day as a supernatural ability. You gain an enhancement bonus to Charisma equal to your cleric level. Activating the power is a free action, and the power lasts for one minute.

BEAUTY DOMAIN SPELLS

- Distracting Wiles**: Subject suffers -10 on certain skill checks against you.
- Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level.
- Sweet Whispers**[†]: You hear whatever the subject says, regardless of distance.
- Adoration**[†]: One subject cannot attack you.
- Ardent Gaze**[†]: You can see the subject clearly regardless of visual obstacles.
- Adoring Crowd**[†]: A number of subjects within close range cannot attack you.
- Devoted Shield**[†]: One subject absorbs damage for you.
- Devoted Masses**[†]: Multiple subjects absorb damage for you.
- Adoration, Overwhelming**[†]: Subjects cannot attack anyone.



MARRIAGE

Deity: Hera

Granted Powers: Add Sense Motive to your list of cleric class skills. Once per day as a free action, you can grant another person a bonus to Will saving throws equal to your Charisma modifier. This bonus lasts for one round per cleric level.

MARRIAGE DOMAIN SPELLS

- 1 **Inner View**†: Lets one person read another's surface thoughts.
- 2 **Honest Words**†: Two subjects cannot lie to one another.
- 3 **Rapport**†: Links two willing subjects telepathically.
- 4 **Sending**: Delivers short message anywhere, instantly.
- 5 **Familiarity**†: Gain +4 to AC and attack rolls against an intelligent creature.
- 6 **Passion**†: Causes two people to instantly love or hate one another.
- 7 **Lovers' Knot**†: Two subjects share an empathic bond.
- 8 **Sympathy**†: Object or location attracts certain creatures.
- 9 **Lifeknot**†: As *lovers' knot*, but lasts longer and grants bonuses to a married couple.

MOON

Deity: Artemis

Granted Powers: Blind-Fight feat as a bonus feat. You may, as a free action, determine what phase the moon is in, at what point in the sky it is in, or the time it will rise or set.

MOON DOMAIN SPELLS

- 1 **Lunar Speed**†: Your movement rate doubles in moonlight.
- 2 **Lunar Armor**†: Adds +4 luck bonus to AC under a night sky.
- 3 **Moonlit Stroll**†: You can walk on moonlit surfaces as if on level ground.
- 4 **Strength of the Tide**†: Gain Strength and Dexterity bonuses by moon phase.
- 5 **Baleful Polymorph**: Transforms subject into harmless animal.
- 6 **Lunar Revelation**†: *Scry* anyone while under the night sky.
- 7 **Waxing Health**†: Gain fast healing 5 while in moonlight.
- 8 **Insanity**: Subject suffers continuous *confusion*.
- 9 **Body of Moonlight**†: You become incorporeal and 90% invisible.

MUSIC DOMAIN

Deity: Apollo

Granted Powers: Gain spell resistance 10 + your cleric level, only against bardic spells. Skill Focus (Perform) as a free feat for any one of the following: sing, percussion instruments, string instruments or wind instruments.

MUSIC DOMAIN SPELLS

- 1 **Sleep**: Puts 4 HD of creatures into magical slumber.
- 2 **Sound Burst**: Deals 1d8 sonic damage to subjects; may stun them.
- 3 **Imagery**†: Your music projects an image into peoples' minds.
- 4 **Insistent Beat**†: Subjects are at -4 on mental ability and skill checks.

- 5 **Shout**: Deafens all within cone and deals 5d6 sonic damage.
- 6 **Song of Discord**: Forces targets to attack each other.
- 7 **Dissonant Chorus**†: Music causes Wisdom damage, prevents verbal spellcasting.
- 8 **Irresistible Dance**: Forces subject to dance.
- 9 **Mimicry**†: Duplicate any bard spell.

UNDERWORLD DOMAIN

Deity: Hades

Granted Powers: You gain darkvision to 60 feet. If you already have darkvision as a racial trait, the range of your darkvision is extended by 60 feet.

UNDERWORLD DOMAIN SPELLS

- 1 **Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.
- 2 **Darkness**: 20-ft. radius of supernatural shadow.
- 3 **Speak with Dead**: Corpse answers one question/two levels.
- 4 **Death Ward**: Grants immunity to death spells and negative energy effects.
- 5 **Hounds of the Underworld**†: Summons 1d4 two-headed hounds.
- 6 **Antilife Shell**: 10-ft. field hedges out living creatures.
- 7 **Shadow Walk**: Step into shadow to travel rapidly.
- 8 **Symbol of Death**†: Triggered rune slays nearby creatures.
- 9 **Imprisonment**: Entombs subject beneath the earth.

WINE DOMAIN

Deity: Dionysus

Granted Powers: You are immune to ingested poisons (though not to injected, contact or inhaled poisons).

WINE DOMAIN SPELLS

- 1 **Sobriety**†: Dispels drunkenness, allows second save against *confusion*.
- 2 **Touch of Idiocy**: Subject takes 1d6 points of Int, Wis, and Cha damage.
- 3 **Endless Fount**†: Create wine or wine geyser.
- 4 **Bitter Vintage**†: Turns wine into poison of your choice.
- 5 **Mind Fog**: Subjects in fog get -10 to Wis and Will checks.
- 6 **Restorative Draught**†: Transforms wine into a healing potion.
- 7 **Intoxicating Haze**†: Targets suffer -2 to attack rolls and skill checks, plus *confusion*.
- 8 **Fiery Vintage**†: Burning blood inflicts 1d4 or 1d6/caster level.
- 9 **Universal Beverage**†: Transforms wine into a magical potion.

DRUID SPELLS

O-LEVEL DRUID SPELLS (ORISONS)

- Create Water:** Creates 2 gallons/level of pure water.
- Cure Minor Wounds:** Cures 1 point of damage.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Detect Poison:** Detects poison in one creature or object.
- Flare:** Dazzles one creature (-1 penalty on attack rolls).
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Know Direction:** You discern north.
- Light:** Object shines like a torch.
- Mending:** Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 bonus on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

Artemis' Blessing†: Allies gain +1 bonus to ranged attack, bonus to tracking

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Haruspicy†: Read omens of the future in an animal's entrails.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bleak Harvest†: Ruin a field's crops for one year.

Bountiful Harvest†: Improve a field's production for one year.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap^M: Opened object deals 1d4 +1/level damage.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gaean Repast†: You don't require food.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Animal Camouflage†: Appear as an animal or magical beast to others of that species.

Armor of Ladon†: You gain +2 AC/three levels.

Artemis' Grace†: Target gains +3 to ranged attack rolls, ignores concealment.

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animal: Subject animal obeys silent mental commands.

Gaean Strength†: Gain 1/2 your caster level as bonus to Strength as long as you touch the earth.

Liquid Form†: Willing subject becomes living liquid.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sacrifice†: Sacrifice animal to confer bonuses to subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL DRUID SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Mark of Artemis†: Designates action that will trigger *Artemis' grace* on subject.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.



Rusting Grasp: Your touch corrodes iron and alloys.
Scrying^F: Spies on subject from a distance.
Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.
Summon Nature's Ally IV: Calls creature to fight.

5TH-LEVEL DRUID SPELLS

Animal Camouflage, Greater[†]: As *animal camouflage*, but deceives multiple species.
Animal Growth: One animal/two levels doubles in size.
Atonement: Removes burden of misdeeds from subject.
Awaken^X: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Bitter Vintage[†]: Turns wine into poison of the caster's choice.
Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Death Ward: Grants immunity to all death spells and negative energy effects.
Hallow^M: Designates location as holy.
Insect Plague: Locust swarms attack creatures.
Sacrifice, Mortal^{†F}: Sacrifice humanoid to confer bonuses to subject.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Nature's Ally V: Calls creature to fight.
Sun Chariot[†]: Summoned chariot holds six and flies at speed of 120 ft.
Transmute Mud to Rock: Transforms two 10-ft. cubes/level.
Transmute Rock to Mud: Transforms two 10-ft. cubes/level.
Tree Stride: Step from one tree to another far away.
Unhallow^M: Designates location as unholy.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Thorns: Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Cat's Grace, Mass: As *cat's grace*, affects one subject/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but +20 on check.
Find the Path: Shows most direct way to a location.
Fire Seeds: Acorns and berries become grenades and bombs.
Gaeian Support[†]: You gain damage reduction 10/— while touching the earth.
Hydra's Blood[†]: Poisons one weapon or five projectiles.
Ironwood: Magic wood is strong as steel.
Liveoak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills.
Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
Repel Wood: Pushes away wooden objects.
Spellstaff: Stores one spell in wooden quarterstaff.
Stone Tell: Talk to natural or worked stone.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.
Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Fire Storm: Deals 1d6/level fire damage.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Sacrifice of Power^{†F}: Sacrifice humanoid to gain additional spell slots.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Nature's Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 4d6 damage.
Transmute Metal to Wood: Metal within 40 ft. becomes wood.
True Seeing^M: Lets you see all things as they really are.
Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.
Control Plants: Control actions of one or more plant creatures.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Earthquake: Intense tremor shakes 5-ft./level radius.
Finger of Death: Kills one subject.
Repel Metal or Stone: Pushes away metal and stone.
Reverse Gravity: Objects and creatures fall upward.
Summon Nature's Ally VIII: Calls creature to fight.
Sunburst: Blinds all within 10 ft., deals 6d6 damage.
Whirlwind: Cyclone deals damage and can pick up creatures.
Word of Recall: Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

Antipathy: Object or location affected by spell repels certain creatures.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Elemental Swarm: Summons multiple elementals.
Foresight: "Sixth sense" warns of impending danger.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Shapechange^F: Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature's Ally IX: Calls creature to fight.
Sympathy^M: Object or location attracts certain creatures.
Zeus' Fury[†]: Calls multiple lightning bolts.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Athena's Battle Guidance[†]: Your next two attack rolls are at +10 and ignore concealment.
Athena's Blessing[†]: Allies gain +1 bonus to melee attack rolls, +2 bonus to Wisdom-based skill checks.
Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water: Makes holy water.

Bless Weapon: *Weapon strikes true against evil foes.*
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Poison: Detects poison in one creature or small object.
Detect Undead: *Reveals undead within 60 ft.*
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Endure Elements: Exist comfortably in hot or cold environments.
Magic Weapon: Weapon gains +1 bonus.
Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Dispel magical ability penalty or repairs 1d4 ability damage.
Virtue: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Athena's Protective Shield†: Subject ignores 2 points of damage per attack.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other †: You take half of subject's damage.
Undetectable Alignment: *Conceals alignment for 24 hours.*
Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

Athena's Grace†: Target gains insight bonus to AC equal to 4 + Wisdom modifier.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.
Dispel Magic: Cancels spells and magical effects.
Heal Mount: *As heal on warhorse or other special mount.*
Magic Circle against Chaos: *As protection from chaos, but 10-ft. radius and 10 min./level.*
Magic Circle against Evil: *As protection from evil, but 10-ft. radius and 10 min./level.*
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.

4TH-LEVEL PALADIN SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Death Ward: Grants immunity to death spells and negative energy effects.
Dispel Chaos: +4 bonus against attacks by chaotic creatures.
Dispel Evil: +4 bonus against attacks by evil creatures.
Holy Sword: *Weapon becomes +5, deals +2d6 damage against evil.*
Mark of Athena†: Designates action that will trigger *Athena's grace* on subject.
Mark of Justice: Designates action that will trigger *curse* on subject.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Restoration ^M: Restores level and ability score drains.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Artemis' Blessing†: Allies gain +1 bonus to ranged attack, bonus to tracking.



Alarm: Wards an area for 2 hours/level.

Animal Messenger: Sends a Tiny animal to a specific place.

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Increases your speed.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without Trace: One subject/level leaves no tracks.

Read Magic: Read scrolls and spellbooks.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls animal to fight for you.

2ND-LEVEL RANGER SPELLS

Animal Camouflage†: Appear as an animal or magical beast to others of that species.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Gaeian Repast†: You don't require food.

Fleet Feet of Hermes†: Subject gains +60 feet to movement rate.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Summon Nature's Ally II: Calls animal to fight for you.

Wind Wall: Deflects arrows, smaller creatures, and gases.

3RD-LEVEL RANGER SPELLS

Artemis' Grace†: Target gains +3 to ranged attack rolls, ignores concealment.

Command Plants: Sway the actions of one or more plant creatures.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Gaeian Strength†: Gain 1/2 your caster level as bonus to Strength as long as you touch the earth.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Summon Nature's Ally III: Calls animal to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Animal Camouflage, Greater†: As *animal camouflage*, but deceives multiple species.

Animal Growth: One animal/two levels doubles in size.

Commune with Nature: Learn about terrain for 1 mile/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Freedom of Movement: Subject moves normally despite impediments.

Hydra's Blood†: Poisons one weapon or five projectiles.

Mark of Artemis†: Designates action that will trigger *Artemis' grace* on subject.

Nondetection^M: Hides subject from divination, scrying.

Summon Nature's Ally IV: Calls animal to fight for you.

Tree Stride: Step from one tree to another far away.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Abjur **Resistance:** Subject gains +1 on saving throws.

Conj **Acid Splash:** Orb deals 1d3 acid damage.

Div **Detect Poison:** Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Ench **Daze:** Humanoid creature of 4 HD or less loses next action.

Evoc **Dancing Lights:** Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illus **Ghost Sound:** Figment sounds.

Necro **Disrupt Undead:** Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Trans **Mage Hand:** 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Pull of the Earth†: Increases an item's weight.

Univ **Arcane Mark:** Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur **Alarm:** Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conj **Grease:** Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Div **Comprehend Languages:** You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

	<i>Detect Undead: Reveals undead within 60 ft.</i>	Div	Detect Thoughts: Allows “listening” to surface thoughts.
	Identify M: Determines properties of magic item.		Locate Object: Senses direction toward object (specific or type).
	True Strike: +20 on your next attack roll.		See Invisibility: Reveals invisible creatures or objects.
Ench	Charm Person: Makes one person your friend.	Ench	Daze Monster: Living creature of 6 HD or less loses next action.
	Hypnotism: Fascinates 2d4 HD of creatures.		HIDEOUS LAUGHTER: Subject loses actions for 1 round/level.
	Sleep: Puts 4 HD of creatures into magical slumber.		Insomnia†: Target cannot sleep for 8 hours/level.
Evoc	Burning Hands: 1d4/level fire damage (max 5d4).		Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.
	Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.	Evoc	Continual Flame ^M : Makes a permanent, heatless torch.
	Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).		Darkness: 20-ft. radius of supernatural shadow.
	Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).		Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Illus	Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.		Gust of Wind: Blows away or knocks down smaller creatures.
	Disguise Self: Changes your appearance.		Mystic Anchor†: Anchors a boat in place for 1 hour/level.
	Magic Aura: Alters object’s magic aura.		Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
	Relative Identity†: Appear as someone else to non-relatives.		Shatter: Sonic vibration damages objects or crystalline creatures.
	Silent Image: Creates minor illusion of your design.	Illus	Blur: Attacks miss subject 20% of the time.
Necro	Ventriloquism: Throws voice for 1 min./level.		Culture Identity†: Disguise yourself to all but a social group of your choice.
	Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.		Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
	Contact Shade†: You ask one shade or undead creature to come to you.		Invisibility: Subject is invisible for 1 min./level or until it attacks.
	Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.		Magic Mouth ^M : Speaks once when triggered.
	Mute†: Renders target incapable of speech.		Minor Image: As <i>silent image</i> , plus some sound.
	Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.		Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Trans	Aid of the Wind†: Doubles a weapon’s range increment.		Misdirection: Misleads divinations for one creature or object.
	Animate Rope: Makes a rope move at your command.		Phantom Trap ^M : Makes item seem trapped.
	Cloth of Flame†: Affected cloth catches fire when command word is spoken.	Necro	Blindness/Deafness: Makes subject blinded or deafened.
	Decorate Item†: Adds or changes detail work on a crafted item.		Command Undead: Undead creature obeys your commands.
	Enlarge Person: Humanoid creature doubles in size.		False Life: Gain 1d10 temporary hp +1/level (max +10).
	Erase: Mundane or magical writing vanishes.		Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
	Expeditious Retreat: Your speed increases by 30 ft.		Scare: Panics creatures of less than 6 HD.
	Feather Fall: Objects or creatures fall slowly.		Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
	Hamstring†: Target loses ability in one limb.	Trans	Spirit Confession†: Interrogate undead within range.
	Jump: Subject gets bonus on Jump checks.		Alter Self: Assume form of a similar creature.
	Magic Weapon: Weapon gains +1 bonus.		Bear’s Endurance: Subject gains +4 to Con for 1 min./level.
	Reduce Person: Humanoid creature halves in size.		Bull’s Strength: Subject gains +4 to Str for 1 min./level.
2ND-LEVEL SORCERER/WIZARD SPELLS			
Abjur	Arcane Lock ^M : Magically locks a portal or chest.		Cat’s Grace: Subject gains +4 to Dex for 1 min./level.
	Obscure Object: Masks object against scrying.		Darkvision: See 60 ft. in total darkness.
	Protection from Arrows: Subject immune to most ranged attacks.		Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.
	Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.		Fleet Feet of Hermes†: Subject gains +60 feet to movement rate.
	Scapegoat†: Transfer your poor die roll to another creature.		Fox’s Cunning: Subject gains +4 Int for 1 min./level.
Conj	Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.		Knock: Opens locked or magically sealed door.
	Fog Cloud: Fog obscures vision.		Levitate: Subject moves up and down at your direction.
	Glitterdust: Blinds creatures, outlines invisible creatures.		Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.
	Summon Monster II: Calls extraplanar creature to fight for you.		Pyrotechnics: Turns fire into blinding light or choking smoke.
	Summon Swarm: Summons swarm of bats, rats, or spiders.		Rope Trick: As many as eight creatures hide in extradimensional space.
	Web: Fills 20-ft.-radius spread with sticky spiderwebs.		Spider Climb: Grants ability to walk on walls and ceilings.
			Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dispel Magic:** Cancels magical spells and effects.
Explosive Runes: Deals 6d6 damage when read.
Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.
Nondetection^M: Hides subject from divination, scrying.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj **Phantom Steed:** Magic horse appears for 1 hour/level.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Scapegoat Other†: Beneficiary may pass bad luck onto a target.
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.
Summon Monster III: Calls extraplanar creature to fight for you.

Div **Arcane Sight:** Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Sweet Whispers†: You hear whatever the subject says, regardless of distance.
Tongues: Speak any language.

Ench **Deep Slumber:** Puts 10 HD of creatures to sleep.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Suggestion: Compels subject to follow stated course of action.

Evoc **Billowed Sail†:** Provides wind to increase speed of sailing ship 25%.
Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage/level, 20-ft. radius.
Lightning Bolt: Electricity deals 1d6/level damage.
Tiny Hut: Creates shelter for ten creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus **Animal Camouflage†:** Appear as an animal or magical beast to others of that species.
Displacement: Attacks miss subject 50%.
Illusory Script^M: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Major Image: As *silent image*, plus sound, smell and thermal effects.

Necro **Gentle Repose:** Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.
Ray of Exhaustion: Ray makes subject exhausted.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans **Blink:** You randomly vanish and reappear for 1 round/level.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Liquid Form†: Willing subject becomes living liquid.
Keen Edge: Doubles normal weapon's threat range.
Magic Weapon, Greater: +1/four levels (max +5).
Reforge†: Change shape of a metal object.
Secret Page: Changes one page to hide its real content.
Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.

Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dimensional Anchor:** Bars extradimensional movement.
Fire Trap^M: Opened object deals 1d4 damage +1/level.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Guarded Form†: Subject gains SR 12 + caster level against transmutation spells.
Know Thy Master†: Item functions properly only for designated owner.
Remove Curse: Frees object or person from curse.
Scapegoat, Greater†: Transfer multiple poor die rolls to another creature.
Stoneskin^M: Ignore 10 points of damage per attack.

Conj **Black Tentacles:** Tentacles grapple all within 15 ft. spread.
Dimension Door: Teleports you short distance.
Minor Creation: Creates one cloth or wood object.
Secure Shelter: Creates sturdy cottage.
Solid Fog: Blocks vision and slows movement.
Summon Monster IV: Calls extraplanar creature to fight for you.

Div **Arcane Eye:** Invisible floating eye moves 30 ft./round.
Detect Scrying: Alerts you of magical eavesdropping.
Locate Creature: Indicates direction to familiar creature.
Scrying^F: Spies on subject from a distance.

Ench **Charm Monster:** Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Geas, Lesser: Commands subject of 7 HD or less.

Evoc **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Resilient Sphere: Force globe protects but traps one subject.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illus **Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Shadow Conjunction: Mimics conjuration below 4th level, but only 20% real.

Necro **Animate Dead^M:** Creates undead skeletons and zombies.
Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
Contagion: Infects subject with chosen disease.
Enervation: Subject gains 1d4 negative levels.
Fear: Subjects within cone flee for 1 round/level.

Trans **Enlarge Person, Mass:** Enlarges several creatures.
Mortal Cloak†: One person takes on the other's likeness; the other falls asleep.

Mnemonic Enhancer^F: *Wizard only*. Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Separate but Equal[†]: Divide item into two component materials.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Break Enchantment**: Frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conj **Cloudkill**: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As *minor creation*, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Scapegoat Other, Greater[†]: Beneficiary may pass more bad luck onto a target.

Secret Chest^F: *Hides expensive chest on Ethereal Plane; you retrieve it at will.*

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: *Instantly transports you as far as 100 miles/level.*

Wall of Stone: Creates a stone wall that can be shaped.

Div **Contact Other Plane**: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: *Link lets allies communicate.*

Ench **Amnesia**[†]: Target temporarily loses his memories.

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Mind Fog: Subjects in fog get –10 to Wis and Will checks.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Evoc **Cone of Cold**: 1d6/level cold damage.

Interposing Hand: *Hand provides cover against one opponent.*

Sending: Delivers short message anywhere, instantly.

Wall of Force: *Wall is immune to damage.*

Illus **Animal Camouflage, Greater**[†]: As *animal camouflage*, but deceives multiple species.

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necro **Blight**: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar^F: Enables possession of another creature.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Trans **Animal Growth**: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Bitter Vintage[†]: Turns wine into poison of the caster's choice.

Fabricate: Transforms raw materials into finished items.

Keepsake[†]: Permanently binds an item to you.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Temper[†]: Metal object gains hit points and hardness.

Transmute Mud to Rock: Transforms two 10-ft. cubes/level.

Transmute Rock to Mud: Transforms two 10-ft. cubes/level.

Univ **Permanency**^X: Makes certain spells permanent.

6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Anathema**[†]: Divine spells suffer 50% chance of spell failure.

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conj **Acid Fog**: *Fog deals acid damage.*

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Div **Analyze Dweomer**^F: Reveals magical aspects of subject.

Legend Lore^{M,F}: Lets you learn tales about a person, place, or thing.

True Seeing^M: Lets you see all things as they really are.

Ench **Geas/Quest**: As *lesser geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evoc **Chain Lightning**: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency^F: Sets trigger condition for another spell.

Forceful Hand: *Hand pushes creatures away.*

Freezing Sphere: *Freezes water or deals cold damage.*

Illus **Mislead**: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro **Circle of Death**^M: Kills 1d4/level HD of creatures.

Create Undead^M: *Creates ghouls, ghosts, mummies, or mohrgs.*

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear M: Triggered rune panics nearby creatures.

Undeath to Death^M: *Destroys 1d4/level HD of undead (max 20d4).*

Withering Curse[†]: Instantly age one target.

Trans **Bear's Endurance, Mass**: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.



Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Mage's Lucubration: *Wizard only.* Recalls spell of 5th level or lower.

Mortal Cloak, Forced†: One person takes on likeness of unwilling target.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Stone to Flesh: Restores petrified creature.

Transformation^M: You gain combat bonuses.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Banishment:** Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj **Instant Summons^M:** Prepared object appears in your hand.

Mage's Magnificent Mansion^F: *Door leads to extradimensional mansion.*

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: *As many as eight subjects travel to another plane.*

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: *As teleport, but no range limit and no off-target arrival.*

Teleport Object: *As teleport, but affects a touched object.*

Div **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision^{Mx}: As *legend lore*, but quicker and strenuous.

Ench **Hold Person, Mass:** As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Evoc **Delayed Blast Fireball:** *1d6/level fire damage; you can postpone blast for 5 rounds.*

Forcecage^M: *Cube or cage of force imprisons all inside.*

Grasping Hand: *Hand provides cover, pushes, or grapples.*

Mage's Sword^F: Floating magic blade strikes opponents.

Prismatic Spray: *Rays hit subjects with variety of effects.*

Illus **Invisibility, Mass:** As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjunction, Greater: As *shadow conjunction*, but up to 6th level and 60% real.

Simulacrum^{Mx}: *Creates partially real double of a creature.*

Necro **Control Undead:** Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Trans **Control Weather:** Changes weather in local area.

Ethereal Jaunt: *You become ethereal for 1 round/level.*

Reverse Gravity: *Objects and creatures fall upward.*

Statue: Subject can become a statue at will.

Univ **Limited Wish^X:** Alters reality — within spell limits.

8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Dimensional Lock:** *Teleportation and interplanar travel blocked for one day/level.*

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: *Wall's colors have array of effects.*

Protection from Spells^{Mf}: Confers +8 resistance bonus.

Restored Form†: Restores target to true form.

Conj **Incendiary Cloud:** *Cloud deals 4d6 fire damage/round.*

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul^{Mf}: Imprisons subject within gem.

Div **Discern Location:** Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Ench **Antipathy:** Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.

Evoc **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.

Polar Ray: *Ranged touch attack deals 1d6/level cold damage.*

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus **Scintillating Pattern:** Twisting colors *confuse*, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: *As resilient sphere, but you move sphere telekinetically.*

Necro **Clone^{Mf}:** *Duplicate awakens when original dies.*

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: *Deals 1d6/level damage within 30 ft.*

Symbol of Death^M: Triggered rune slays nearby creatures.

Trans **Iron Body:** Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis^M: *Puts subject into suspended animation.*

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Freedom:** Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: *As prismatic wall, but surrounds on all sides.*

Conj	Gate ^X : Connects two planes for travel or summoning.	Illus	Shades : As <i>shadow conjuration</i> , but up to 8th level and 80% real.
	Refuge ^M : Alters item to transport its possessor to you.		Weird : As <i>phantasmal killer</i> , but affects all within 30 ft.
	Summon Monster IX : Calls extraplanar creature to fight for you.	Necro	Astral Projection ^M : Projects you and companions onto <i>Astral Plane</i> .
	Stone Warriors [†] : Summon constructs with the statistics of shield guardians.		Energy Drain : Subject gains 2d4 negative levels.
	Teleportation Circle ^M : Circle teleports any creature inside to designated spot.		Soul Bind ^F : Traps newly dead soul to prevent <i>resurrection</i> .
Div	Foresight : "Sixth sense" warns of impending danger.	Trans	Wail of the Banshee : Kills one creature/level.
Ench	Dominate Monster : As <i>dominate person</i> , but any creature.		Etherealness : Travel to <i>Ethereal Plane</i> with companions.
	Hold Monster, Mass : As <i>hold monster</i> , but all within 30 ft.		Shapechange ^F : Transforms you into any creature, and change forms once per round.
	Power Word Kill : Kills one creature with 100 hp or less.		Time Stop : You act freely for 1d4+1 rounds.
Evoc	Crushing Hand : Large hand provides cover, pushes, or crushes your foes.	Univ	Wish ^X : As <i>limited wish</i> , but with fewer limits.
	Meteor Swarm : Four exploding spheres; each deals 6d6 fire damage.		

NEW SPELLS

ΔDORATION

Enchantment (Compulsion)
[Mind-Affecting]
Level: Brd 3, Beauty 4, Clr 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft./2 levels)
Target: One person
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Select one creature as the subject of this spell. That creature is so overcome with adoration toward you that he cannot even contemplate attacking. The individual cannot attack you in any way (verbally, physically, magically, etc.) or take any action that would place you in danger, though he may still oppose your ends or attack your friends. If you attack or otherwise attempt to cause direct harm to the subject of the spell, the spell effect ends.

ΔDORATION, OVERWHELMING

Enchantment (Compulsion)
[Mind-Affecting]
Level: Beauty 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 60-ft.-radius burst
Duration: 1 minute/level
Saving Throw: Will negates

Spell Resistance: Yes

As *adoration*, except that all creatures within range are overcome with devotion not just to you, but also to one another. No one who fails his save can attack anyone else while the spell lasts.

ΔDORING CROWD

Enchantment (Compulsion)
[Mind-Affecting]
Level: Brd 5, Beauty 6, Clr 7
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 minute/level

As *adoration*, save as noted above. All affected targets within the spell area cannot attack you in any way.

ΔID OF THE WIND

Evocation
Level: Archery 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: 5 feet
Target: One ranged weapon
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call upon the winds to assist you or your ally by carrying a ranged weapon farther than it would normally reach. This spell effectively doubles the range increment for that weapon. If the spell is cast on a

bow or sling, the effects confer to any projectiles launched by the weapon.

ΔMNESIA

Enchantment
Level: Brd 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One person
Duration: 1 week/level
Saving Throw: Will partial
Spell Resistance: Yes

This spell causes the target to forget who he is and where he is from. He remembers all of his skills and abilities, but cannot remember anything about his personal history. If used in combat, the target cannot remember why he is fighting, and counts as shaken until the end of the combat, although he continues to defend himself or fight against an obvious threat if such is part of his personality. The target suffers a -4 morale penalty to Sense Motive checks and Will saving throws while under the influence of this spell.

If the target successfully saves against the spell, the duration is reduced to 1 hour/level.

Material Component: A sip's worth of wine.



ΔΝΑΘΗΕΜΔ

Abjuration

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft./level radius emanation from caster

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes

Arcane spellcasters use this ritual incantation to strip priests of their power. The spell charges the area around you with arcane energy of a sort that the gods themselves find most unpleasant. This form of energy also interferes with the prayers of the faithful, making it more difficult for divine words of power to be invoked. Divine spellcasters within the area suffer a spell failure chance of 50% for any divine spells they cast while in this area. The spell has no further effect on divine spells that are successfully cast within the area, or on divine spells that were already cast before the caster entered the *anathema* area of effect.

Material Components: A broken holy symbol and 100 gp worth of powdered silver mixed into a vial of humanoid blood.

ΔΝΙΜΑΛ ΚΑΜΟΥΦΛΑΓΕ

Illusion [Glamer]

Level: Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You take on the appearance of a member of any one species of animal or magical beast of 5 HD or less, but only to members of that species. You must select the type of animal or monster (specific species, like lion, rather than a general category like cat) when casting

the spell. All creatures of that species not only perceive you as one of their own kind, but also receive a sense of familiarity as if you were one of their pack (if the creatures have a pack mentality) or one of their peers. This spell does not guarantee safety among the creatures in question; you may find yourself challenged as a rival for mates or food, but such challenges are no more severe than they would be for a genuine rival beast.

Arcane Material Component: A tuft of fur.

ΔΝΙΜΑΛ ΚΑΜΟΥΦΛΑΓΕ,

GREATER

Enchantment

Level: Drd 5, Rgr 4, Sor/Wiz 5

Components: V, S, DF/M

Duration: 1 hour/level

This spell functions like *animal camouflage*, save that the duration is greater, and the spell affects all animals and magical beasts of 5 HD or less. Each creature will see you as one of their own, so if you were to encounter a worg leading a pack of wolves, the worg would see you as another worg, but the wolves would see him as another wolf.

Arcane Material Component: Two tufts of fur from different animals.

ΔΝΝΥΛ ΤΗΕ ΔΙΥΙΝΕ

Abjuration

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft. radius emanation

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to counter the effects of either *consecrate* or *desecrate*. The targeted area is no longer considered holy or unholy, and is no longer dedicated to its patron god — spellcasters can cast

without penalty or bonus here, regardless of affiliation, and the undead are unaffected. Although this spell is not as useful as the spells that it counters (which, of course, also counter each other), it requires less in way of expensive components, and is also considered less of an offensive act than either. A priest of Dionysus who chooses to *desecrate* an altar to Athena will start a blood feud, while the same priest who chooses to *annul the divine* upon the altar is simply furthering a rivalry.

ΔΠΟΛΛΟΨ ΒΛΕΣΣΙΝΓ

Abjuration

Level: Brd 1, Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Apollo's blessing counters all darkness spells (those with the darkness descriptor) and prevents further darkness spells being cast within its radius. Additionally, those within the spell's radius receive a +2 insight bonus on Perform and Heal checks.

ΔΠΟΛΛΟΨ ΓΡΑΚΕ

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Through your song, you channel positive energy into your touch, granting temporary hit points equal to 2d8 + caster level (to a maximum of 2d8+10 temporary hit points at caster level 10). This spell also makes the target immune to fatigue

effects for the spell's duration. Finally, *Apollo's grace* grants a +1 luck bonus on attack rolls while the spell is in effect.

ΔPOLLO'S GRACE, MASS

Enchantment (Compulsion)
[Mind-Affecting]

Level: Brd 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *Apollo's grace*, save that affects multiple subjects.

ΔPOLLO'S SONG OF HEALING

Conjuration (Healing)

Level: Brd 6

Components: V, S

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Through your song, you channel positive energy into a creature to wipe away injury and afflictions. Nominate one target within range while singing this song. *Apollo's song of healing* ends any and all of the following adverse conditions affecting the target immediately: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 100 points of damage.

Apollo's song of healing does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, *Apollo's song of healing* deals 100 points of damage; a successful Will save deals half damage. This spell cannot reduce an undead creature below 1 hit point.

ΔRCANE PROHIBITION

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft./level radius emanation from caster

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes

You imbue the surrounding area with such a strong divine presence that arcane magics have difficulty functioning properly. The air seems to crackle slightly, the way it does just before a major storm, and everything within the barrier appears to glitter as if coated with gold dust. Spellcasters within the area suffer a spell failure chance of 50% for any arcane spells they cast while in this area. The spell has no further effect on arcane spells that are successfully cast within the area, or on arcane spells that were already cast before the caster entered the *arcane prohibition* area of effect.

Material Component: Eight gold discs worked with arcane symbols, costing 100 gp.

ΔRCANE PROHIBITION, GREATER

Abjuration

Level: Clr 8

Components: V, S, M, DF

As *arcane prohibition*, but the chance of arcane spell failure in the area is raised to 95%.

Material Component: Eight platinum discs worked with arcane symbols, costing 500 gp.

ΔRDENT GAZE

Divination

Level: Beauty 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 feet + 40 ft./level)

Target: One creature

Duration: 1 hour/level

Saving Throw: No

Spell Resistance: Yes

This spell draws on the power of Aphrodite to follow the subject with your eyes, no matter the obstacles. At the time of casting, you nominate one creature that you can perceive in some way. While this spell is in effect, you can see the subject clearly, regardless of distance, cover, lighting, or even illusions, as long as he or she is within the range of your normal vision. This spell does not allow you to see the true form of polymorphed, changed or transmuted creatures, but it does allow you to see the exact location of creatures under *blur* or *displacement* effects and see through illusions or invisibility. Thus, even if the subject is invisible, at the edge of your vision, in total darkness and partially behind a boulder, you can see him easily.

ΔRMOR OF LADON

Transmutation

Level: Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Your skin transforms to brass-colored scales, granting you a natural armor bonus to AC equal to +2 for every three caster levels, up to a maximum of +10 at 15th level. These scales replace the normal texture of your skin rather than hardening it, and so do not stack with existing natural armor bonuses you may have.

ΔROWFIRE

Conjuration

Level: Archery 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level



This spell infuses you with divine energy that is passed to your arrows as you fire them. For the duration of the spell, each arrow you fire does an extra amount of searing damage (adding 1d6 of fire damage), but the arrow looks and feels no different. Arrows launched by a caster under the effects of *arrowfire* are not properly on fire, and cannot ignite flammable objects.

ΔARROWLINK

Conjuration

Level: Archery 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

For the duration of the spell, you can cast touch spells through your arrows. You must still cast the spell as usual (as a standard action that provokes an attack of opportunity), but instead of completing the spell by making a touch attack, you complete the spell by firing a single arrow at the target. You may only deliver a touch spell through an *arrowlink* if the target is within 60 feet; you may attack targets as usual if they are beyond that range, but the *arrowlink* cannot carry a spell that far.

When casting a touch spell through an *arrowlink*, you have one of two options: to deliver the spell as a ranged touch attack or as a standard attack. If you choose to deliver the spell as a ranged touch attack, you add your usual bonuses for firing a single arrow; if you succeed at the ranged touch attack, the spell is delivered, but the arrow causes no damage. If you choose to deliver the spell as a standard attack, the spell is wasted if you miss your attack,

but a successful strike inflicts arrow damage as usual as well as delivering the spell.

ΔARROWLINK, ΔGREATER

Conjuration

Level: Archery 9

Components: V, S, DF

As *arrowlink*, but you may deliver touch spells beyond the 60-foot range. In addition, whenever delivering a touch spell through a *greater arrowlink*, the attack is always treated as a ranged touch attack, but inflicts arrow damage as well as delivering the spell.

ΔARROWSPARK

Transmutation

Level: Archery 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Up to fifty projectiles, all of which must be in contact with each other at the time of casting.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell enchants arrows with an infusion of pure energy, effectively giving them the brilliant energy weapon property. Arrows enchanted by *arrowspark* ignore nonliving matter; armor bonuses to AC (including any enhancement bonuses to that armor) do not count against them. Arrows under the influence of *arrowspark* cannot harm constructs or objects, although they can harm undead (unlike other brilliant energy weapons).

The arrows glow faintly, and their heads glitter and spark as if they were white-hot. When launched from the bow, an arrow affected by *arrowspark* transforms into a bolt of pure sunlight or moonlight, depending on whether you are a worshipper of Apollo or Artemis.

ΔARTEMIS' BLESSING

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Artemis' blessing guides your allies' bows, slings, and thrown weapons and helps them track down foes. Each ally gains a +1 insight bonus on all ranged attack rolls and a +2 insight bonus on Survival checks to track. While under the spell's effects, those without the Track feat may make a Survival check as if they had the feat.

Artemis' blessing counters *bane's* affect on ranged attacks (and only ranged attacks).

ΔARTEMIS' GRACE

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the target an extra measure of skill in attacking distant opponents with ranged weapons. The target gains a +3 insight bonus on all attacks with ranged weapons, and may ignore concealment bonuses to AC (although not cover bonuses). The target also suffers only half penalties due to range increments for the spell's duration.

ΔATHENA'S BATTLE GUIDANCE

Divination

Level: Clr 1, Pal 1

Components: V, S, DF



Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Three rounds (see text)

Athena grants you temporary, intuitive insight into your opponent's actions during your next two attacks. You gain a +10 insight bonus on your next two melee (only melee, not ranged) attack rolls. Additionally, neither of these two blows is subject to the miss chance that applies to attackers trying to strike a concealed target. The spell's effects end once you have taken two attacks, or when three rounds have passed, whichever comes first.

ATHENA'S BLESSING

Enchantment (Compulsion)
[Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Athena's blessing fills your allies with battle insight and the wisdom to perform tasks better. Each ally gains a +1 insight bonus on melee attack rolls and a +2 insight bonus on Wisdom-based skill checks.

Athena's blessing counters *bane's* affect on melee attacks (melee attacks only).

ATHENA'S GRACE

Divination

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

You are able to grant the target a measure of wisdom in defense. The target is almost able to see where her attackers are going to strike before they do so, granting her an insight bonus to Armor Class bonus equal to 4 + her Wisdom modifier.

ATHENA'S PROTECTIVE SHIELD

Conjuration (Creation) [Force]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of *Athena's protective shield*, providing damage reduction 2/— to the creature touched.

This shield entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *Athena's protective shield* is made of force, incorporeal creatures can't bypass it the way they do normal armor. Once the spell has absorbed a total of 5 points of damage per caster level, it is discharged.



BILLOWED SAIL

Evocation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One ship

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell provides wind for a boat's sails, even on a calm day. The wind is not felt anywhere else, and blows in the direction you desire, without weakening or shifting, for the duration of the spell. The continual favorable wind increases the speed of any sailing ship by 25% for the duration of the spell.

Material Component: A scrap of sailcloth.

BITTER VINTAGE

Transmutation

Level: Wine 4, Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One container of wine up to 1 cubic foot in volume

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You transform wine into the poison of your choice. The wine becomes any of the ingested poisons listed in Chapter 8 of the *DMG*; you cannot transform wine into a contact, inhaled or injury poison. Thus, although you could transform wine into the equivalent of "lich dust" (DC 17, 2d6 initial Str damage, 1d6 secondary Str damage), you could not transform it into the equivalent of wyvern poison.

The wine still tastes and smells untainted.

Material Component: 50 gp worth of powdered gemstones.

BLEAK HARVEST

Transmutation

Level: Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 full round action

Range: Long (400 ft. + 40 ft./level)

Area: 1 acre/level

Duration: 1 year

Saving Throw: None

Spell Resistance: No

With this spell, you can demonstrate your god's wrath by visiting blight and destruction upon a farmer's crops. The selected field withers and dies almost immediately, all of its crops turn shriveled and rotten. Nothing will grow here for the duration of the spell.

BLOOD CREATURES

Conjunction [Creation]

Level: Clr 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned animals, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You use your own blood as a catalyst to create mystical creatures. These creatures look like normal animals, except that their skin, fur, scales and/or feathers are the color of fresh blood. You can create one hit die's worth of creatures for every two levels; a 16th-level caster could create eight 1 HD animals, one 8 HD monster, or any other combination. You must shed one hit point's worth of blood during the casting of this spell.

The creatures have the same stats and abilities as a normal animal of their type, except that they have an additional two hit points per caster level, and a +4 insight bonus to their Armor Class and on saving throws. They count as magical beasts for purposes

of determining what spells or magical abilities affect them. These creatures are intelligent enough to understand and obey basic commands. They are loyal to you, and will fight to defend you. When the spell duration ends, or if the creatures are destroyed, they revert to drops of blood.

Material Component: The caster's fresh blood.

BLOOD PROTECTORS

Conjunction [Creation]

Level: Clr 7

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You channel divine energy into your own shed blood, transforming and expanding the drops of blood into a group of warriors. You can create one creature for every four levels (so a 20th-level cleric could spawn five of these creatures). Each blood protector created costs one hit point's worth of shed blood.

Blood protectors appear human, but have no distinct features; their bodies are clearly composed of fresh blood, although somehow held together in largely solid form. The warriors appear to have armor molded to them, and each one wields a shield and either a spear or short sword (your choice). These warriors count as constructs—they are immune to critical hits and mind-affecting spells, and so on. They do not have names, personalities or any sense of self, and are just intelligent enough to follow orders. After the spell fades, or if they are

destroyed, they revert to drops of blood.

Material Component: The caster's fresh blood.

BLOOD PROTECTOR

Medium Construct; 50 +2/ caster level hp; Initiative +8; Speed 30 ft.; Armor Class 26 (+4 Dex, +12 natural); Base Attack/Grapple +9/+14; weapon +14/+9 (2d6+5).

Fort +4, Ref +8, Will +4
Str 20, Dex 18, Con —,
Int —, Wis 11, Cha 1

BOUNTIFUL HARVEST

Transmutation

Level: Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 full round action

Range: Medium (100 ft. + 10 ft./level)

Area: 1 acre/level

Duration: 1 year

Saving Throw: None

Spell Resistance: No

You bless a field, granting it unusual growth and prosperity. The crops within the area of effect grow especially healthy and well, raising the potential productivity of the field by

one-third over the course of the next year.

BODY OF MOONLIGHT

Transmutation

Level: Moon 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You are transformed into living moonlight. You become incorporeal and 90% invisible, appearing as a faint shimmering outline within the moonlight around you. You gain a +20 circumstance bonus to Hide and Move Silently checks. You can still speak, move, and cast spells as normal.

CLOTH OF FLAME

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One piece of cloth (up to 3 square feet of fabric/level)

Duration: 1 hour/caster level

Saving Throw: None

Spell Resistance: No

You imbue a selected piece of cloth or single cloth garment with flame. The cloth's appearance does not change. When the command word is spoken in its presence, the cloth erupts into flame, inflicting 1d6 fire damage per round to anyone or anything in contact with it. The cloth burns for 1 minute before the magic fades; it cannot be extinguished by nonmagical means until then. If the spell ends before it has been triggered, the magic fades and the cloth returns to normal.

Material Component: An unlit torch, flint and tinder.

CONTACT SHADE

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 1 mile

Target: One spirit

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

It is sometimes necessary to contact the spirits of the dead



for answers that are not held by the living. This spell allows you to contact a specific spirit of the dead by name, although it does not bring the spirit before you. This spell is most useful in the Underworld, where the difficulties of finding one shade among the hosts of dead are compounded by the realm's dangers (such as Cerberus). This spell conveys your call to the shade you desire, and implies a sense of urgency. The shade is under no obligation to respond, although most do so simply to break the eternal tedium of death. The shade, if it chooses to answer your call, arrives within ten minutes if you are in the underworld. It arrives within 24 hours if elsewhere.

This spell can also be used to contact an intelligent undead creature within range—for instance, contacting the spectre of a drowned sailor.

Note that this spell does not alter the subject's personality or willingness to help you; once the subject arrives, you must still negotiate with it as usual. Most often, this spell is used to contact deceased family members or loved ones, who are more inclined to help.

Material Component: A wineskin's worth of fresh blood.

CULTURE IDENTITY

Illusion

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Will disbelief (see text)

Spell Resistance: No

As the spell *relative identity*, but upon casting you can designate one social group (warriors, men, women, Thebans, priests, etc.) that is immune to the illu-

sion. Everyone else sees you as someone with the same basic build and coloring but different, nondescript features. The illusion can be disbelieved if the observer has some reason to suspect “the stranger’s” identity, although doing so requires a minute of careful study.

Material Component: A sliver of broken mirror and dark paint or charcoal to cover the mirror's surface

DECORATE ITEM

Transmutation

Level: Clr 1, Sor/Wiz 1

Components: S, DF

Casting Time: 1 minute

Range: Touch

Target: One object (up to 1 lb./level)

Duration: Instantaneous

Saving Throw: Will negates (item)

Spell Resistance: Yes

You can add detail to a crafted item, or alter existing details. Note that this does not change the composition, size, or capabilities of any item—you can etch runes into a blade, for example, but the symbols are purely decorative and do not enchant the weapon or even change its quality (such as making an item masterwork or removing masterwork quality).

DEVOTED MASSES

Necromancy

Level: Beauty 8

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: One person, humanoid or giant creature/level in a 30-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell is similar to *devoted shield*, except that everyone within range provides protection. When the spell is cast, all eligible targets (humanoids or giants) within the target area who fail their saving

throws become linked to you. (Willing targets may choose to forego a save, of course.) Those who subsequently enter the spell's area of effect are not targeted by the spell; only those within 30 feet of you at the time you cast the spell.

Any hit point damage done to you is divided evenly (rounding down) among all affected targets within range. If anyone in the crowd is reduced to 0 hit points or below (whether from the absorbed damage, from wounds of their own, or from some combination of the two), they are released from the spell effects and subsequent damage to you is divided among the survivors. If all subjects linked to you at the time of casting are reduced to 0 hit points or move beyond 30 feet of you, the spell ends.

DEVOTED SHIELD

Necromancy

Level: Beauty 7

Components: V, S, DF

Casting Time: One full round

Range: Close (25 feet + 5 ft./2 levels)

Target: One person, humanoid or giant

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

The ultimate expression of a lover's devotion is to be willing to die for his or her beloved. This spell puts that devotion to the test. You form a link between yourself and one other person that transfers wounds done to you to that person. You take no damage from any wounds or attacks that do hit point damage to you (including those dealt by special abilities); the damage is done to the spell's target (who must be a humanoid or giant creature) instead. Forms of harm that do not do hit point damage are not transferred by this spell. This spell ends when the subject moves out

of the spell's range, or when the subject is reduced to 0 hit points.

DISMANTLE

Transmutation

Level: Artifice 7

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Target: One object (up to 10 lbs./level)

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to find and exploit the joints in any object through magical means. At your touch, an object simply falls apart, back to its original components — a sword would return to being separate blade, handle, guard, and pommel, while a chariot would collapse into nails and wood. Objects made of a single piece of wood or metal or stone are not affected by this spell. Note that the pieces themselves are not harmed — a *dismantled* sword could be reassembled and would function just as well as before. Magical objects that are subject to *dismantle* lose their magical nature, although they can be enchanted again if the pieces are reassembled.

DISSONANT CHORUS

Evocation

Level: Bard 5, Music 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

You create powerful strains of music from thin air that interfere with conversation. Nothing less than a shout can be heard over the power of the music. It is impossible to cast any spells that require verbal spell components within the area of effect; the power of the music interferes with the

magical harmonies embedded in the incantation. Finally, targets in the area that do not succeed at a Will saving throw take 1d4 points of temporary Wisdom damage each round they remain in the spell's area of effect.

DISTRACTING WILES

Transmutation

Level: Beauty 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You befuddle and distract the subject of this spell, who becomes unable to clearly focus on you. The subject suffers a –10 penalty on Bluff, Intimidate, Read Lips, Sense Motive and Sleight of Hand checks made against you.

DIVINE INTERFERENCE

Abjuration

Level: Clr 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You create a web of divine energy around a selected individual, saturating his aura with the power of your god. The target gains spell resistance equal to 10 + your level against divine spells cast by followers of gods other than your own; the target cannot voluntarily lower or forego this spell resistance. If the target is a divine spellcaster devoted to a rival god, he cannot access his domain spells (if any) and has a 50% chance of spell failure on every spell, due to the interference. All spells aimed at the target by a divine spellcaster who follows your own god, however, perform as

if the caster were two levels higher.

DIVINE LINK

Divination

Level: Clr 4

Components: V, S, DF, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You channel your god, who can then speak with those present. This only works when the god chooses to communicate with them directly. This is not a mere question-and-answer session — the deity can converse fully. Of course, the spell does not guarantee that the god will be helpful, or honest, but if the spell works it is because the deity has chosen to allow it, which means he may be in a benevolent mood — or simply a playful one. Unfortunately, you cannot hear what is said while channeling, and do not remember any of it afterward.

XP Cost: 200 XP.

DIVINE TRANSFERENCE

Divination

Level: Clr 6

Range: Touch

Target: One person

Saving Throw: Will negates

Spell Resistance: Yes

This spell is similar to *divine link*, except that you may designate another person for your deity to speak through, thus allowing you to participate in the conversation (if any).

XP Cost: 250 XP.

EMPATHIC SURGE

Enchantment (Compulsion)

[Mind-Affecting]

Level: Brd 3, Clr 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Everyone within a 50-ft. radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes



You broadcast your emotions to those around you — if they fail their saves, those nearby suddenly feel exactly the way you do. If you are currently shaken, those who fail their saves are shaken as well. Note that this spell does not share thoughts or reasons, just the emotions themselves — a priest who is infuriated because his shrine had been desecrated could only share his righteous anger, not the reasons behind it. The other limitation of this spell is that it only shares whatever the caster is currently feeling — if he is angry, he cannot use this spell to make others feel sad or happy. This spell is frequently used in conjunction with a stirring oratory, to incite a crowd to take some action the caster fervently desires; it may be used to incite riots, or to enhance the enjoyment of everyone at a festival.

ΕΜΠΑΘΙΚΗ ΤΡΑΝΣΦΕΡ

Enchantment

Level: Brd 4, Clr 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Everyone within a 50-ft. radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As *empathic surge*, but you tap the emotions of another creature within 30 feet and broadcast that individual's emotions to the target area. The individual in question can attempt a Will save of his own to prevent his emotions from being shared in this way. If the creature whose emotions you intend to tap is currently shaken, frightened, panicked, confused or sickened, this condition is passed on to all subjects within the target area who fail their saving throws.

ΕΝΔΕΣΣΗ ΦΟΝΤ

Conjuration [Creation]

Level: Wine 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: See text

Duration: See text

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

You may choose one application of this spell at the time of casting.

- *Create Wine:* This spell generates up to two gallons of wine, of the quality and type of your choosing. You may choose the characteristics of the wine to your specifications (acidity, bouquet, color, etc.), but cannot raise or lower the alcohol content beyond what is usual. This application of the spell is instantaneous; the wine remains until spilt, evaporated or drunk. Dionysus expects his servants to be generous with this application of this spell, and is offended by enterprising priests who attempt to make money by selling the proceeds.

- *Dionysian Geyser:* By slamming the end of your staff into the ground, you may cause a 10-foot tall geyser of wine to erupt from the ground anywhere within range. If the geyser is placed under a creature, it does 1d4 points of



damage per caster level (to a maximum of 10d4); a Large or smaller target that fails its Reflex save is knocked to the ground. The geyser issues wine for three rounds; anyone who moves into the geyser takes damage and must make a Reflex save, as above. The wine created by the geyser disappears after one minute.

Material Component: A handful of grapes, which the caster crushes during casting.

FAMILIARITY

Enchantment (Compulsion)
[Mind-Affecting]

Level: Marriage 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

As people spend time together, they learn to recognize each other's habits and even to anticipate their actions. This spell replicates that understanding. You nominate one creature within your line of sight, and gain an immediate understanding of how that creature thinks and moves. You gain a +4 insight bonus to AC against attacks by that creature (becoming able to anticipate how the subject will attack and when) and a +4 bonus on attack rolls against the creature (the caster can take advantage of the subject's combat weaknesses). This spell cannot be used to gain bonuses against any creature without an Intelligence score, as there are no thoughts to anticipate.

FIERY VINTAGE

Transmutation

Level: Wine 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than be 20 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You transform a portion of the blood of one or more creatures into a blazing fluid that burns them from the inside. Affected creatures take 1d4 points of fire damage per caster level (maximum 20d4). If the creatures have ingested wine or other alcohol within the past hour, the damage is raised to 1d6 points of fire damage per caster level (maximum 20d6).

Creatures that have no blood, such as undead (other than vampires) or constructs, are immune to this spell.

FLEET FEET OF HERMES

Transmutation

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

This spell increases your base land speed by 60 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill). You do not gain any combat bonuses as per *haste*.

This spell is often used to get messages quickly to others, or to bring needed aid, such as food or healing.

FORGE OF AIR

Transmutation

Level: Artifice 2

Components: S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 9 cubic feet of air

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You give a patch of air immense heat, as if that spot were an actual forge. You can hold

metal up in that area to soften it just as a real forge would, and then work the metal appropriately. No one else can feel the heat or use it, and only items placed there by the caster are affected. The forge is initially large enough to hold up to 5 lbs. of metal (a longsword or battleaxe) and doubles in size every two caster levels. Note that the forge is insubstantial — anything placed within it must be held in place, or it will fall to the ground. This spell, along with a portable anvil, greatly lessens the difficulty for a forge-priest to make repairs to equipment in the field.

GAEAN REPAST

Transmutation

Level: Clr 3, Drd 2, Rgr 2

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

You call upon the power of the Earth itself to sustain you, claiming divine affinity with Gaea through your god. You do not need to eat or drink for the duration of the spell. You must remain in direct contact with the earth for the spell to work, however; if contact is broken for more than one round, the spell ends.

GAEAN STRENGTH

Transmutation

Level: Clr 3, Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 full-round action

Range: Personal

Target: You

Duration: 1 minute/level

You summon the power of Gaea, the Earth Mother, to add to your strength. You gain an enhancement bonus to Strength equal to half your cleric level for the duration of the spell. For the spell to work,



however, you must be barefoot and remain in contact with the earth. If you lose skin contact with the earth (or stone or rock) for a full round or longer, the spell ends.

GAEAN SUPPORT

Conjuration
Level: Clr 7, Drd 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged

With this spell, you petition the Earth to protect you by absorbing your wounds into herself. You receive damage reduction 10/— against physical attacks while you stand barefoot on the earth. Damage absorbed by this spell is transferred to the Earth around you—a powerful spear thrust might cause a furrow in the ground nearby. You must remain in direct contact with the earth for the spell to work, however; if you lose contact with the earth for a full round or more, the spell ends. *Gaeian support* can absorb a maximum of 10 points of damage per caster level (maximum 150 points of damage) before the spell effect ends.

GODLOCK

Illusion
Level: Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One object (up to 1 lb./level)
Duration: 1 hour/level or until discharged (D)
Saving Throw: None
Spell Resistance: No

You cast this spell on an object, either one that can be opened (like a chest) or one that can be moved (like a weapon). When anyone but you tries to open or move the object, an image of your god appears and warns the would-be thief to leave immediately. The

image is not the god, simply his likeness, and has no real power, but it lingers until the people messing with the object go away (or the spell ends). The image gets progressively louder if the people persist. If the object is opened or moved the image begins to shout about what is happening, and can be heard by anyone within a hundred-yard radius. The image persists in making noise for ten minutes or until you dismiss the spell.

GUARDED FORM

Abjuration
Level: Clr 4, Sor/Wiz 4
Components: V, S, DF
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You fix the target's true appearance and attributes in place. While the spell lasts, the subject gains spell resistance equal to 12 + your caster level against all spells of the transmutation school, beneficial or baneful. The subject cannot choose to lower this protection voluntarily.

Material Component: A clove of wild garlic.

HAMSTRING

Necromancy
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target suddenly feels a shooting pain in his leg or arm (your choice), and has difficulty moving that limb properly for the duration of the spell — if a leg, movement is reduced to half, and if an arm range increments are halved for thrown items. Any rolls for actions that

require the use of that limb are made at a –4 penalty. This spell is sometimes used at the Games to cripple rival athletes.

Material Components: A needle and a scrap of human flesh or tendon.

HARUSPICY

Divination
Level: Clr 1, Drd 1
Components: V, S, M, F
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

Haruspicy (pronounced *ha-RUSS-pa-see*) is the bloody art of reading the future in the entrails of an animal. This spell empowers the art of the haruspex with divine prophecy. You sacrifice an animal (usually a goat or a sheep) and read its entrails for information on the future of a given person. The base chance of receiving a general omen as to what the immediate future (roughly a day to a week) holds is 50% + 2% per caster level. The GM determines the actual nature of the hint, but you receive no indication of when exactly it will come to pass. For instance, a *haruspicy* reading might give the result: “A dagger yearns to be used” — this may indicate that the subject of the divination is marked by an assassin, or that he is being warned that his own dagger will bring him misfortune. The omens are classically unclear, but a successful check always provides some true hint of the future.

Material Component: The sacrificial animal.

Focus: A ceremonial dagger worth at least 25 gp.

HEPHAESTUS' BLESSING

Transmutation
Level: Artifice 5
Components: V, S, M
Casting Time: 1 standard action
Range: Personal



Target: You

Duration: 1 round/level

You can call on your affinity with constructed items to ask them not to harm you. Any forged or crafted items are at -4 on attack rolls to hit you, and deal only half damage to you if they successfully hit. Natural objects, like a tree branch being used as a club, are not subject to the spell's effects.

Material Component: Two small gold talismans shaped like a hammer and anvil, worth no less than 250 gp.

HONE

Transmutation

Level: Artifice 1

Components: S, DF

Casting Time: 1 round

Range: Touch

Target: One object (up to 1 lb./level)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You improve upon an existing item, magically giving it better balance, tighter construction, and more graceful lines. The item in question becomes masterwork for the duration of the spell, with a corresponding increase in bonuses. This spell has no effect on an item that is already masterwork.

HONEST WORDS

Enchantment

Level: Marriage 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Targets: Two creatures who cannot be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

For the duration of the spell, the two creatures targeted cannot lie to one another, though they can refuse to speak. Note that they can lie to others still, even while the other target of the spell is present; they simply cannot lie when directly addressing one another.

HORIZON SHOT

Transmutation

Level: Archery 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You



Duration: 1 round/level

While this spell is in effect, you suffer no range penalties when firing a bow; if you can see an opponent standing a mile away, you can fire a shot at him as if he were within one range increment. In addition, the farther your arrow has to travel, the more force it builds up. You gain a +2 bonus to damage for every range increment beyond the first; thus, a shot fired from a shortbow at an opponent standing 200 feet away would gain an additional +6 damage (as the target is three range increments outside of the original 60 feet).

HOUNDS OF THE UNDERWORLD

Conjuration [Summoning]

Level: Underworld 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One to four summoned creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call upon the lesser hounds of the Underworld, creatures made in the image of Cerberus, to attack your foes. 1d4 two-headed dogs with dark pelts and burning eyes appear where you choose, and attack the foes you designate. The hounds are treated as yeth hounds, although their alignment is always neutral and they gain an additional bite attack on a full attack action (as both heads are able to bite at once).

HYDRA'S BLOOD

Conjuration [Creation]

Level: Drd 6, Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One edged weapon or five edged projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The original Hydra had highly poisonous blood, which its slayer used to envenom some of the most deadly arrows known to the world. This spell conjures forth poison that pales by compare, yet is still quite deadly. The affected weapon or projectiles are covered with poison (DC 16, 1d6 Constitution initial and secondary damage). A melee weapon magically retains sufficient poison for up to five successful strikes. At the end of the spell's duration, any venom that remains on the weapon or projectiles loses its supernatural potency.

As the venom is magically delivered, you do not run the usual 5% risk of poisoning yourself.

Material Component: A drop of snake's blood and a drop of snake's venom.

IMAGERY

Illusion [Phantasm]

Level: Bard 3, Music 3

Components: V, F

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. radius emanating from the caster

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Music can paint a scene, but yours goes beyond that. Your music actually creates a clear image, transferring that image to the mind of anyone listening as if they had been there themselves. This is an illusion, but is experienced internally rather than externally — anyone watching but too far away to hear the music (or who makes their saving throw) does not experience the image. The illusion may be frightening, beatific, whatever

you choose. Those affected by the *imagery* are at -10 on all Spot and Listen checks as they lose track of their physical surroundings. Those who actively try to resist the illusion may make Will saves every round to attempt to shake off the spell, although any saving throws after the initial failure suffer a -2 penalty (not cumulative). If the persons affected by the *imagery* are attacked, they are freed from the spell effects.

Focus: Your musical instrument.

INNER VIEW

Divination [Mind-Affecting]

Level: Marriage 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You grant the chosen subject insight into the thoughts of another. The chosen subject is able to read the surface thoughts of a second person or creature that you designate. The target whose thoughts are being read receives a Will save to resist having his thoughts read, and you must cast *inner view* again to give the subject a second chance. The person under the effects of inner view cannot choose to read the thoughts of anyone other than the second individual designated.

INSISTENT BEAT

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Music 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-radius spherical emanation, centered on you

Duration: Concentration

Saving Throw: Will partial

Spell Resistance: Yes

Your music forces those nearby to listen to it and to tap their feet to its rhythm. Thinking becomes difficult, as the music insinuates itself into the minds of those hearing it. Anyone within range suffers a -4 penalty on all Intelligence and Wisdom checks, on related skills, on Will saves, and on Concentration checks for casting spells. A successful saving throw halves the penalties.

Focus: A musical instrument.

INSOMNIA

Enchantment
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 8 hours/level
Saving Throw: Will negates
Spell Resistance: Yes

The target cannot sleep for the duration of the spell. Note that this means the victim cannot heal during this time, and cannot regain spells if he is a spellcaster. Other penalties for fatigue may also apply.

Material Component: A pinch of black pepper.

INTOXICATING HAZE

Enchantment (Compulsion)
 [Mind-Affecting]
Level: Wine 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: All creatures in a 20-ft. radius burst
Duration: 1 minute/level
Saving Throw: Will partial
Spell Resistance: Yes

You fill the target area with a faint reddish mist that has an intoxicating effect on all those it touches. While within the spell's area of effect, all targets suffer a -2 competence penalty on attack rolls, skill checks and ability checks. In addition, targets who fail their saving throw are *confused* for the spell's du-

ration. Those who make their saves are not confused, but still suffer the -2 penalty.

KEEP SAVED

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: One item (up to 10 pounds weight)
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

You bind a particular item to you. The item affected by this spell cannot be lost, and cannot be separated from you by more than ten feet; if you move farther than ten feet from the item, it drags after you as if attached by an invisible and intangible cord. The item's effective hardness is increased by 2, and its hit points are increased by 150%. This spell can only affect one item per person, and does not work upon magical items. Wizards often use this spell on their spellbooks, though some select other precious items like signet rings or family heirlooms. You may cancel the spell's effects at will, if you want to select some other item as your keepsake.

Material Component: A drop of your blood.

KNOW THY MASTER

Abjuration
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target: One item
Duration: Permanent
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You mystically mark a given item as "claimed" by a person of your choice. The spell causes the item to accept only the designated person as its owner, and to buck and twist in the hands of anyone else.

Anyone save the designated person who attempts to use the item suffers a -5 penalty on any relevant attack rolls or skill checks, and in their hands the item feels as if it weighs twice as much as normal. This spell is most often cast upon weapons, but it can also be applied to other objects like chariots or clothing.

Material Component: A drop of the designated owner's blood.

LIQUID FORM

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Willing corporeal creature touched
Duration: 2 min./level (D)
Saving Throw: None
Spell Resistance: No

The subject and all its gear become translucent liquid. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in liquid form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in liquid form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *liquid form* spell takes effect.

A liquid creature can't run, but it can move or swim at a speed of 10 feet. It can pass through small holes or narrow openings, even mere



cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of heat, which can cause the creature to start to evaporate. Fire (heat) directed in an area of effect (not directly into the water, which would drench nonmagical fire) causes half damage; if any required Reflex save is made, the liquid creature suffers no damage.

A liquid creature can't manipulate objects or activate items, even those carried along with its liquid form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A drop of water.

LIFEKNOT

Enchantment

Level: Marriage 9

Duration: 1 year/level

As *lovers' knot*, except of longer duration. In addition, if the two subjects are married, they each receive a +2 morale bonus on Sense Motive checks and Will saving throws when within 60 feet of one another.

LOVERS' KNOT

Enchantment

Level: Marriage 7

Components: V, S, DF

Casting Time: 1 hour

Range: Close (25 feet + 5 ft./2 levels)

Target: Two creatures

Duration: 1 year

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You place two people into a psychic bond. Each person becomes perpetually aware of the other's location, well enough to find the other even when blindfolded, and their physical and emotional condition at any time. This knowledge does not give any information about the subject's surroundings—if she

is chained in a prison, for example, the other subject of the spell will only know where she is and that she is despondent and weak but unharmed. The two subjects must be within the spell's range when it is cast, but after that the link persists at any distance.

A person can be under the effects of only one *lovers' knot* spell at any given time; it is not possible for more than two people to be simultaneously linked by this spell.

LUNAR ARMOR

Conjuration

Level: Moon 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

A shimmer of silvery light coalesces around you, granting you a +4 luck bonus to Armor Class. This spell works only at night, while under the open sky.

LUNAR REVELATION

Divination (Scrying)

Level: Moon 6

Components: V, S

Casting Time: 10 minutes

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell acts as the spell *scrying*, save that the casting time is reduced, and there is no focus requirement. However, this spell only functions under the night sky; the image you perceive becomes visible as if illuminated by moonlight. If the target of the *lunar revelation* is under the moon at the time of casting, he suffers a -4 penalty on his Will save.

LUNAR SPEED

Transmutation

Level: Moon 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (see text)

Your movement rates are doubled as long as you are in moonlight. The moonlight need not be strong or direct—this spell is usable in a forest, for instance, as sufficient moonlight filters through the trees.

MARK OF ΔPOLLO

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 5, Brd 4

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent until activated

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw an indelible mark on the subject worthy of Apollo's blessings. You designate some behavior on the part of the subject that will activate the mark, such as acting selflessly to heal others during battle or singing to inspire others during battle. When activated, the mark blesses the subject with *Apollo's grace*, as if cast by a cleric of your level.

A *mark of Apollo* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark has activated.

This spell may be cast only by a bard or cleric dedicated to Apollo.

MARK OF ΔARTEMIS

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 5, Drd 4, Rgr 4

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent until activated

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw an indelible mark on the subject worthy of Artemis's blessings. You designate some behavior on the part of the subject that will activate the mark, such as acting selflessly to protect a forest or save another from a wild animal. When activated, the mark blesses the subject with *Artemis' grace*, as if cast by a cleric of your level.

A *mark of Artemis* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark has activated.

This spell may be cast only by a cleric, druid, or ranger dedicated to Artemis.

MARK OF ATHENA

Enchantment (Compulsion)

[Mind-Affecting]

Level: Clr 5, Pal 4

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent until activated

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw an indelible mark on the subject worthy of Athena's blessings. You designate some behavior on the part of the subject that will activate the mark, such as acting selflessly to save others. When activated, the mark blesses the subject with *Athena's grace*, as if cast by a cleric of your level. The minimum AC bonus granted by the *Athena's grace* triggered by this spell is 5.

A *mark of Athena* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark

has activated.

This spell may be cast only by a paladin or cleric dedicated to Athena.

MIMICRY

Conjuration

Level: Music 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

Saving Throw: See text

Spell Resistance: See text

This spell allows you to duplicate the bard spell of your choice, chosen at the time of casting. The chosen spell is cast as a 9th-level cleric spell; the DC for any saving throws (if applicable) is equal to 19 + your Wisdom modifier.

Focus: A masterwork musical instrument.

MOONLIT STROLL

Transmutation

Level: Moon 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You can walk across moonlight as if it were solid and horizontal, regardless of its angle or the material beneath it. You can walk across water if a solid strip of moonlight shines across its surface, and you can walk up a moonlit wall as if it were a level floor.

MORTAL CLOAK

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Targets: Two willing humanoid creatures

Duration: 1 hour/level

Saving Throw: No

Spell Resistance: Yes

This spell requires two people, one designated as a provider and one designated as a recipient. The provider is

used as a mask for the recipient, who is polymorphed into the provider's form as if by the *polymorph* spell. The recipient gains the provider's Strength, Dexterity and Constitution scores, and all extraordinary special attacks possessed by the provider. In addition, a portion of the provider's personality is imbued in the recipient. The recipient gains a +1 competence bonus to all skill checks for skills that the provider also has ranks in. The recipient also gains a +5 bonus to all Bluff checks and a +15 bonus to all Disguise checks made to convince others that he is in fact the provider.

The provider falls into a deep, coma-like sleep for the duration of the spell. If he is somehow awakened, the spell ends.

Material Component: A bit of the provider's hair or flesh.

MORTAL CLOAK, FORCED

Transmutation

Level: Clr 6, Sor/Wiz 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 feet + 5 ft./2 levels)

Saving Throw: Will negates

Spell Resistance: Yes

As *mortal cloak*, save that the provider is not a willing participant (though he must be within range of the spell). The provider does not fall into a coma, but suffers a -2 penalty to all attack rolls and skill checks. This spell is obviously most frequently used when the provider has been restrained or even rendered unconscious.

Material Component: A bit of the provider's hair or flesh.

MUTE

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature



Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

The subject cannot speak or make any sound from his throat and mouth for the duration of the spell. This spell is often used to silence rival orators.

Material Component: A needle and a piece of thread.

MYSTIC ANCHOR

Evocation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One boat of 50 ft. length or less
Duration: 1 hour/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You magically anchor a boat of your choosing. The vessel acts as if a heavy anchor had been dropped in that location, and will not stray no matter how strong the winds or current are around it. You can release the spell upon command—the only other ways to get the boat moving again are to break the spell or to wait for it to end.

Material Component: A miniature anchor made of wood, stone, or metal.

ORPHEUS' SONG OF SANCTUARY

Abjuration
Level: Brd 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

This spell wards allies from direct attack. Any opponent attempting to strike or otherwise directly attack the warded creatures, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of his action is lost, and he can't directly attack the warded creatures for the duration of the spell. Those

not attempting to attack the subjects remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subjects cannot attack without breaking the spell but may use nonattack spells or otherwise act.

PASSION

Enchantment (Compulsion)
 [Mind-Affecting]
Level: Marriage 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft./2 levels)
Targets: Two creatures within 30 feet of one another
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You imbue two targets with a powerful love or hate for one another. You select the emotion each is to feel. The emotions need not match—one person can love the other, who hates him in return. If one subject fails his save and the other succeeds, the spell still compels the first subject;



both subjects do not have to fail their saving throws for the spell to be effective. These emotions overwhelm any normal feelings the two have for one another.

PATRONAGE

Abjuration

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: 1 creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw down your god's aura, draping that magical essence around the chosen individual. The selected individual receives a +2 sacred bonus to AC, a +4 sacred bonus on Intimidate checks, and a +2 sacred bonus on saving throws against spells. The saving throw bonus rises to +4 against spells cast by clerics of rival deities.

The effects of *patronage* are visible as a faint aura suggestive of your deity's image; *patronage* granted by Artemis manifests as a silvery radiance with a faint crescent moon upon the brow, while the *patronage* of Zeus crackles like distant lightning.

PULL OF THE EARTH

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Target: One object (up to 1/2 lb. of weight per caster level)

Duration: 1 minute/caster level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell doubles the weight of the selected item. At 3rd level you can increase the item's weight by four times, and at 5th level you can make it up to six times its original weight. The item's other attributes are unchanged, and the item is not

damaged by its weight increase (thus, a flimsy piece of cloth can become substantially heavier and will still be just as easily torn, but it will not tear under its own enhanced weight).

RAPPORT

Divination

Level: Marriage 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Targets: Two willing creatures, who cannot be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This spell links two creature's minds together — they can communicate telepathically regardless of language, and can read each other's surface thoughts. Each of the subjects must have an Intelligence score of at least 5. Once the bond is formed, it works over any distance.

A *rapport* can be made permanent with a permanency spell.

REFORGE

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Effect: Up to 1 lb. weight of metal per caster level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You target a particular metal item with this spell. The item in question becomes soft, as if it were molten metal, and you can then reshape it into any desired form. You do not need to touch the item to reshape it, but can simply imagine the desired form in your mind and order the metal to match it. Once it has taken its new form, the metal cools, and is now fixed in that shape. The item's damage matches its new form, regardless of the old one — a sword

that has been transformed into a metal urn does not do damage as a sword anymore. The metal itself remains the same, and retains the same hardness and hit points as before. Note, however, that this spell cannot produce artwork — filigree and etching and other intricate details are lost, and the new item is reasonably well crafted but not masterwork.

Material Component: A scrap of iron from a forge.

RELATIVE IDENTITY

Illusion

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Will disbelief (see text)

Spell Resistance: No

This spell prevents those not related to you from recognizing you. Your spouse or blood relatives see you as yourself, but everyone else sees you as someone with the same basic build and coloring but different, nondescript features. The illusion can be disbelieved if the observer has some reason to suspect "the stranger's" identity, although doing so requires a minute of careful study.

Material Component: A sliver of broken mirror and dark paint or charcoal to cover the mirror's surface.

REPETITIVE SHOT

Divination

Level: Archery 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You compel your body to remember its previous stance and angle in order to repeat a successful shot. The spell does not take effect until you have successfully hit a target with



an arrow. Once that happens, however, the caster knows how and where to stand in order to hit the target again. All subsequent shots at the same target receive a +4 bonus on the attack roll.

RESTORATIVE DRAUGHT

Transmutation

Level: Wine 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: See text

Duration: See text

Saving Throw: None

Spell Resistance: No

You imbue wine with holy energy, transforming it into a potent healing draught. Anyone who drinks the wine heals 1d8 points of damage per caster level. The *restorative draught* also cures any ability damage, disease or poison that the target might suffer from. The wine still tastes the same, and is still intoxicating. You may transform enough wine to cure one person plus one additional person per five caster levels. The wine must be drunk within 1 minute of the spell's casting, or else it loses its healing properties (though not its alcohol content).

RESTORED FORM

Abjuration

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

This spell changes the subject back to its true form, no matter how it was altered. *Restored form* cancels any *polymorph* or wild shape effects, as well as similar physical changes (such as those caused by *alter self*). This spell even restores petrified creatures back to

living flesh, and undoes the effects of a *withering curse*. It is not necessary for you to know the subject's name or native form for this spell to work. Note that this spell works on both voluntary and involuntary transformations. This spell does not prevent further transformations — for instance, a lycanrope forced into its true form may shape-shift into another form on its next action.

Material Component: A sliver of broken mirror.

SACRIFICE

Necromancy

Level: Clr 3, Drd 3

Components: V, S, M, F

Casting Time: 1 full round action

Range: Close (25 feet + 5 ft./2 levels)

Target: One person

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By killing an animal of at least one hit die in a ritual fashion, you may use that energy to aid another. At the culmination of the sacrificial ritual, the subject gains temporary hit points equal to one-half the hit point total of the sacrificed animal, a deflection bonus to AC equal to +1 per hit die of the sacrificial animal, and a bonus on attack rolls equal to +1 per 2 hit dice of the sacrificial animal.

A person can draw benefits from only one *sacrifice*, *mortal sacrifice* or *sacrifice of power* spell at a time.

Material Component: Sacrificial animal.

Focus: Ceremonial dagger and ceremonial bowl.

SACRIFICE, MORTAL

Necromancy [Evil]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: 1 full round

Range: Close (25 feet + 5 ft./2 levels)

Target: One person

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *sacrifice*, but this ritual goes one step further by requiring the death of a sentient being. The dead person's energies are conferred upon the subject, who gains temporary hit points equal to half the victim's hit points, a +5 profane bonus to AC, and a profane bonus on attack rolls equal to half the victim's base attack bonus.

Material Component: Sacrificial humanoid.

Focus: Ceremonial dagger and ceremonial bowl.

SACRIFICE OF POWER

Necromancy [Evil]

Level: Clr 7, Drd 7

Components: V, S, M, F

Casting Time: One hour

Range: Personal

Target: You

Duration: 1 day

Saving Throw: See text

Spell Resistance: No

You ritually sacrifice a living humanoid, and use its life energy to gain a temporary boon from your god. For every two hit dice of the sacrifice, you gain an additional 1st-level spell slot. These slots may be combined to gain higher-level spell slots. For example, if a priest sacrifices a tenth-level fighter, he could take five additional 1st-level spells, one 5th-level spell, or any other combination that equals five. The additional spell or spells must be prepared and used within a twenty-four hour period; when the effects of *sacrifice of power* wear off, any spells in the bonus spell slots vanish. Spells gained from *sacrifice of power* cannot be converted into *cure* or *inflict* spells.

If the sacrificial victim makes a successful saving throw

against the spell, the number of spell slots gained is halved (rounding up).

Material Component: Sacrificial humanoid.

Focus: Ceremonial dagger of at least 100 gp in value; ceremonial bowl of at least 200 gp in value.

ΣΑΚΡΙΦΙΚΙΑΛ ΣΗΟΤ

Necromancy

Level: Archery 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (see text)

You may choose to give up some of your own life force in order to inflict additional damage with a bow. Each time you fire an arrow while this spell is in effect, you may choose to take a hit point of damage to add an additional 1d6 to your arrow damage. You must decide whether to sacrifice hit points in this way before you make your attack roll, and cannot spend more than 3 hit points on any single shot. This hit point loss cannot be negated by any means; if any spell or effect would prevent you from taking the damage yourself, the extra damage is not added. If you are magically healed during the spell's duration, the spell ends. Should you score a critical hit while under the effects of *sacrificial shot* the additional damage dice are not multiplied.

ΣΑΠΕΓΟΑΤ

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 feet + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level or until discharged

Saving Throw: Will negates

Spell Resistance: Yes

This spell transfers your bad luck to another. You nomi-

nate a creature within range to be the scapegoat, or recipient. If the target fails its saving throw, the two of you are linked. While the spell is in effect, if you fail an attack roll, saving throw or skill check, you may choose to transfer that failed roll to the scapegoat and roll again. You cannot transfer more than one roll and must accept the results of your second roll. Once you have successfully transferred a bad roll to the scapegoat, the next attack roll, saving throw or skill check the scapegoat makes uses the result of your die roll before your own modifiers.

For instance, Phaegros the sorcerer casts *scapegoat* in a battle with minotaurs, targeting a minotaur archer. The minotaur fails its save, and the link is established. Two rounds later, the priest of Ares leading the minotaurs casts *hold person* on Phaegros, who rolls a 4 on his saving throw before modifiers. Phaegros chooses to transfer that "4" to the minotaur archer, and rolls again on his saving throw; this time he gets a 15, and succeeds. On the minotaur archer's next action, it fires another arrow at Phaegros. Instead of making an attack roll as usual, its attack is treated as if it rolled a 4 before modifiers. The minotaur archer misses, and the spell effect ends.

Note that the scapegoat must be within range of the spell when it is cast, but after it has taken effect the spell will last its duration no matter how far away the scapegoat is.

Material Component: A scrap of goatskin.

ΣΑΠΕΓΟΑΤ, ΓΡΕΑΤΕΡ

Abjuration

Level: Sor/Wiz 4

As *scapegoat*, except that you may transfer multiple poor rolls to the target. The target

may only have one transferred roll "in the wings" at a time; if the scapegoat has yet to take an action that would use the transferred roll (for instance, if the scapegoat chooses to move instead of attacking), you cannot transfer another poor roll to him. If the scapegoat is paralyzed, knocked unconscious, killed or otherwise rendered incapable of action, you cannot choose a second target.

You may transfer a maximum of one poor roll per three caster levels to the scapegoat by use of this spell.

ΣΑΠΕΓΟΑΤ ΟΤΗΕΡ

Abjuration

Level: Sor/Wiz 3

Target: One beneficiary creature and one scapegoat creature

Saving Throw: Will negates

Spell Resistance: Yes

As *scapegoat*, except that you may nominate another person to be protected by this spell, transferring her bad luck instead of your own. You select both the spell beneficiary and the scapegoat; the two must both be within range of the spell. Once the spell is cast, the beneficiary may choose which roll she would like to transfer to the scapegoat, if any.

ΣΑΠΕΓΟΑΤ ΟΤΗΕΡ, ΓΡΕΑΤΕΡ

Abjuration

Level: Sor/Wiz 5

As *greater scapegoat*, except that you may nominate another person to be protected by this spell, transferring her bad luck instead of your own. You select both the spell beneficiary and the scapegoat; the two must both be within range of the spell. Once the spell is cast, the beneficiary may choose which rolls she would like to transfer to the scapegoat, if any.

ΣΕΠΑΡΑΤΕ ΒΥΤ ΕΩΑΛ

Transmutation

Level: Sor/Wiz 4



Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One object (up to 1 lb./level)
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You can touch an object composed of two blended elements, and separate them back out. The main use of this spell is to separate an alloyed metal into its original metals. The object altered by this spell splits into two separate items of the same shape but smaller size, so a sword made of bronze would split into two smaller swords, one of copper and one of tin.

SOBRIETY

Transmutation
Level: Wine 1, Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 feet + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell renders one person instantly and completely sober, with none of the usual hangover side effects. In addition, if the target is currently under the influence of a *confusion* spell or spell-like ability, he may make a saving throw (against the original DC of the spell or spell-like ability that affected him) to throw off the effects.

SONG OF SERENITY

Conjuration (Healing)
Level: Brd 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You channel positive energy through your song, rejuvenating a fatigued target.

You must sing for one round and touch the target while singing for the spell to take effect.

The fatigued subject is immediately rejuvenated. This spell counters *touch of fatigue*.

SPIRIT CONFESSION

Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on the caster
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

Most wizards are taught to respect the dead, and treat them politely whenever they speak. Sometimes, however, a wizard has no manners and no consideration, or he is simply in too much of a hurry to waste time on pleasantries. Besides, spirits often lie or dissemble, both because they do not want to reveal something and because it amuses them and makes the conversation last. With this spell, however, you can command the spirit or intelligent undead of any sort to speak truthfully and to withhold nothing. The spirit can resist, but if it fails it must answer any questions the caster asks, and answer fully and honestly. Spirits or undead who fail their saving throws cannot leave the area while this spell is effect, or until you dismiss them. This spell does not prevent them from attacking you, however, and is often best used in conjunction with a show of force.

Material Component: A bowlful of sheep's blood

STONE WARRIORS

Conjuration [Creation]
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 feet + 5 feet/2 levels)

Effects: One or more summoned constructs, no two of which may be more than 30 ft. apart.

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You transform nearby rocks and stones into animated stone figures that fight for you. The objects do not have to be of humanoid form beforehand, and are magically shaped as if a master sculptor had carved them into statues. These *stone warriors* obey you faithfully, although they have no intelligence and therefore no ability to interpret unclear orders.

Each stone warrior has the statistics of a shield guardian, save that they lack the find master, *shield other* and *spell storing* abilities. They may use the guard exceptional ability, although only one stone warrior can guard any one person at a time. You may summon up to 1 stone warrior/5 levels. The constructs crumble into the rock they were formed from when destroyed, or when the spell duration ends.

Material Component: A handful of crushed gemstones worth at least 1000 gp per warrior.

STRENGTH OF THE TIDE

Transmutation
Level: Moon 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level

You gain an enhancement bonus to Strength and Dexterity that varies by moon phase.

Moon Phase	Str Bonus	Dex Bonus
Full	+5	+1
Gibbous	+4	+2
Half	+3	+3
Crescent	+2	+4
New	+1	+5

This bonus applies whether the moon is visible or not.

SUN CHARIOT

Conjuration (Summoning)
Level: Clr 5, Drd 5
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One chariot
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You summon an unbreakable chariot that can hold six people. The *sun chariot* is drawn by six flying horses (pegasi); both horses and chariot are seemingly made of sunlight. The steeds serve willingly and well. The chariot comes with reins; you must have hold of the reins to direct the chariot, but as creations of the spell, the sun-horses are more maneuverable and responsive than living animals. As long as you have hold of the reins, the chariot flies at 120 feet (good) and maneuvers without the need of Charioteer skill checks. If you release the reins or leave the chariot, the chariot stops (if it was in motion) and hovers in place until dispelled or dismissed. As a creation of light and magic, the chariot cannot be destroyed by physical attacks, although it can be dispelled.

Material Component: A bit of horsehair and a piece of wood.

SWEET WHISPERS

Divination
Level: Beauty 3, Sor/Wiz 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 feet + 10 ft./level)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You target one person within range. For the duration of the spell, you can hear anything that person says, regardless of how far the person

moves from you. The subject must be within sight, however, even if he is only a dot on the horizon.

TEMPER

Transmutation
Level: Sor/Wiz 5
Components: S, M
Casting Time: 1 standard action
Range: Touch
Target: Up to 1 lb. of metal/level
Duration: Permanent
Saving Throw: Will negates (object, harmless)
Spell Resistance: Yes (object, harmless)

You supernaturally temper metals, strengthening them and refining them. Any metal object treated with this spell doubles its hit points and increases its hardness by 1. Note that this spell does not make an item masterwork, and does not alter any other properties of the material or the items made from it.

Material Component: A pinch of forge ashes.

UNIVERSAL BEVERAGE

Transmutation
Level: Wine 9
Components: V, S, DF, XP
Casting Time: 1 full round
Range: Touch
Target: One container of wine
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You transform a jug or bottle of wine into any potion you desire, even without access to the Brew Potion feat. You may choose to create a potion based on a spell you cannot cast; for instance, you may create a potion of *mage armor* even without any levels in an arcane spellcasting class. This spell cannot transform anything but ordinary wine into a potion. The wine still tastes the same, and is still alcoholic.

XP Cost: 1/25 the market value of the potion.

WAXING HEALTH

Conjuration [Healing]
Level: Moon 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level

For the duration of the spell, as long as you are standing in moonlight, you possess the special quality of fast healing 5. You regain five hit points at the beginning of each turn that moonlight touches you. If you have taken both lethal and nonlethal damage, the nonlethal damage is healed first. *Waxing health* does not allow you to regrow or reattach lost body parts.

WITHERING CURSE

Necromancy
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous or 1 minute/caster level
Saving Throw: Will partial (see below)
Spell Resistance: Yes

You reach out magically and drain the lifeforce from one humanoid, animal, giant or magical beast. The subject rapidly ages, advancing to the beginning of the next age category; thus, an adult target is advanced to the first year of middle age, a target in middle age is advanced to old, and an old target is advanced to venerable. Targets who are already in the venerable age category die of old age if struck by this spell.

Aging caused by this spell reduces Strength, Dexterity and Constitution by the appropriate amounts mentioned in Chapter 6 of the *Player's Handbook*. Intelligence, Wisdom and Charisma scores are





not affected, nor are skills and memories. Targets who suffer no penalties from aging, such as druids with the timeless body exceptional ability, are not affected by this spell unless pushed past venerable age.

If the target makes a successful Will save, the advanced age is only temporary, lasting for 1 minute per caster level with a successful save. Otherwise, the effects are instantaneous and cannot be dispelled (though the target may be restored to youth by the spells *restored form*, *limited wish*, *wish* or *miracle*).

Material Component: A pinch of ground bone.

ZΕUS' FURY

Evocation [Electricity]

Level: Drd 9

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 7d6 of electricity damage, +1 point per caster level. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level.

If you are outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 7d10 + 1 point per caster level instead of 7d6 + 1 point per caster level.

This spell functions indoors or underground but not underwater.

CHAPTER FIVE:

MAGIC ITEMS



A Hellenic fantasy setting can take a variety of approaches to the presence of magical items. Certainly, the original myths have a share of them — mostly bestowed by the gods, but present nonetheless. Interestingly, Hellenic fantasy can work well at all levels of magic item saturation. With fewer magical items present, heroes are more in the Herakles or Odysseus vein, characterized by their innate abilities and skills rather than their gear. With more present, the heroes are more like Perseus, who arguably carried a magical sword, a magical shield, a pair of winged sandals and a helm of invisibility all at once. Either way is

equally valid; it simply depends on how much fantasy the group likes in their myth.

At the higher end, an Olympian setting is filled with magical items. Most heroes have at least one low-level item on them, and many have an assortment of enchanted belongings. The majority of magic items in this world are geared toward combat and competition — not just weapons and armor but chariots and boats to convey soldiers, boots and sandals and bracers and helms for advantages, and various objects to provide protection or insight. This does not mean, however, that only warriors have magic.

Rulers often have magic items designed to help them rule more wisely — or at least to detect and overcome their rivals. Adventurers have items that aid them in exploration and survival. Priests have items that help them heal, divine, bless and curse, as their god commands. And wizards have items both for protection and to augment their own powers.

The most important detail about Olympian magic items is not their power but their appearance. Classic tales go into loving detail describing a hero's armor or the filigree work on his sword. Every item of any value was made by hand and lovingly decorated, and magic items are the rule rather than the exception. Whenever a character finds a magic item in this world, it should be a thing of beauty, etched and molded and gemstudded and carved. Precious metals are used more frequently than base ones, polished wood or fine leather instead of rough hide, and every surface that can be is polished mirror-bright. Two magic swords may have exactly the same bonuses, but they will not look alike — one may be a long, slender blade with a gold inlay of a leaping stag, while the other is more leaf-shaped and has a great cat etched into it.

Another major detail is history. Though the setting has many magic items, very few are created each year. Most of the magic items found are decades or centuries old, and have had either one famous owner or several less famous ones. But, just as a hero's lineage is important proof of his worth and is often recited at each new meeting, so each magic item's history is important. A magic sword is not simply “the enchanted blade” but “the enchanted blade forged by Aramax of Hephaestus and once wielded by the mighty hero Callesus, who slew the three-headed dragon of Crete with it.” Nor are weapons the only ones with history—“the belt of gold links which once encircled the waist of the enchantress Menuphae and which aided her in destroying those brigands who had overrun her homeland and slaughtered the rest of her family” is as noble as any sword. Give each item a history, with at least one hero and one noble event (or one villain and one evil deed) to its credit. This makes the items more valuable than some new bauble just forged and enchanted; an item bestowed by the gods themselves as a gift to a hero, and which has ensured the legend of that hero, is guaranteed to assist its owner in great deeds.

One thing to note is that Olympian magic items are never intelligent. In this setting, magic is a tool, and a weapon or suit of armor or staff,

no matter how powerful, is still just an item for use. These objects never have intelligence or personality, most likely because the gods themselves will not allow it — even their own items lack such features, to keep the gods from having to argue with their own weapons or bargain with their armor and chariots.

ARMOR

The Olympian world is generally warm and sunny, and so armor is more of a burden than it would be in a colder clime. Because of this, most characters prefer lighter armor, and styles that do not fully encase the body. Some warriors have armor they wear while traveling, and then heavier suits they use during actual combat, but most have only a single set of armor to wear all the time. And, despite the climate, every warrior wears armor unless he has some other form of protection.

When a youth receives his first suit of armor, unless it is a family heirloom the armor has ornamentation but no detailed scenes inscribed. This is partly to allow room, so that the youth's deeds can be recorded on his armor. Magic armor is generally older, and has been worn by several people, and so it is already covered with images of previous battles and hunts and races. Unless a particular scene is tied to the armor's powers in some way, the images can be chiseled away and replaced with new images without harming the armor or reducing its properties.

NEW ARMOR SPECIAL ABILITIES

Famed: The armor has a famous history, and can be recognized on sight. The wearer enjoys a +5 circumstance bonus on all Diplomacy and Intimidate checks made while wearing the armor.

Faint enchantment; CL 7th; Craft Magic Arms and Armor; Price +1 bonus.

Illustrated: Masterwork armor is often decorated with scenes of battle or chariotteering or some other major event. Illustrated armor has scenes of such detail and quality that they supernaturally distract the opponents of the wearer. Enemies engaging the wearer in melee combat who can see the armor must make a DC 15 Will save to avoid being distracted; those distracted count as being dazzled, suffering a –1 penalty on attack rolls, Search checks and Spot checks. Those who are affected by the armor's ability can make a new Will save each round to free themselves from the effect. Being rendered

utterly unable to see the wearer also breaks the effect, although the dazzled creature cannot simply choose to close his eyes and look away. This is a mind-affecting effect, and is perpetually active. Illustrated armor can distract any creature only once per encounter. This enchantment is particularly suitable for shields, as the bearer can conceal the shield with a cloth and easily remove the cloth prior to battle.

Moderate illusion; CL 9th; Craft Magic Arms and Armor; Price +1 bonus.

Overlapping: Because of the warm climate, most warriors prefer to wear as little armor as they can. Overlapping armor was designed for this reason. These suits consist of corselets or cuirasses (which fit over the torso), greaves (which go on the calves), vambraces (which cover the forearms), helms, and skirts or loin guards. Sometimes bands are also fitted around the upper arms and the upper legs. But the armor's magic causes the protective nature of these pieces to overlap, so that someone wearing an overlapping breastplate has all the protection of a normal suit of breastplate armor, but with only these pieces involved (half the normal weight, armor check penalty, and spell failure chance, +2 to max Dex bonus). This allows the warrior more flexibility and freedom of movement, and lets him stay cooler in the heat, without sacrificing any protection. Most overlapping armor is leather, studded leather, banded mail, breastplate, or full plate.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor; Price +2 bonus.

Unearthly: This armor has been forged out of materials that are not normally solid: sunlight, fire, darkness, water, even mist or blood. The armor gives its wearer an additional +4 enhancement bonus to AC and a +4 resistance bonus on saving throws, as applicable, against attacks or spells which incorporate the appropriate material. This added enhancement bonus to AC stacks with any other enhancement bonuses the armor possesses. For instance, a suit of *+1 unearthly fire breastplate* would count as *+5 breastplate* against the attacks of a salamander or a fighter wielding a sword with the flaming quality, and would grant +4 to the saving throw against a *flame strike*. In addition, the armor's maximum Dexterity bonus increases by 2, and the armor check penalty is reduced by 3 (counting the -1 reduction for masterwork armor), as the material is less encumbering than metal.

Moderate illusion; CL 9th; Craft Magic Arms and Armor, *greater shadow conjuration*; Price +3 bonus.

TABLE 5-1: SPECIFIC ARMORS

Roll	Specific Armor	Market Price
01–30	<i>Bronze breastplate</i>	2,000 gp
31–60	<i>Monsterskin</i>	4,200 gp
61–70	<i>Lion-pelt armor</i>	4,500 gp
71–80	<i>Running gear</i>	9,155 gp
81–85	<i>Banded mail of luck</i>	18,900 gp
86–95	<i>Charioteer's armor</i>	20,000 gp
91–95	<i>Breastplate of command</i>	25,400 gp
96–100	<i>Marine mail</i>	50,000 gp

SPECIFIC ARMORS

Bronze Breastplate: A favorite among Olympian warriors, this *+1 breastplate* armor is fashioned from polished bronze. The material is easier to work than iron or steel, allowing for sharper illustrations, and it also weighs less (20 lb., armor check penalty of -3).

Faint transmutation; CL 7th; Craft Magic Arms and Armor; Price 2,000 gp

Charioteer's Armor: This *+1 overlapping breastplate* was designed for those who ride chariots into battle, or who charge their enemies on foot. Charioteer's armor grants its owner an extra deflection bonus to AC when he is moving toward an enemy, and the bonus increases depending on his speed. At a walk, the armor adds +1. Double movement increases the bonus to +2. Charging or running grants +3. Riding either a galloping horse or a chariot moving at full speed grants the owner +4 to AC. The bonus disappears as soon as the owner stops moving, or begins moving away from enemies instead of toward them.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *temper*; Price 20,000 gp

Lion-pelt Armor: Fashioned after the armor of Herakles, this *+1 hide armor* is made from a single lion pelt. It is worn so that the lion's head and upper jaw sit as a helm, and the front paws are draped over the shoulders and held at the waist by a belt. The rest of the pelt hangs down the back, creating a thick cloak. The lower legs are often removed and made into greaves and vambraces, and the vambraces may have the claws still attached so that they extend over the back of the hand, forming a caestus. As a result, the wearer's unarmed strikes are at +1 to hit and damage, and are considered lethal damage. An attack with these vambraces is considered an armed attack.

Faint transmutation; CL 7th; Craft Magic Arms and Armor; Price 4,500 gp.

Marine Mail: Crafted specifically for those who sail frequently, this *+1 banded mail* appears



to be banded mail of superior make, but bears no other visual clues as to its properties. It is unusually light, however, weighing only 10 lbs., and has a maximum Dexterity bonus of +6. Wearing *marine mail* does not cause any penalty to swimming, and the wearer can breathe underwater (as the spell *water breathing*) at will.

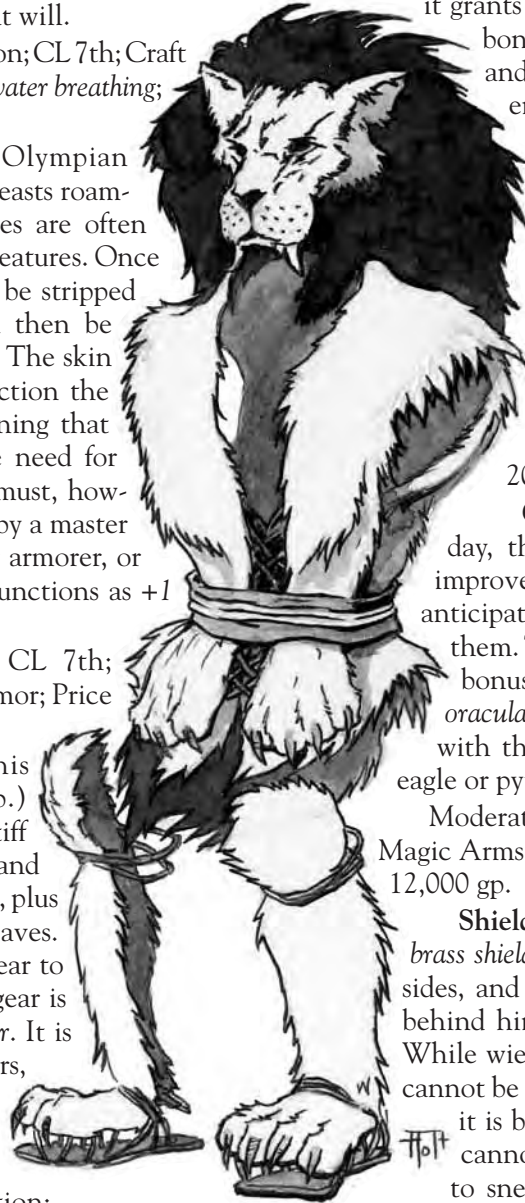
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *water breathing*; Price 50,000 gp.

Monsterskin: The Olympian world has many magical beasts roaming through it, and heroes are often tasked with killing such creatures. Once dead, these monsters can be stripped of their skin, which can then be made into a suit of armor. The skin retains the magical protection the creature had in life, meaning that it is magical without the need for anyone to enchant it. It must, however, be assembled either by a master leatherworker or a master armorer, or both. Most monsterskin functions as +1 *famed hide armor*.

Faint enchantment; CL 7th; Craft Magic Arms and Armor; Price 4,200 gp.

Running Gear: This lightweight armor (5 lb.) consists of a corselet of stiff folded unbleached linen and a skirt of tough linen strips, plus leather vambraces and greaves. Although it does not appear to be armor *per se*, running gear is treated as +3 *padded armor*. It is most often used by runners, couriers, and scouts, who need to be able to run without encumbrance.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *temper*; Price 9,155 gp.



SPECIFIC SHIELDS

Mystic Shield: This +2 large bronze shield is circular and has runes carved around its outer edge. The shield was designed to protect its owner against both physical and magical attacks, and it grants an additional +2 deflection bonus to AC against ray spells and other spells that are delivered by touch or ranged touch attacks. A *mystic shield* also grants a +2 resistance bonus on saving throws against spells or spell-like abilities. These bonuses only apply if the shield is being actively used.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *shield*; Price 20,000 gp.

Oracular Shield: Twice per day, this +1 *large steel shield* can improve its bonus to a +5 *shield*, as it anticipates attacks and moves to block them. The increased enhancement bonus lasts for five rounds. An *oracular shield* is often decorated with the image of an owl, sphinx, eagle or python.

Moderate divination; CL 9th; Craft Magic Arms and Armor, *haruspicy*; Price 12,000 gp.

Shield of Awareness: This +1 *large brass shield* is highly polished on both sides, and the owner can actually see behind him in the shield's reflection. While wielding this shield, the owner cannot be surprised by an attack unless it is beyond his range of sight; he cannot be flanked and is immune to sneak attacks. The shield also counts as a mirrored surface for purposes of battling monsters with gaze attacks.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor; Price 6,500 gp.

TABLE 5-2: SPECIFIC SHIELDS

Roll	Specific Shield	Market Price
01-30	<i>Caster's shield</i>	3,153 gp
31-60	<i>Shield of awareness</i>	6,500 gp
61-70	<i>Lion's shield</i>	9,170 gp
71-80	<i>Oracular shield</i>	12,000 gp
81-90	<i>Winged shield</i>	17,257 gp
91-100	<i>Mystic shield</i>	20,000 gp

WEAPONS

Just as armor is very important to the people of a Hellenic setting, so are weapons. Most free citizens carry at least a dagger and either a short

sword, an axe, or a club. Warriors also carry spears and often bows. Hunters might have bows or slings, and sailors and fishermen often have nets and tridents or harpoons. Weapons fall into two categories: working tools and decorative items. A fisherman's trident is usually a simple affair, effective and unadorned, while a wizard's ceremonial dagger is ornate and covered in fine detail. A warrior's weapons are both effective and decorative. Rulers also have weapons that look impressive enough for ceremonies but are made for battle.

NEW WEAPON SPECIAL ABILITIES

Incurable: The wounds caused by this weapon are magical in nature, and cannot be healed by nonmagical means. Only magical healing (such as *cure* spells) will restore hit point damage inflicted by this weapon.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, *cause critical wounds*; Price +2 bonus.

Piercing: This property, available only for ranged weapons, allows a weapon to punch through one target and continue into the next. If the wielder successfully hits an opponent with a critical hit, and another creature is standing behind the damaged opponent in line with the attack, the weapon passes clean through the first victim and strikes the next. The wielder rolls to attack the next creature at the same modifiers as the first; range penalties do not apply. If the second target is also struck with a critical hit, the weapon continues on through that target to another potential target, and so on until all of the weapon's damage has been assigned or there are no more people in its path.

Faint transmutation; CL 9th; Craft Magic Arms and Armor, *keen edge*; Price +2 bonus.

SPECIFIC WEAPONS

Aeolian Quarterstaff: This +1 *quarterstaff* has clouds and wind images carved along its length. When twirled about in a circle, the weapon creates a powerful barrier of wind as per the spell *wind wall*, as cast by a 5th-level wizard. This ability can be used twice per day.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *wind wall*; Price 14,300 gp.

Artemisian Bow: Blessed by the goddess, this clean-lined ash +1 *bow* with its leaf-motif carvings shoots through foliage as if it were not there — the user may ignore any plant-based cover or concealment modifiers such as trees or

TABLE 5-3: SPECIFIC WEAPONS

Roll	Specific Weapon	Market Price
01–05	<i>Sleep arrow</i>	132 gp
06–10	<i>Volley arrow (2)</i>	250 gp
11–15	<i>Screaming arrow (bolt)</i>	267 gp
16–20	<i>Volley arrow (3)</i>	450 gp
21–25	<i>Volley arrow (4)</i>	600 gp
26–30	<i>Marking arrow</i>	900 gp
31–40	<i>Javelin of lightning</i>	1,500 gp
41–45	<i>Slaying arrow</i>	2,282 gp
46–50	<i>Orbital sling</i>	3,500 gp
51–55	<i>Slaying arrow (greater)</i>	4,057 gp
56–60	<i>Lance of fear</i>	7,345 gp
61–65	<i>Dagger of venom</i>	8,302 gp
66–70	<i>Artemisian bow</i>	9,400 gp
71–75	<i>Trident of warning</i>	10,115 gp
76–80	<i>Aeolian quarterstaff</i>	14,300 gp
81–85	<i>Mariner's trident</i>	17,000 gp
86–87	<i>Trident of fish command</i>	18,650 gp
88–89	<i>Flame tongue</i>	20,715 gp
90–91	<i>Sword of subtlety</i>	22,310 gp
92–93	<i>Oathbow</i>	25,600 gp
94–95	<i>Harpe</i>	26,000 gp
96	<i>Mace of terror</i>	38,552 gp
97	<i>Sunblade</i>	50,335 gp
98	<i>Medusan shortspear</i>	54,000 gp
99	<i>Meteor sling</i>	75,000 gp
100	<i>Holy avenger</i>	120,630 gp

bushes. This does not include fashioned wood, like shields or doors.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *aid of the wind*; Price 9,400 gp.

Harpe: The god Hermes supposedly designed this odd bronze sword. The *harpe*, or “crooked sword,” is bent and weighted to serve the purpose of cleaving off limbs or even heads. This weapon functions as a +2 *keen short sword*, but the damage inflicted is slashing rather than piercing. The wielder of a *harpe* is also immune to the extra damage caused by sneak attacks as long as the weapon is in hand.

Strong divination; CL 13th; Craft Magic Arms and Armor, *keen edge*, *detect thoughts*; Price 26,000 gp.

Lance of Fear: Once per day, the wielder of this ash +1 *longspear* may speak the command word to project a wave of fear that affects beasts. All animals and magical beasts within twenty feet of the wielder must make a Will save (DC 16) or become panicked as if struck by a *fear* spell. If the wielder is mounted, his steed is immune; in addition, any animals mystically tied to him (such as an animal companion, familiar or paladin's mount) are unaffected.



Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price 7,345 gp.

Mariner's Trident: This weapon is formed out of coral, and functions as a +1 *trident*. While holding the trident, the wielder may breathe underwater for as long as necessary and receives a +10 competence bonus on Swim checks.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *water breathing, freedom of movement*; Price 17,000 gp.

Marking Arrow: This arrow mystically marks its target upon a successful hit. The creature struck suffers a -4 penalty to AC against missile fire, as arrows, sling stones, javelins and other missiles are drawn to the magical mark. The mark is invisible to normal sight, and dissolves after one hour.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *arcane mark, true strike*; Price 900 gp.

Medusan Shortspear: This +1 *shortspear* paralyzes anyone struck by it (Fortitude save, DC 14, to negate) for two rounds. These spears are most often used by horsemen and charioteers, who then either run down their frozen opponents or leave them to be dealt with by their infantry companions.

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *hold person*; Price 54,000 gp.

Meteor Sling: This simple-looking +1 *sling* transforms its stones or bullets into small balls of energy as they are fired. These energy balls do 1d8 of damage and ignore armor bonuses as if brilliant energy weapons.

Strong evocation; CL 18th; Craft Magic Arms and Armor, *gaseous form, magic missile*; Price 75,000 gp.

Orbital Sling: This +1 *sling's* power is designed to take advantage of the moments before a battle begins by preparing a volley of stones to join the initial strike. The wielder of the sling may choose to either target an opponent as usual, or to send the projectile into an orbit around his body. Stones that are set into orbit circle around the wielder until released by the wielder's command as a free action. An orbiting stone is not assigned a target until the final release, and it is at that time that the wielder makes the attack roll. Up to four stones can circle the wielder at any given time, and they can stay aloft for up to ten rounds each. The slinger

chooses how many of the orbiting stones (up to four) to release on his action.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *mage hand*; Price 3,500 gp.

Volley Arrow: Once fired, this arrow splits into multiple arrows. All of the arrows in a volley have the same attack roll, but each one does damage as a normal arrow. Volley arrows can split into two, three, or four arrows. All of the arrows are destroyed upon impact.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *minor creation, mirror image*; Price 250 gp (2), 450 gp (3), 600 gp (4).

POTIONS

The people of a Hellenic fantasy culture pay close attention to food and drink, and even a humble traveler can be expected to lunch on meat, cheese, bread, olives, oranges and apples, and wine to wash it all down. Because they can appreciate fine food, the people also recognize the risks involved, and most rulers have both food-tasters and wizards to check for spells and poisons. This may explain why potions are comparatively rare in a Hellenic fantasy setting. They do appear, but not often — most heroes prefer to keep their magic to weapons, armor, and other solid items, and leave their food and wine untainted. When potions are used, they are often brewed into a wine to hide their presence; the fuming products of an alchemist's laboratory are not as widely trusted as the distillations of a servant of Dionysus.

Even so, it is appropriate that potions be found in the form of food and drink. If the GM decides to place a *potion of endurance*, it is certainly fitting to have it take the form of a delicious-smelling loaf of bread that, when eaten, fills the body with new vigor and energy.

Lower-quality food and drink is actually more expensive to enchant — the better the quality, the easier it is for the magic to take hold. The only noticeable effect of enchanting existing food and drink is that they take twice as long to spoil. Unless the selected food has very little smell or the potion has a particularly potent odor, the food does not smell different after being enchanted.

NEW POTIONS

Self-Infliction: Ten minutes after drinking this potion, the imbiber's senses start to play tricks on him. If he faces someone in combat, he sees his opponent where his own

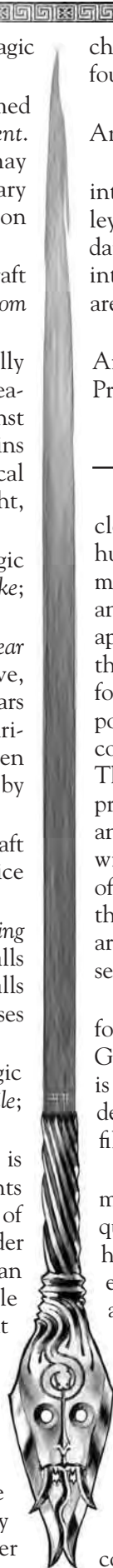


TABLE 5-4: POTIONS AND OILS

Minor	Medium	Major	Potion or Oil	Market Price	Minor	Medium	Major	Potion or Oil	Market Price
01–10	—	—	<i>Cure light wounds</i> (potion)	50 gp	—	61	29	<i>Daylight</i> (oil)	750 gp
11–13	—	—	<i>Endure elements</i> (potion)	50 gp	—	62–64	30–32	<i>Displacement</i> (potion)	750 gp
14–15	—	—	<i>Hide from animals</i> (potion)	50 gp	—	65	33	<i>Flame arrow</i> (oil)	750 gp
16–17	—	—	<i>Hide from undead</i> (potion)	50 gp	—	66–68	34–38	<i>Fly</i> (potion)	750 gp
18–19	—	—	<i>Jump</i> (potion)	50 gp	—	69	39	<i>Gaseous form</i> (potion)	750 gp
20–22	—	—	<i>Mage armor</i> (potion)	50 gp	—	70–71	—	<i>Greater magic fang +1</i> (potion)	750 gp
23–25	—	—	<i>Magic fang</i> (potion)	50 gp	—	72–73	—	<i>Greater magic weapon +1</i> (oil)	750 gp
26	—	—	<i>Magic stone</i> (oil)	50 gp	—	74–75	40–41	<i>Haste</i> (potion)	750 gp
27–29	—	—	<i>Magic weapon</i> (oil)	50 gp	—	76–78	42–44	<i>Heroism</i> (potion)	750 gp
30	—	—	<i>Pass without trace</i> (potion)	50 gp	—	79–80	45–46	<i>Keen edge</i> (oil)	750 gp
31–32	—	—	<i>Protection from (alignment)</i> (potion)	50 gp	—	81	47	<i>Magic circle against (alignment)</i> (potion)	750 gp
33–34	—	—	<i>Remove fear</i> (potion)	50 gp	—	82–83	—	<i>Magic vestment +1</i> (oil)	750 gp
35	—	—	<i>Sanctuary</i> (potion)	50 gp	—	84–86	48–50	<i>Neutralize poison</i> (potion)	750 gp
36–38	—	—	<i>Shield of faith +2</i> (potion)	50 gp	—	87–88	51–52	<i>Nondetection</i> (potion)	750 gp
39	—	—	<i>Shillelagh</i> (oil)	50 gp	—	89–91	53–54	<i>Protection from energy (type)</i> (potion)	750 gp
40–41	01–02	—	<i>Bless weapon</i> (oil)	100 gp	—	92–93	55	<i>Rage</i> (potion)	750 gp
42–44	03–04	—	<i>Enlarge person</i> (potion)	250 gp	—	94	56	<i>Remove blindness/deafness</i> (potion)	750 gp
45	05	—	<i>Reduce person</i> (potion)	250 gp	—	95	57	<i>Remove curse</i> (potion)	750 gp
46–47	06	—	<i>Aid</i> (potion)	300 gp	—	96	58	<i>Remove disease</i> (potion)	750 gp
48–50	07	—	<i>Barkskin +2</i> (potion)	300 gp	—	97	59	<i>Tongues</i> (potion)	750 gp
51–53	08–10	—	<i>Bear's endurance</i> (potion)	300 gp	—	98–99	60	<i>Water breathing</i> (potion)	750 gp
54–56	11–13	01–02	<i>Blur</i> (potion)	300 gp	—	100	61	<i>Water walk</i> (potion)	750 gp
57–59	14–16	—	<i>Bull's strength</i> (potion)	300 gp	—	—	62	<i>Barkskin +4</i> (potion)	900 gp
60–62	17–19	—	<i>Cat's grace</i> (potion)	300 gp	—	—	63	<i>Shield of faith +5</i> (potion)	900 gp
63–67	20–27	03–07	<i>Cure moderate wounds</i> (potion)	300 gp	—	—	64	<i>Stygian Salve</i> (oil)	1,000 gp
68	28	—	<i>Darkness</i> (oil)	300 gp	—	—	65	<i>Good hope</i> (potion)	1,050 gp
69–71	29–30	08–09	<i>Darkvision</i> (potion)	300 gp	—	—	66–68	<i>Resist energy (type) 30</i> (potion)	1,100 gp
72–74	31	—	<i>Delay poison</i> (potion)	300 gp	—	—	69	<i>Barkskin +5</i> (potion)	1,200 gp
75–76	32–33	—	<i>Eagle's splendor</i> (potion)	300 gp	—	—	70–73	<i>Greater magic fang +2</i> (potion)	1,200 gp
77–78	34–35	—	<i>Fox's cunning</i> (potion)	300 gp	—	—	74–77	<i>Greater magic weapon +2</i> (oil)	1,200 gp
79–81	36–37	10–11	<i>Invisibility</i> (potion or oil)	300 gp	—	—	78–81	<i>Magic vestment +2</i> (oil)	1,200 gp
82–84	38	12	<i>Lesser restoration</i> (potion)	300 gp	—	—	82	<i>Protection from arrows 15/magic</i> (potion)	1,500 gp
85–86	39	—	<i>Levitate</i> (potion or oil)	300 gp	—	—	83	<i>Self-Infliction</i> (potion)	1,500 gp
87	40	—	<i>Misdirection</i> (potion)	300 gp	—	—	84	<i>Spiritual Sight</i> (potion)	1,500 gp
88–89	41–42	—	<i>Owl's wisdom</i> (potion)	300 gp	—	—	85	<i>Greater magic fang +3</i> (potion)	1,800 gp
90–91	43	—	<i>Protection from arrows 10/magic</i> (potion)	300 gp	—	—	86–88	<i>Greater magic weapon +3</i> (oil)	1,800 gp
92–93	44	13	<i>Remove paralysis</i> (potion)	300 gp	—	—	89–91	<i>Magic vestment +3</i> (oil)	1,800 gp
94–96	45–46	—	<i>Resist energy (type) 10</i> (potion)	300 gp	—	—	92–93	<i>Greater magic fang +4</i> (potion)	2,400 gp
97	47–48	14	<i>Shield of faith +3</i> (potion)	300 gp	—	—	94–95	<i>Greater magic weapon +4</i> (oil)	2,400 gp
98–99	49	—	<i>Spider climb</i> (potion)	300 gp	—	—	96	<i>Magic vestment +4</i> (oil)	2,400 gp
100	50	15	<i>Undetectable alignment</i> (potion)	300 gp	—	—	97	<i>Greater magic fang +5</i> (potion)	3,000 gp
—	51	16	<i>Barkskin +3</i> (potion)	600 gp	—	—	98	<i>Greater magic weapon +5</i> (oil)	3,000 gp
—	52	17–18	<i>Shield of faith +4</i> (potion)	600 gp	—	—	99	<i>Magic vestment +5</i> (oil)	3,000 gp
—	53–55	19–20	<i>Resist energy (type) 20</i> (potion)	700 gp	—	—	100	<i>Wandering Souls</i> (potion)	4,000 gp
—	56–60	21–28	<i>Cure serious wounds</i> (potion)	750 gp	—	—	—	—	—

arms and legs are, and actually attacks himself thinking it is his opponent. This potion works best when slipped into the food or drink of a giant, who then starts hacking at his own legs rather than the men standing near him, but the potion also works on Medium creatures. The imbiber makes normal attack rolls against himself — if he misses but comes close, he may actually hit his real opponent (use the same rules as for hitting an ally in close combat). The imbiber can make a Will save (DC 15) after each round

of combat to shake off the effects — otherwise the potion's effects wear off after one hour. The hallucinations only affect creatures once they've entered combat.

Faint illusion; CL 5th, Prerequisites: Brew Potion, *blur*, *major image*; Price 1,500 gp

Spiritual Sight: Drinking this potion allows an individual to see any lingering spirits in his vicinity, including ghosts, shades, and wandering souls. They appear slightly translucent but are clearly visible, and can be identified if the viewer

would recognize their features. This potion's effects last for one hour.

Faint necromancy; CL 3rd, Prerequisites: Brew Potion, *see invisibility*, *contact shade*; Price 1,500 gp

Stygian Salve: This thick, slightly oily salve is rendered from water from the river Styx, alchemically treated to preserve its potency. However, the salve has gained an unfortunate side effect due to the treatment. When applied to the skin, it forms a layer of extra hide. The individual gains a +4 natural armor bonus to AC, but suffers a -2 penalty on Charisma checks; his skin now appears lumpy and splotchy, and the effect extends even to the facial features, making speech difficult. The salve's effects wear off after one hour. This salve is usually found in a small earthenware jar, which holds enough for two uses by a Medium creature.

Faint transmutation; CL 3rd, Prerequisites: Brew Potion, *barkskin* or *Ladon's scales*; Price 1,000 gp

Wandering Souls: Upon drinking this potion, the individual's soul separates from his body. The soul is incorporeal and invisible except to those who can see spirits. It can move at the same pace as the body's normal movement, but it floats rather than walks, and can pass through solid objects with no difficulty. The soul is fully aware of its surroundings, and in control of its own actions. While the soul is gone, the body lays comatose. This potion is often used to spy out enemy activity, or to scout out a location. The potion's effects wear off after one hour, at which time the soul is pulled back to its body. The individual then awakens with all the memories of his soul's recent activities.

Strong necromancy; CL 13th, Prerequisites: Brew Potion, *ethereal jaunt*; Price 4,000 gp

RINGS

Enchanted rings are not particularly common in the Olympian setting. People do wear rings, of course, but they also wear other types of jewelry, and enchanted brooches, earrings, necklaces, and pendants are generally more common. In addition, enchanted items are usually visually impressive objects that serve a function other than decoration. That said, there's no reason that the gods might not pour some time and love into creating a lavishly ornate magical ring, or that the mystical smiths who worship them might do the same.

TABLE 5-5: RINGS

Minor	Medium	Major Ring	Market Price
01-05	—	<i>Climbing</i>	2,500 gp
06-10	—	<i>Jumping</i>	2,500 gp
11-15	—	<i>Protection +1</i>	2,000 gp
16-20	—	<i>Feather falling</i>	2,200 gp
21-25	—	<i>Swimming</i>	2,500 gp
26-30	—	<i>Sustenance</i>	2,500 gp
31-40	01-05	<i>Counterspells</i>	4,000 gp
41-45	06-10	<i>Presence</i>	4,000 gp
46-50	11-20	<i>Forager's</i>	5,000 gp
51-55	21-25	<i>Spiritual sight</i>	5,000 gp
56-60	26-30	<i>Horsemaster's</i>	7,500 gp
61-65	31-35	<i>Mind shielding</i>	8,000 gp
66-70	36-40	<i>Protection +2</i>	8,000 gp
71-75	41-45	<i>Force shield</i>	8,500 gp
76-80	46-50	<i>Ram</i>	8,600 gp
81-85	51-55	<i>Climbing, improved</i>	10,000 gp
86-90	56-60	<i>Jumping, improved</i>	10,000 gp
91-92	61-65	<i>Swimming, improved</i>	10,000 gp
93-94	66-70	<i>Animal friendship</i>	10,800 gp
95-96	71-72	<i>Navigator's</i>	11,720 gp
97	73-74	<i>Chameleon power</i>	12,700 gp
98	75-76	<i>Water walking</i>	15,000 gp
99	77-78	<i>Energy resistance, minor</i>	12,000 gp
100	79-80	<i>Spell storing, minor</i>	18,000 gp
—	81-82	<i>Protection +3</i>	18,000 gp
—	83-84	<i>Invisibility</i>	20,000 gp
—	85-86	<i>Wizardry (I)</i>	20,000 gp
—	87-88	<i>Energy resistance, major</i>	28,000 gp
—	89	<i>X-ray vision</i>	25,000 gp
—	90	<i>Evasion</i>	25,000 gp
—	91	<i>Blinking</i>	27,000 gp
—	92	<i>Protection +4</i>	32,000 gp
—	93	<i>Wizardry (II)</i>	40,000 gp
—	94	<i>Freedom of movement</i>	40,000 gp
—	95	<i>Energy resistance, greater</i>	44,000 gp
—	96	<i>Friend shield (pair)</i>	50,000 gp
—	97	<i>Protection +5</i>	50,000 gp
—	98	<i>Shooting stars</i>	50,000 gp
—	99	<i>Telekinesis</i>	75,000 gp
—	100	<i>Wizardry (III)</i>	70,000 gp
—	—	<i>Spell storing</i>	50,000 gp
—	—	<i>Regeneration</i>	90,000 gp
—	—	<i>Spell turning</i>	98,280 gp
—	—	<i>Wizardry (IV)</i>	100,000 gp
—	—	<i>Djinni calling</i>	125,000 gp
—	—	<i>Elemental command (air)</i>	200,000 gp
—	—	<i>Elemental command (earth)</i>	200,000 gp
—	—	<i>Elemental command (fire)</i>	200,000 gp
—	—	<i>Elemental command (water)</i>	200,000 gp
—	—	<i>Spell storing, major</i>	200,000 gp

NEW RINGS

Forager's: The *forager's ring* is crafted to look like vines and leaves, though it is made of silver. Five times per day, the wearer can cause fruits or vegetables to instantly ripen. They must still

be on the vine or tree or bush at the time, still alive, and small enough for the person's hand to fit completely around them. He can also tell, at a touch, whether a nut, fruit, or other natural food is safe to eat and whether it is ripe, over-ripe, or immature.

Faint transmutation; CL 5th; Forge Ring, *detect plants*, *plant growth*; Price 5,000 gp

Horsemaster's: This gold band has galloping horses carved around it in a continuous circle. Wearing the *horsemaster's ring* grants the individual mastery over horses. All Animal Empathy, Charioteer, Handle Animal, and Ride checks gain a +8 competence bonus when applied to horses.

Faint enchantment; CL 3rd; Forge Ring, *calm animals*, *animal friendship*; Price 7,500 gp



Navigator's: Carved of polished wood, with an anchor motif around it, the *navigator's ring* helps its owner at piloting and manning a boat. The wearer gains a +5 competence bonus on Profession (sailor) and Swim checks and constantly knows which direction is north as if under the effect of a permanent *know direction* spell. In addition, the wearer can cast *mystic anchor* twice per day, and *billowed sail* once per day.

Moderate evocation; CL 7th; Forge Ring, *know direction*, *mystic anchor*, *billowed sail*; Price 11,720 gp

Presence: This heavy iron ring is mainly used by generals and commanders who wish to address their men before a battle, or by rulers who wish to give speeches to their subjects. The wearer of a *ring of presence* can evoke the ability to be seen and heard clearly from up to one mile away as a free action. This power can be used twice per day, for up to one hour at a time.

Faint illusion; CL 5th; Forge Ring, *minor image*, *ventriloquism*; Price 4,000 gp

Spiritual Sight: This cold iron ring, marked only with the image of a milky eye, allows the wearer to see any lingering spirits in his vicinity,

including ghosts, shades, and wandering souls. They appear slightly translucent but are clearly visible, and can be identified if the viewer would recognize their features.

Moderate divination; CL 7th; Forge Ring, *see invisibility*, *contact shade*; Price 5,000 gp

RODS

The Olympian setting is well suited to the use of rods. Many rulers and powerful merchants carry these items, both as a symbol of power and as a convenient weapon when necessary. Wizards often carry them as well, because the rod is not as obviously arcane as the wand or even the staff, and it is sturdier than the former but more easily stowed than the latter. Because of this, rods are highly appropriate. Most are made of wood, ivory, horn, or metal, though some rods are crafted from stone or a more exotic material. Rods can be simple or highly ornamented, depending upon their purpose and the fancy of their owner. Most rods can be used as either a club or a mace, depending upon their construction.

NEW RODS

Mariner's Cudgel: This thick rod functions as a +2 *light mace*. It also grants its wielder the ability to stay on his feet through any weather, as if he wore *sandals of stability*. The wielder can also cast *mending* three times each day, though only on sailing equipment (like sails), and *charm animal* (on fish and other marine life only) twice per day.

Moderate transmutation; CL 9th; Craft Rod, *charm animal*, *mending*, *pull of the earth*; Price 14,565 gp

Parental Control: This unadorned, polished wooden rod grants the wielder the power to always know where his immediate family is and what emotional and physical state they are in, as per the spell *lovers' knot*. Three times per day, he can cast *zone of truth* on them, and three times per day he can read their minds, as per the spell *inner view*. Twice per day he can use *charm person* on them. This rod only works on the owner's spouse, siblings, and children, and all of its powers except for *lovers' knot* require them to be within 40 feet of the rod.

Strong divination; CL 13th; Craft Rod, *charm person*, *inner view*, *lovers' knot*, *zone of truth*; Price 15,000 gp

Spirits: This heavy cold iron rod has no images upon it, for such decoration is considered an insult to the spirits it summons. The wielder of



this rod can see spirits as per the *ring of spiritual sight*. Three times per day the rod's owner can cast *spirit confession*, forcing the spirits to speak the truth. Once per day he can order any single spirit or undead creature to carry out his wishes, as if by the spell *command undead*; the DC of the Will save to resist this effect is 16. Finally, the bearer gains spell resistance 16 against all necromancy spells or spell-like abilities. Note that spirits can sense this rod, and are generally wary of it — if the rod's owner abuses its powers, the spirits will grow to hate him, and will do their best to subvert his control over them.

Strong necromancy; CL 12th; Craft Rod, see *invisibility*, *contact shade*, *spirit confession*, *command undead*; Price 35,200 gp

TABLE 5-6: RODS

Medium	Major	Rod	Market Price
01–05	—	Metamagic, <i>Enlarge, lesser</i>	3,000 gp
06–10	—	Metamagic, <i>Extend, lesser</i>	3,000 gp
11–15	—	Metamagic, <i>Silent, lesser</i>	3,000 gp
16–20	—	<i>Immovable</i>	5,000 gp
21–25	—	Metamagic, <i>Empower, lesser</i>	9,000 gp
26–30	—	<i>Metal and mineral detection</i>	10,500 gp
31–35	—	<i>Cancellation</i>	11,000 gp
36–40	—	Metamagic, <i>Enlarge</i>	11,000 gp
41–45	—	Metamagic, <i>Extend</i>	11,000 gp
46–50	—	Metamagic, <i>Silent</i>	11,000 gp
51–55	01–05	<i>Wonder</i>	12,000 gp
56–60	06–10	<i>Python</i>	13,000 gp
61–65	11–15	Metamagic, <i>Maximize, lesser</i>	14,000 gp
66–70	16–20	<i>Mariner's cudgel</i>	14,565 gp
71–80	21–25	<i>Parental control</i>	15,000 gp
81–85	26–30	<i>Flame extinguishing</i>	15,000 gp
86–90	31–35	<i>Viper</i>	19,000 gp
—	36–40	<i>Enemy detection</i>	23,500 gp
—	41–45	Metamagic, <i>Enlarge, greater</i>	24,500 gp
—	46–50	Metamagic, <i>Extend, greater</i>	24,500 gp
—	51–55	Metamagic, <i>Silent, greater</i>	24,500 gp
—	56–60	<i>Splendor</i>	25,000 gp
—	61–65	<i>Withering</i>	25,000 gp
91–95	66–70	Metamagic, <i>Empower</i>	32,500 gp
—	71–72	<i>Thunder and lightning</i>	33,000 gp
—	73–74	<i>Spirits</i>	35,200 gp
96–100	75–76	Metamagic, <i>Quicken, lesser</i>	35,000 gp
—	77–78	<i>Negation</i>	37,000 gp
—	79–80	<i>Earthshaker</i>	49,000 gp
—	81–82	<i>Flailing</i>	50,000 gp
—	83–84	<i>Absorption</i>	50,000 gp
—	85–86	Metamagic, <i>Maximize</i>	54,000 gp
—	87–88	<i>Rulership</i>	60,000 gp
—	89–90	<i>Security</i>	61,000 gp
—	91–92	<i>Lordly might</i>	70,000 gp
—	93–94	Metamagic, <i>Empower, Greater</i>	73,000 gp
—	95–96	Metamagic, <i>Quicken</i>	75,500 gp
—	97–98	<i>Alertness</i>	85,000 gp
—	99	Metamagic, <i>Maximize, Greater</i>	121,500 gp
—	100	Metamagic, <i>Quicken, Greater</i>	170,000 gp

Earthshaker: This rod is usually made of gnarled wood, seemingly unworked by tools, and functions as a +1 *club*. Once per day the owner can strike the ground, causing an *earthquake* as per the spell, but with the area of effect centered on the rod itself. The rod's owner is not directly affected by the *earthquake* effect, although he may still suffer incidental damage. For instance, if the wielder of an *earthshaker rod* invokes the earthquake effect on open ground, he has no chance to fall into a fissure, and need not make a Reflex save to retain his feet. However, if he evokes the effect at the top of a cliff and the cliff gives way beneath him, the rod does not compensate for the sudden absence of any footing.

Strong evocation; CL 17th; Craft Rod, *pull of the earth*, *earthquake*; Price 49,000 gp.

SCROLLS

The inhabitants of a typical Hellenic fantasy setting focus on oral traditions rather than written ones. Most of them cannot read more than a few words, and have no reason to learn more, since business arrangements are handled verbally and sealed by handshakes and a shared drink before witnesses. This being the case, scrolls are not terribly common. Wizards use them, as do clerics, and these two groups along with scribes make up most of the people who collect any form of written material.

Scrolls are not unknown, however, and in one way they are popular — just in a different form. Spell-completion items may be scrolls, or they may be other small items imbued with spells and destroyed upon the spell's release. Most often these objects are small figurines carved of wood or stone and inscribed with runes by the caster. They can also be shaped of paper or cloth, and these are generally tossed into a fire while the phrase is recited. The game mechanics remain unchanged; a “scroll” simply comes to mean an expendable spell-completion item of some sort, regardless of form.

The feat Scribe Scroll can be used to inscribe a single-use spell onto any object, provided there is enough space to write the runes and symbols of the spell. Most often the marks are carved or etched into the material, to keep them from smudging or fading over time. Some wizards and clerics wear spell-completion figurines as pendants, sometimes crafted in the form of their patron deity.

STAVES

Though not as common as rods, the staff is a familiar item in the Olympian world. Travelers often carry stout staves, both as support and as an easy weapon. Wizards are quite fond of staves, and often enchant them to hold various spells and powers. Clerics may also use them, however, and some staves have divine enchantments rather than arcane ones. Staves usually fall into one of two categories: extremely plain and unassuming, or imposing and handsomely carved.

TABLE 5-7: SPECIAL STAVES

Medium	Major	Staff	Market Price
01–15	—	<i>Charming</i>	16,500 gp
16–30	—	<i>Fire</i>	17,500 gp
31–40	—	<i>Swarming insects</i>	24,750 gp
41–50	01–05	<i>Healing</i>	27,750 gp
51–60	06–10	<i>Size alteration</i>	29,000 gp
61–70	11–15	<i>Currents</i>	42,187,687 gp
71–80	16–20	<i>Illumination</i>	48,250 gp
81–90	21–25	<i>Frost</i>	56,250 gp
91–100	26–30	<i>Defense</i>	58,250 gp
—	31–35	<i>Abjuration</i>	65,000 gp
—	36–40	<i>Conjuration</i>	65,000 gp
—	41–45	<i>Enchantment</i>	65,000 gp
—	46–50	<i>Evocation</i>	65,000 gp
—	51–55	<i>Illusion</i>	65,000 gp
—	56–60	<i>Necromancy</i>	65,000 gp
—	61–65	<i>Transmutation</i>	65,000 gp
—	66–70	<i>Divination</i>	73,500 gp
—	71–75	<i>Earth and stone</i>	80,500 gp
—	76–80	<i>Impunity</i>	81,000 gp
—	81–85	<i>Woodlands</i>	101,250 gp
—	86–90	<i>Life</i>	155,750 gp
—	91–95	<i>Passage</i>	170,500 gp
—	96–100	<i>Power</i>	211,000 gp

NEW STAVES

Currents: This staff is usually made of wave-etched sea-glass, the creation of the priesthood of Poseidon. It allows use of the following spells:

- *Obscuring mist* (1 charge)
- *Control water* (1 charge)
- *Summon monster VIII* (greater water elemental only, 2 charges)

Strong conjuration; CL 15th; Craft Staff, *control water*, *obscuring mist*, *summon monster VIII*; Price 42,187 gp

Impunity: This ornately carved gold and silver staff is encrusted with gems and difficult to miss. This fits well with the staff's purpose, because it is designed to allow its wielder to go anywhere freely, openly, and without danger.

The staff of impunity allows use of the following spells:

- *Animal camouflage, greater* (1 charge)
- *Endure elements* (1 charge)
- *Globe of invulnerability* (1 charge)
- *Halt undead* (1 charge)
- *Hold monster* (1 charge)
- *Protection from arrows* (1 charge)
- *Protection from energy* (1 charge)

Strong abjuration; CL 12th; Craft Staff, *endure elements*, *greater animal camouflage*, *globe of invulnerability*, *halt undead*, *hold monster*, *protection from arrows*, *protection from energy*; Price 85,000 gp

WANDS

In the Olympian setting, wands are often translated into jewelry instead. Thus it is not uncommon for someone to possess a pendant or brooch or pair of earrings that lets them cast a particular spell. Actual wands are far less common, in part because they clearly mark the user as a wizard and those spellcasters are not always welcome. Those who do use wands tend to keep them hidden, particularly when near a village or town.

The feat Craft Wand can be used to create any object that contains a single spell and a limited number of charges to cast that spell. In general, the cost of creation is increased by the cost of the item itself; thus, enchanting a *wand of charm person* in the form of a silver necklace requires an additional outlay of gold to purchase the necklace. Also, the size of the item does not affect the number of charges — a larger item (such as a shield) still receives only 50 charges, as does a ring or an earring.

WONDROUS ITEMS

Magic can come in many forms, from chariots and boats to cloaks and sandals to feathers and pins. And while most items are handsomely made and finely decorated, some are quite plain—a few, like the moly leaf, are actually gifts from nature, and need no reworking by mortal hands.

NEW WONDROUS ITEMS

Amphora of Souls: This delicate wine jug, decorated with strange images of empty-eyed warriors, has the unusual property of attracting spirits to it. To activate the *amphora of souls*, the



bearer must fill it with a mixture of wine and fresh blood, and leave it uncorked so that the aroma can escape. For the next hour, any spirit or incorporeal undead who passes within thirty feet of the amphora must make a Will save, DC 18, or become fascinated by the amphora. This

is not considered a mind-affecting effect for purposes of undead immunities. Once the hour has passed, the amphora must be emptied and cleaned before it can be refilled and used again. An *amphora of souls* cannot be activated more than once in any twenty-four hour period.

TABLE 5-8: MINOR WONDROUS ITEMS

d%	Item	Market Price	d%	Item	Market Price
01	<i>Feather token (anchor)</i>	50 gp	51	<i>Eyes of the eagle</i>	2,500 gp
02	<i>Universal solvent</i>	50 gp	52	<i>Scarab, golembane</i>	2,500 gp
03	<i>Elixir of love</i>	150 gp	53	<i>Ever-expansive wallet</i>	2,500 gp
04	<i>Unguent of timelessness</i>	150 gp	54	<i>Sandals of stability</i>	2,500 gp
05	<i>Feather token (fan)</i>	200 gp	55	<i>Necklace of fireballs (Type II)</i>	2,700 gp
06	<i>Dust of tracelessness</i>	250 gp	56	<i>Seashell horn</i>	2,750 gp
07	<i>Elixir of hiding</i>	250 gp	57	<i>Amphora of souls</i>	2,800 gp
08	<i>Elixir of sneaking</i>	250 gp	58	<i>Arrow-swift boots</i>	3,000 gp
09	<i>Elixir of swimming</i>	250 gp	59	<i>Bowl of dark rites</i>	3,000 gp
10	<i>Elixir of vision</i>	250 gp	60	<i>Chariot of speed</i>	3,000 gp
11	<i>Silversheen</i>	250 gp	61	<i>Stone of alarm</i>	3,000 gp
12	<i>Feather token (bird)</i>	300 gp	62	<i>Bag of tricks (rust)</i>	3,000 gp
13	<i>Feather token (tree)</i>	100 gp	63	<i>Bead of force</i>	3,000 gp
14	<i>Feather token (swan boat)</i>	450 gp	64	<i>Chime of opening</i>	3,000 gp
15	<i>Elixir of truth</i>	500 gp	65	<i>Horseshoes of speed</i>	1,900 gp
16	<i>Feather token (whip)</i>	500 gp	66	<i>Rope of climbing</i>	3,000 gp
17	<i>Cretan twine</i>	800 gp	67	<i>Sun goblet</i>	3,500 gp
18	<i>Moly</i>	800 gp	68	<i>Dust of disappearance</i>	3,500 gp
19	<i>Dust of dryness</i>	850 gp	69	<i>Lens of detection</i>	3,500 gp
20	<i>Bag of tricks (gray)</i>	900 gp	70	<i>Vestment, druid's</i>	5,800 gp
21	<i>Hand of the mage</i>	900 gp	71	<i>Figurine of wondrous power (silver raven)</i>	3,800 gp
22	<i>Apple of discord</i>	1,000 gp	72	<i>Amulet of health (+2)</i>	4,000 gp
23	<i>Oars of prodigious strength</i>	1,000 gp	73	<i>Bracers of armor (+2)</i>	4,000 gp
24	<i>Bracers of armor (+1)</i>	1,000 gp	74	<i>Cloak of Charisma (+2)</i>	4,000 gp
25	<i>Cloak of resistance (+1)</i>	1,000 gp	75	<i>Cloak of resistance (+2)</i>	4,000 gp
26	<i>Pearl of power (1st-level spell)</i>	1,000 gp	76	<i>Gloves of Laestrygonian might (gauntlets of ogre power)</i>	4,000 gp
27	<i>Phylactery of faithfulness</i>	1,000 gp	77	<i>Gloves of arrow snaring</i>	4,000 gp
28	<i>Salve of slipperiness</i>	1,000 gp	78	<i>Gloves of Dexterity (+2)</i>	4,000 gp
29	<i>Elixir of fire breath</i>	1,100 gp	79	<i>Headband of intellect (+2)</i>	4,000 gp
30	<i>Pipes of the sewers</i>	1,150 gp	80	<i>Restorative ointment</i>	4,000 gp
31	<i>Dust of illusion</i>	1,200 gp	81	<i>Marvelous pigments</i>	4,000 gp
32	<i>Golden bridle</i>	1,200 gp	82	<i>Pearl of power (2nd-level spell)</i>	4,000 gp
33	<i>Goggles of minute seeing</i>	1,250 gp	83	<i>Periap of proof against poison</i>	4,000 gp
34	<i>Signal sails</i>	1,500 gp	84	<i>Periap of Wisdom (+2)</i>	4,000 gp
35	<i>Brooch of shielding</i>	1,500 gp	85	<i>Stone salve</i>	4,000 gp
36	<i>Necklace of fireballs (Type I)</i>	1,650 gp	86	<i>Necklace of fireballs (Type III)</i>	4,350 gp
37	<i>Dust of appearance</i>	1,800 gp	87	<i>Circlet of persuasion</i>	4,500 gp
38	<i>Hat of disguise</i>	1,800 gp	88	<i>Pan-pipes</i>	4,500 gp
39	<i>Pipes of sounding</i>	1,800 gp	89	<i>Slippers of spider climbing</i>	4,800 gp
40	<i>Efficient quiver</i>	1,800 gp	90	<i>Incense of meditation</i>	4,900 gp
41	<i>Bag of the four winds</i>	1,800 gp	91	<i>Bag of holding (Bag 2)</i>	5,000 gp
42	<i>Amulet of natural armor (+1)</i>	2,000 gp	92	<i>Bracers of archery, lesser</i>	5,000 gp
43	<i>Handy haversack</i>	2,000 gp	93	<i>Binding tablet</i>	5,000 gp
44	<i>Horn of fog</i>	2,000 gp	94	<i>Helm of comprehend languages and read magic</i>	5,200 gp
45	<i>Elemental gem</i>	2,250 gp	95	<i>Shirt (vest) of escape</i>	5,200 gp
46	<i>Robe of bones</i>	2,400 gp	96	<i>Eversmoking bottle</i>	5,200 gp
47	<i>Sovereign glue</i>	2,400 gp	97	<i>Sustaining spoon</i>	5,500 gp
48	<i>Bag of holding (Bag 1)</i>	2,500 gp	98	<i>Necklace of fireballs (Type IV)</i>	5,400 gp
49	<i>Candle of truth</i>	2,500 gp	99	<i>Boots of striding and springing</i>	6,000 gp
50	<i>Cloak of elvenkind</i>	2,500 gp	100	<i>Wind fan</i>	6,000 gp

Moderate necromancy; CL 7th; Craft Wondrous Item, *contact shade*, *halt undead*; Price 2,800 gp; Weight: 1 lb.

Arrow-Swift Boots: These well-made leather boots were designed with the intention of allowing their wearer to outrun a javelin or

even an arrow. The wearer receives a +2 dodge bonus to AC against ranged attacks, and his movement increases by 10 feet.

Faint transmutation; CL 5th; Craft Wondrous Item, *expeditious retreat*, *shield*; Price 3,000 gp; Weight: 1 lb.

TABLE 5-9: MEDIUM WONDROUS ITEMS

d%	Item	Market Price	d%	Item	Market Price
01	<i>Amulet of mighty fists +1</i>	6,000 gp	51	<i>Periap of wound closure</i>	15,000 gp
02	<i>Horseshoes of a zephyr</i>	6,000 gp	52	<i>Horn of the tritons</i>	15,100 gp
03	<i>Carpet of prayer</i>	6,000 gp	53	<i>Pearl of the nereids (sirines)</i>	15,300 gp
04	<i>Pipes of haunting</i>	6,500 gp	54	<i>Figurine of wondrous power (onyx dog)</i>	15,500 gp
05	<i>Necklace of fireballs (Type V)</i>	6,150 gp	55	<i>Amulet of health (+4)</i>	16,000 gp
06	<i>Gloves of swimming and climbing</i>	6,000 gp	56	<i>Girdle of Amazons (Belt of giant strength), +4</i>	16,000 gp
07	<i>Bag of tricks, tan</i>	6,300 gp	57	<i>Boots, winged</i>	16,000 gp
08	<i>Cirklet of blasting, minor</i>	6,480 gp	58	<i>Bracers of armor (+4)</i>	16,000 gp
09	<i>Horn of goodness/evil</i>	6,500 gp	59	<i>Cloak of Charisma (+4)</i>	16,000 gp
10	<i>Robe of useful items</i>	7,000 gp	60	<i>Cloak of resistance (+4)</i>	16,000 gp
11	<i>Boat, folding</i>	7,200 gp	61	<i>Gloves of Dexterity (+4)</i>	16,000 gp
12	<i>Cloak of the manta ray</i>	7,200 gp	62	<i>Headband of intellect (+4)</i>	16,000 gp
13	<i>Bottle of air</i>	7,200 gp	63	<i>Pearl of power (4th-level spell)</i>	16,000 gp
14	<i>Bag of holding (Bag 3)</i>	7,400 gp	64	<i>Periap of Wisdom (+4)</i>	16,000 gp
15	<i>Periap of health</i>	7,400 gp	65	<i>Scabbard of keen edges</i>	15,000 gp
16	<i>Boots of levitation</i>	7,500 gp	66	<i>Figurine of wondrous power (golden lions)</i>	16,500 gp
17	<i>Harp of charming</i>	7,500 gp	67	<i>Chime of interruption</i>	15,800 gp
18	<i>Amulet of natural armor (+2)</i>	8,000 gp	68	<i>Broom of flying</i>	17,000 gp
19	<i>Cap of darkness, lesser</i>	8,000 gp	69	<i>Figurine of wondrous power (marble elephant)</i>	17,000 gp
20	<i>Pan's crown</i>	8,000 gp	70	<i>Amulet of natural armor (+3)</i>	18,000 gp
21	<i>Hand of glory</i>	8,000 gp	71	<i>Carpet of prayer</i>	18,000 gp
22	<i>Deck of illusions</i>	8,000 gp	72	<i>Bracelet of friends</i>	19,000 gp
23	<i>Necklace of fireballs (Type VI)</i>	8,100 gp	73	<i>Horn of blasting</i>	20,000 gp
24	<i>Candle of invocation</i>	8,500 gp	74	<i>Stone of good luck (luckstone)</i>	20,000 gp
25	<i>Bracers of armor (+3)</i>	9,000 gp	75	<i>Figurine of wondrous power (ivory goats)</i>	21,000 gp
26	<i>Cloak of resistance (+3)</i>	9,000 gp	76	<i>Rope of entanglement</i>	21,000 gp
27	<i>Decanter of endless water</i>	9,000 gp	77	<i>Mask of the skull</i>	22,000 gp
28	<i>Necklace of adaptation</i>	9,000 gp	78	<i>Mattock of the titans</i>	23,000 gp
29	<i>Pearl of power (3rd-level spell)</i>	9,000 gp	79	<i>Cirklet of blasting, major</i>	23,760 gp
30	<i>Figurine of wondrous power (serpentine owl)</i>	9,100 gp	80	<i>Amulet of mighty fists, major</i>	24,000 gp
31	<i>Necklace of fireballs (Type VII)</i>	9,150 gp	81	<i>Cloak of displacement, minor</i>	24,000 gp
32	<i>Strand of prayer beads, lesser</i>	9,600 gp	82	<i>Helm of underwater action</i>	24,000 gp
33	<i>Bag of holding (Bag 4)</i>	10,000 gp	83	<i>Bracers of archery, greater</i>	25,000 gp
34	<i>Figurine of wondrous power (bronze griffon)</i>	10,000 gp	84	<i>Bracers of armor (+5)</i>	25,000 gp
35	<i>Figurine of wondrous power (ebony fly)</i>	10,000 gp	85	<i>Cloak of resistance (+5)</i>	25,000 gp
36	<i>Gloves of storing</i>	10,000 gp	86	<i>Eyes of doom</i>	24,500 gp
37	<i>Stone horse (courser)</i>	10,000 gp	87	<i>Pearl of power (5th-level spell)</i>	25,000 gp
38	<i>Cape of the mountebank</i>	12,960 gp	88	<i>Maul of the titans</i>	25,000 gp
39	<i>Gauntlet of rust</i>	11,500 gp	89	<i>Strand of prayer beads</i>	25,800 gp
40	<i>Boots of speed</i>	12,000 gp	90	<i>Cloak of the bat</i>	26,000 gp
41	<i>Blindfold (goggles) of night</i>	12,000 gp	91	<i>Iron bands of binding</i>	26,000 gp
42	<i>Medallion of thoughts</i>	12,000 gp	92	<i>Helm of telepathy</i>	27,000 gp
43	<i>Pipes of pain</i>	12,000 gp	93	<i>Periap of proof against poison</i>	27,000 gp
44	<i>Blessed book</i>	12,500 gp	94	<i>Robe of scintillating colors</i>	27,000 gp
45	<i>Belt, athlete's (monk's)</i>	13,000 gp	95	<i>Manual of bodily health +1</i>	27,500 gp
46	<i>Gem of brightness</i>	13,000 gp	96	<i>Manual of gainful exercise +1</i>	27,500 gp
47	<i>Lyre of building</i>	13,000 gp	97	<i>Manual of quickness in action +1</i>	27,500 gp
48	<i>Cloak of Arachne (arachnida)</i>	14,000 gp	98	<i>Tome of clear thought +1</i>	27,500 gp
49	<i>Stone horse (destrier)</i>	14,800 gp	99	<i>Tome of leadership and influence +1</i>	27,500 gp
50	<i>Belt of dwarvenkind</i>	14,900 gp	100	<i>Tome of understanding +1</i>	27,500 gp

TABLE 5-10: MAJOR WONDROUS ITEMS

d%	Item	Market Price	d%	Item	Market Price
01–02	<i>Figurine of wondrous power (obsidian steed)</i>	28,500 gp	58	<i>Helm of telepathy</i>	31,000 gp
03–04	<i>Drums of panic</i>	30,000 gp	59	<i>Pearl of power (two spells)</i>	70,000 gp
05–06	<i>Lantern of revealing</i>	30,000 gp	60	<i>Helm of teleportation</i>	73,500 gp
07–08	<i>Robe of blending</i>	30,000 gp	61	<i>Gem of seeing</i>	75,000 gp
09–10	<i>Amulet of natural armor (+4)</i>	32,000 gp	62	<i>Robe of the archmagi</i>	75,000 gp
11–12	<i>Amulet of proof against detection and location</i>	35,000 gp	63	<i>Mantle of faith</i>	76,000 gp
13–14	<i>Amulet of health (+6)</i>	36,000 gp	64	<i>Silver mirror (crystal ball) with true seeing</i>	80,000 gp
15–16	<i>Girdle of Amazons (belt of giant strength), +6</i>	36,000 gp	65	<i>Pearl of power (9th-level spell)</i>	81,000 gp
17–18	<i>Bracers of armor (+6)</i>	36,000 gp	66	<i>Manual of bodily health +3</i>	82,500 gp
19–20	<i>Cloak of Charisma (+6)</i>	36,000 gp	67	<i>Manual of gainful exercise +3</i>	82,500 gp
21–22	<i>Gloves of Dexterity (+6)</i>	36,000 gp	68	<i>Manual of quickness in action +3</i>	82,500 gp
23–24	<i>Headband of intellect (+6)</i>	36,000 gp	69	<i>Tome of clear thought +3</i>	82,500 gp
25–26	<i>Periapt of Wisdom (+6)</i>	36,000 gp	70	<i>Tome of leadership and influence +3</i>	82,500 gp
27–28	<i>Pearl of power (6th-level spell)</i>	36,000 gp	71	<i>Tome of understanding +3</i>	82,500 gp
29	<i>Scarab of protection</i>	38,000 gp	72	<i>Mantle of spell resistance</i>	90,000 gp
30	<i>Ring gates</i>	40,000 gp	73	<i>Mirror of opposition</i>	92,000 gp
31	<i>Silver mirror (crystal ball)</i>	42,000 gp	74	<i>Strand of prayer beads, greater</i>	95,800 gp
32	<i>Orb of storms</i>	38,000 gp	75	<i>Amulet of mighty fists +4</i>	96,000 gp
33	<i>Cap of darkness, greater</i>	44,800 gp	76	<i>Eyes of petrification</i>	98,000 gp
34	<i>Bracers of armor (+7)</i>	49,000 gp	77	<i>Bowl of commanding water elementals</i>	100,000 gp
35	<i>Pearl of power (7th-level spell)</i>	49,000 gp	78	<i>Brazier of commanding fire elementals</i>	100,000 gp
36	<i>Amulet of natural armor (+5)</i>	50,000 gp	79	<i>Censer of controlling air elementals</i>	100,000 gp
37	<i>Cloak of displacement, major</i>	50,000 gp	80	<i>Stone of controlling earth elementals</i>	100,000 gp
38	<i>Silver mirror (crystal ball) with see invisibility</i>	50,000 gp	81	<i>Manual of bodily health +4</i>	110,000 gp
39	<i>Horn of Ares (Valhalla)</i>	50,000 gp	82	<i>Manual of gainful exercise +4</i>	110,000 gp
40	<i>Silver mirror (crystal ball) with detect thoughts</i>	51,000 gp	83	<i>Manual of quickness in action +4</i>	110,000 gp
41	<i>Amulet of mighty fists, +3</i>	54,000 gp	84	<i>Tome of clear thought +4</i>	110,000 gp
42	<i>Wings of flying</i>	54,000 gp	85	<i>Tome of leadership and influence +4</i>	110,000 gp
43	<i>Cloak of etherealness</i>	52,000 gp	86	<i>Tome of understanding +4</i>	110,000 gp
44	<i>Instant fortress</i>	55,000 gp	87	<i>Robe of eyes</i>	120,000 gp
45	<i>Manual of bodily health +2</i>	55,000 gp	88	<i>Helm of brilliance</i>	125,000 gp
46	<i>Manual of gainful exercise +2</i>	55,000 gp	89	<i>Manual of bodily health +5</i>	137,500 gp
47	<i>Manual of quickness in action +2</i>	55,000 gp	90	<i>Manual of gainful exercise +5</i>	137,500 gp
48	<i>Tome of clear thought +2</i>	55,000 gp	91	<i>Manual of quickness in action +5</i>	137,500 gp
49	<i>Tome of leadership and influence +2</i>	55,000 gp	92	<i>Tome of clear thought +5</i>	137,500 gp
50	<i>Tome of understanding +2</i>	55,000 gp	93	<i>Tome of leadership and influence +5</i>	137,500 gp
51	<i>Eyes of charming</i>	56,000 gp	94	<i>Tome of understanding +5</i>	137,500 gp
52	<i>Robe of stars</i>	58,000 gp	95	<i>Promethean spirit (efreeti) bottle</i>	145,000 gp
53	<i>Cube of force</i>	62,000 gp	96	<i>Amulet of mighty fists +5</i>	150,000 gp
54	<i>Bracers of armor (+8)</i>	64,000 gp	97	<i>Cubic gate</i>	164,000 gp
55	<i>Pearl of power (8th-level spell)</i>	64,000 gp	98	<i>Iron flask</i>	170,000 gp
56	<i>Silver mirror (crystal ball) with telepathy</i>	70,000 gp	99	<i>Mirror of mental prowess</i>	175,000 gp
57	<i>Horn of blasting, greater</i>	70,000 gp	100	<i>Mirror of life trapping</i>	200,000 gp

Apple of Discord: These items are a lesser version of the divine artifacts carried by Eris, goddess of discord. Appearing as an apple formed of pure gold, an *apple of discord* fills those who look on it with the desire to possess it. The apple must be thrown to the ground to invoke its power. When an *apple of discord* strikes the earth, creatures within a 30-foot radius of the apple must make a Will save, DC 17, or use their next action attempting to possess the apple (even if it means fighting whoever else might stand in their way). This is a mind-affecting compulsion. The apple's magic fades after one round, and the

apple turns into an ordinary (though delicious) apple of golden hue.

Moderate enchantment; CL 7th; Craft Wondrous Item, *cure moderate wounds*, *geas*, *lesser*; Price 1000 gp; Weight: 1 lb.

Bag of the Four Winds: This large sack gives the impression of holding several small animals, because it is constantly shifting about. What it actually contains are several winds, and if the rope around its neck is untied and the bag is opened the winds will escape. Each bag contains four winds, and each one when released acts as

the spell *gust of wind*. Once per day, if it is windy out, the owner can try to capture another wind in the bag (provided it has three or fewer winds remaining at the time). Capturing a replacement wind requires a Dexterity check, DC 20. If the bag is ever depleted of all its winds, it loses its magical powers; it can only replenish its “charges” if there is at least one wind remaining inside.

Faint evocation; CL 3rd; Craft Wondrous Item, *gust of wind*; Price 1,800 gp; Weight: 1 lb.

Binding Tablet: This thin sheet of lead is blank on both sides, and is found with a small metal writing tool. The *binding tablet* demonstrates its power when the user writes upon it, inscribing the name and crime of a person who has wronged him. When a *binding tablet* is set within twenty feet of a person whose name and misdeeds it bears, the named person must make a Will save, DC 20. If the save is successful, the individual is shaken, but is otherwise unaffected. A failed save, however, means that the person must remain within twenty feet of the tablet. The subject can act and speak normally within that area, but cannot touch the tablet or ask anyone else to do so. If the tablet is moved or broken, the spell is shattered and the person is freed. A *binding tablet* can be used only once.

Moderate enchantment; CL 7th; Craft Wondrous Item, *magic jar*, *hold person*; Price 5,000 gp; Weight: 1 lb.

Bowl of Dark Rites: This small, beaten gold bowl has Hecate’s name inscribed around its outer edge. When performing any spell that requires blood or flesh as a component, using this bowl to hold those elements grants the caster the goddess’s favor, raising his effective caster level for purposes of the spell by one.

Moderate necromancy; CL 7th; Craft Wondrous Item; Price 3,000 gp; Weight: 1 lb.

Cap of Darkness: The *cap of darkness* is a lesser version of the helm of Hades, which was forged for the god of the Underworld by cyclopes. This helm is made of dark iron, and completely covers the wearer’s head. Once the *cap of darkness* is donned, the wearer turns invisible.

The lesser *cap of darkness* can be used for a total of three hours each day, and only one hour of invisibility is possible under the sunlit sky. If the wearer attacks anyone, the spell ends (as per the spell *invisibility*). The greater *cap of darkness* can be used four times per day, and the wearer will remain invisible for up to 5 minutes, but he may attack without becoming visible as per the spell *greater invisibility*.

Moderate illusion; CL 7th; Craft Wondrous Item, *deeper darkness*, *greater invisibility* (greater cap only), *invisibility*; Price 8,000 gp (lesser) or 44,800 gp (greater); Weight: 1 lb.

Carpet of Prayer: This small carpet is large enough for two people to sit facing one another, and is covered in an intricate pattern. If a spellcaster sits upon this carpet while casting a spell, and has all of his components upon it as well (if any are needed), his effective caster level is increased by one.

Moderate transmutation; CL 8th; Craft Wondrous Item; Price 6,000 gp; Weight: 2 lb.

Chariot of Speed: This handsome golden chariot can be pulled by two or four animals, and has room for two people to stand comfortably. A small chest along the back on either side can hold weapons and other gear, and a rack along the inner front edge can hold spears, bows and arrows. With a flick of the reins, the charioteer may invoke the chariot’s magic. The *chariot of speed* grants extra fleetness to whatever animals are pulling it, doubling their normal movement rate for up to four hours per day.

Faint transmutation; CL 3rd; Craft Wondrous Item, *expeditious retreat*; Price 3,000 gp; Weight: 400 lb.

Cretan Twine: This looks like a perfectly normal large ball of twine, but has two special properties. The first is that the twine is as strong as silk rope. The second is that the ball holds an infinite amount of twine — no matter how much is unrolled from it, the ball remains the same size. Any twine cut from the rest does not vanish, but loses its unusual strength.

Faint conjuration; CL 5th; Craft Wondrous Item, *minor creation*; Price 800 gp; Weight: 1/2 lb.

Ever-Expansive Wallet: Grecian wallets are wide, flat leather pouches that hang on the belt and have either a flap over the top or ties across the top to hold them closed. These magical versions can hold a good deal more than their shape would suggest, up to 4 cubic feet or 40 pounds in weight. Even when filled, the wallet weighs only two pounds, and shows no bulge or other sign that it has items within. The owner of the wallet can reach into it and pull out any item it contains without having to search for it.

Moderate conjuration; CL 7th; Craft Wondrous Item, *secret chest*; Price 2,500 gp; Weight: 2 lb.

Golden Bridle: This gilded leather bridle can be used to tame any animal it can be fitted to — the bridle is intended for a horse, but the



straps can be adjusted to accommodate any other creature with a head of similar size and shape. Once the bridle is slipped over the head of an animal, it triggers a *charm animal* effect with a save DC of 15. A *golden bridle* can be used only once on any given animal; if an animal makes its Will save, it cannot be tamed by the use of that bridle.

Faint enchantment; CL 4th; Craft Wondrous Item, *charm animal*; Price 1,200 gp; Weight: 1 lb.

Moly: This magical herb grows naturally and needs only to be found and cultivated. Its long purple-tinged dark green leaves, when placed in liquid, remove both magical and poisonous properties, destroying any poison or potion contained therein. The moly is consumed in the process. The roots of the moly plant can also be used for *neutralize poison* spells.

Faint abjuration; CL —; none; Price 800 gp (per leaf); Weight: —

Oars of Prodigious Strength: These plain but well-crafted wooden oars grant the user a +4 bonus to Strength, but only as long as he has an oar in hand. This usually affects only rowing, although a rower can wreak great havoc among potential boarders with an *oar of prodigious strength* in hand.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 1,000 gp (per pair); Weight: 5 lb.

Pan-Pipes: Based upon the pipes of the god Pan, these reed pipes create an eerie sound when played. While playing the pipes, the musician may target the listener of his choice with a *lesser confusion* spell (DC 14 to resist). If the target fails his save and becomes *confused*, the musician may continue to play, extending the duration of the spell effect for as long as the musician plays. If the musician makes an attack, casts a spell, moves out of spell range or otherwise breaks off from playing, the spell effects end.

Faint enchantment; CL 3rd; Craft Wondrous Item, *lesser confusion*; Price 4,500 gp; Weight: 1/2 lb.

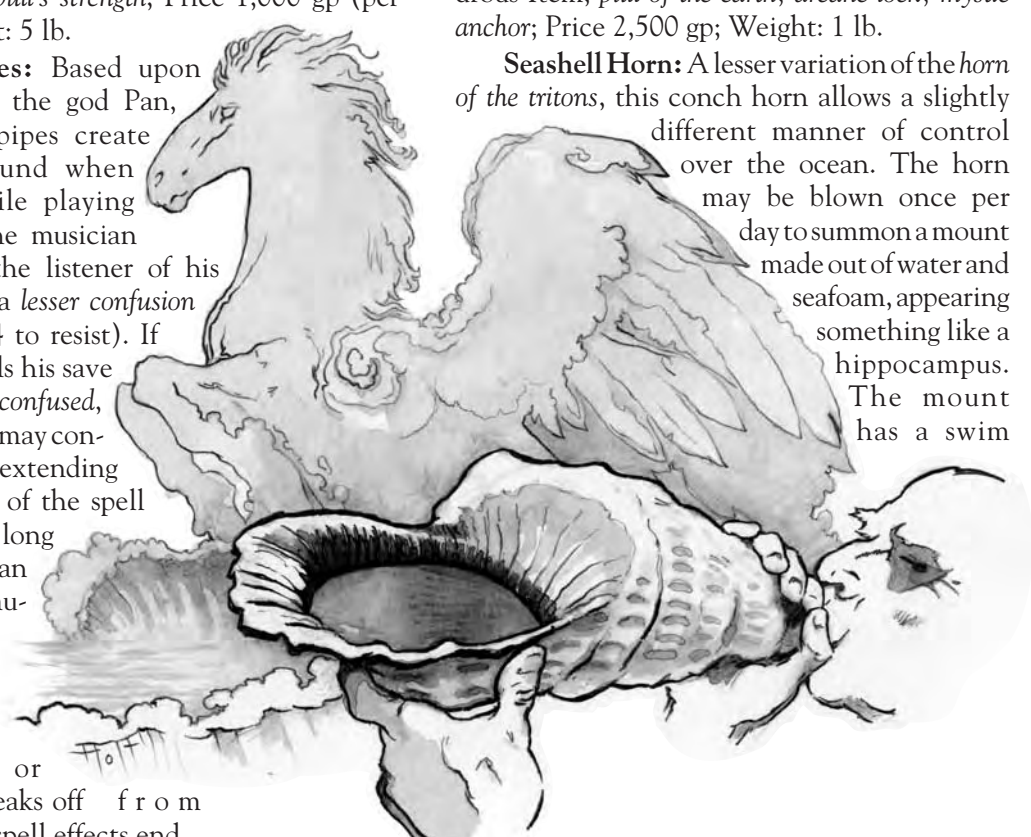
Pan's Crown: This enchanted wreath of pine branches allows the wearer to pass among the trees as if he had the druid abilities *trackless step* and *woodland stride*. In addition, once per day the wearer may cast *barkskin* on himself as a 3rd-level druid.

CL 3rd; Craft Wondrous Item, *barkskin*, *pass without trace*; Price 8,000 gp; Weight: 1/4 lb.

Sandals of Stability: This enchanted footwear looks completely normal. When the command word is spoken, however, the sandals stick to the surface below them as if they had been nailed in place. A Strength check of 30 is required to separate the sandals from the surface, though if the command word is spoken again they will release on their own. They also have very secure buckles and straps, and a Strength check of 25 is required to pull the wearer free of them (as opposed to unbuckling them properly). These sandals are often used to maintain one's footing on a fast chariot or on the deck of a sea-tossed boat. As both the sandals affix or release their grip on a surface at once, they can be used to cling to a vertical surface, but not to walk up one.

Faint transmutation; CL 5th; Craft Wondrous Item, *pull of the earth*, *arcane lock*, *mystic anchor*; Price 2,500 gp; Weight: 1 lb.

Seashell Horn: A lesser variation of the *horn of the tritons*, this conch horn allows a slightly different manner of control over the ocean. The horn may be blown once per day to summon a mount made out of water and seafoam, appearing something like a hippocampus. The mount has a swim



speed of 60, and can bear its rider's weight plus up to 50 pounds. It understands its rider's directions regardless of language. The mount can traverse water (salt or fresh) or muddy or swampy terrain, but cannot go further than 60 feet from a body of water. The mount appears for four hours, then dissolves into water once more.

Faint conjuration; CL 5th; Craft Wondrous Item, *summon monster II*; Price 2,400 gp; Weight: 1 lb.

Signal Sails: These cloth sails fit any sailing boat. They are normally white, but when the command word is spoken they change to whatever color the user desires. Sailors use these sails to signal those watching from land, having prearranged a meaning for each color.

Faint illusion; CL 3rd; Craft Wondrous Item, *silent image*, *prestidigitation*; Price 1,500 gp; Weight: 50 lb.

Sun Goblet: This large golden goblet, etched with sun rays radiating from its mouth and flames licking up along its base and stem, can be filled with any liquid. Once filled, the liquid is transformed into a fiery golden liquid that pours like milk but burns like fire. The contents give off as much light as a standard torch, and will burn until poured out (at which point the fire extinguishes) or the command word to extinguish the flame is spoken. Alternately, the burning liquid can be consumed. If a creature drains the contents of the goblet (and he must drink directly from the goblet), he receives fire resistance 10 for one hour. Once the goblet has been emptied, it must be filled with normal liquid again, and then it takes one full round for it to transform its contents. A sun goblet can produce one draught of solar liquid per day.

Moderate evocation; CL 7th; Craft Wondrous Item, *continual flame*, *resist energy*; Price 3,500 gp; Weight: 2 lb.

CURSED ITEMS

Just as the Olympian setting is filled with wonderful magic items, it also has many unpleasant ones. Spellcasters can be vengeful or just plain malicious, and often create items that look beneficial but have been cursed instead. The gods' punishment for mortals has also been known to take material form. Cursed items are just as lovely as most other magic items, and often look exactly like a more benign item. Most of them have been created to read as magical but benign if examined with a spell, and the only way to discover their true nature is to use them.

NEW CURSED ITEMS

Armor of Ill Defense: This suit of bronze *breastplate* looks and feels like the beneficial magical version, and performs normally in minor conflicts. If the owner is beset by three or more opponents, however, or has lost a third of his hit points in an ongoing combat, the armor's curse kicks in. The armor then disintegrates completely, leaving only a fine coating of dust — and the owner with no protection.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*, *contingency*; Price 2,000 gp.

Brooch of Divine Arrogance: This attractive brooch has a single large gem at its center and an etched gold border. It reads as magical, and makes its wearer immune to fear. Unfortunately, the brooch does this by making its wearer self-confident to the point of egotism. The wearer believes that he is always right about everything, and will act upon a decision the instant he makes it, charging into situations with no forethought and no thought of the consequences. It takes a DC 18 Will save for the wearer to fight his impulses long enough to even think about a plan.

Moderate abjuration; CL 7th; Craft Wondrous Item, *bestow curse*, *remove fear*; Price 4,500 gp; Weight: 1/8 lb.

Lotus Fruit: This naturally occurring fruit comes from a strange flowering tree that grows only on remote islands. It resembles a pear, but with a more golden color and a slightly rounder shape. Lotus fruit is very tasty, as crisp as an apple but sweet as a pear, and very filling — a single fruit is enough for one meal. Upon eating one of these fruits, the person must make a DC 16 Will save. If he succeeds, he is dazed for one round. Failing the save means that the individual suffers a –10 penalty to Intelligence, cannot cast any spells, and wants nothing more than to stay in this location and eat more lotus fruit. The individual can make a new Will save each hour, but each additional fruit consumed increases the DC by 5. Attempting to take the person away from this location, or to deprive him of more lotus fruit, will cause him to burst into a berserk rage. The penalties vanish if the person goes one full day without eating another lotus fruit.

Faint enchantment; CL —; none; Price 800 gp; Weight: 1/4 lb.

Panicked Chariot: This handsome two-person war chariot is well crafted, and can be pulled by two or four horses. The first time the owner takes the reins, however, the chariot's



curse begins, and the animals hitched to it are driven mad with fear. They cannot be calmed down except by magical means, and will suffer the same effect the instant the driver picks up the reins again.

Moderate enchantment; CL 9th; Craft Wondrous Item, *feeblemind*, *charm animal*; Price 3,000 gp; Weight: 400 lb.

Poison Robe: This robe is handsomely made of expensive fabric, and does not read as magical. It can be handled without harm, but once it is actually worn it inflicts 2d8 points of damage each round, as the acidic poisons hidden within the fabric soak into the skin. The robe also tightens around the wearer, causing no additional damage but requiring a DC 20 Strength check, to pull free. The poison only causes damage while in contact with the skin; if the robe is removed the person does not suffer additional harm.

None; CL 7th; Craft Wondrous Item, *poison*; Price 2,500 gp; Weight: 5 lb.

Tablet of Reverse Binding: This thin sheet of lead looks exactly like a *binding tablet*, and appears as such if magically tested. Upon use, however, the inscribed name changes to that of the person writing. The tablet then functions as a normal *binding tablet*.

Moderate enchantment; CL 7th; Craft Wondrous Item, *magic jar*, *hold person*, *bestow curse*; Price 5,000 gp; Weight: 1 lb.

a mortal caster could create. These artifacts are the basis of many legends, and they are often misplaced by the gods and found by heroes, or even granted to heroes on a temporary or permanent basis. It is not unheard of for an adventurer to find one of these artifacts, though it is rare. Each artifact is a unique item, and beautifully designed. Some are simple, while others are ornate, but they are always made of the finest materials and clearly the work of a master craftsman — in fact, they are almost universally the work of the god of craftsmen himself.

The Aegis: The shield of Zeus, king of the gods, and of his daughter Athena, this +4 *large mystic bronze shield* has a border of entwined snakes. At its center, in place of a boss, is the head of a woman with snakes for hair. This is the severed head of the original Medusa, one of the three Gorgon sisters, and one glance at her visage turns anyone to stone (DC 30 Will save, or suffer as per the spell *flesh to stone*). The Aegis also bears the usual bonuses of a *mystic shield*, although the bonus types are considered divine (hence, an additional +2



divine bonus to AC against spells, including those that use touch attacks to hit, and an additional +2 divine bonus on saving throws against spells). The inside of the shield is mirror-bright, and provides the benefits of a *shield of awareness* (the wielder is immune to flanking and sneak attacks). However, Zeus and Athena both know exactly where the Aegis is at all times, and should the bearer offend them in any way, he must immediately make a DC 35 Will save or suffer the effects of a *flesh to stone* spell as if he had looked on Medusa's face. The Aegis is not petrified along with its bearer, and remains on the statue, a lesson to all onlookers, until retrieved by one of the gods or their servants.

ARTIFACTS

The Olympian setting is filled with gods and their children. These deities actually descend to the mortal plane and interact directly with the mortal races, often fathering or bearing their children. The gods are powerful beings, however, and their equipment is far beyond anything that

Apollo's Lyre: The god of music is famous for his lyre, which was made by his brother Hermes from a tortoise shell and its sinews. Playing *Apollo's lyre* grants its user access to all the spells of the Music domain, each of which he can use once per hour as if cast by a 20th-level priest. Successfully casting one of these spells from the lyre requires a Perform check, DC 15 + the spell level. Anyone other than Apollo who attempts to use the lyre without his permission takes 3d8 points of damage each round he holds the instrument. The lyre is a *keepsake* of Apollo, and is never out of his reach unless he has loaned it to a mortal.

Ares' Spear: This +5 *keen throwing distance returning piercing long spear* is the favorite weapon of Ares, god of war. It grants its wielder the effects of the spell *bull's strength* at all times. Lifting this spear requires a Strength check against DC 25 (the *bull's strength* does not take effect until the weapon is lifted). Any mortal holding the spear also enjoys the benefits and drawbacks of a *brooch of divine arrogance*. (Ares himself is not entirely immune to fear, and the spear does not prevent him from making a strategic withdrawal as necessary.)

The Argo: This enchanted longboat was built at Argos under the direction of the goddess Athena, and is said to be the first ship of its design. Its prow is made of oak from Dodona, near the oracle of Zeus, and its figurehead has the powers of speech and of prophecy. Once each day, the captain can draw on the power of the boat to cast *know direction* and *haruspicy* (this last spell does require animal entrails). The vessel can also cast *billowed sails* and *mystic anchor* upon command. The Argo is dedicated to Athena, and has all the benefits of a *consecrated* area. Its oars are all *oars of prodigious strength*.

Armor of Achilles: This suit of +4 *famed illustrated bronze breastplate* was said to have been fashioned by Hephaestus. The armor is decorated with elaborate scenes of combat, and strikes fear into the heart of opponents. The wearer is immune to fear.

Bow of Phoebus Apollo: The god of sunlight, music, and archery is considered the greatest archer in existence, and this is his primary weapon. This +5 *mighty composite keen ghost touch longbow* can fire arrows up to 2000 feet with no range penalties, and any arrows fired from it are considered *piercing*. Unless given permission by Apollo himself, anyone else attempting to use this bow takes 4d8 points of damage (divine in nature) for every round he holds it, and suffers

a -10 penalty on any attacks made with it. The bow is never out of Apollo's reach unless he has granted a mortal its (temporary) use.

Caduceus: This long rod has two snowy wings on either side near the top, and two serpents intertwined around it. The original *Caduceus* is the symbol of Hermes, the messenger of the gods and the god of trickery. Anyone holding it cannot be surprised or ambushed (no sneak attacks or surprise attacks). Three times each day the rod gives its wielder the power to *fly* as per the spell, for up to one hour at a time. The serpents grant the owner the power to *speak with animals* at will, and to *charm animal* three times each day. The rod also gives its wielder a +5 competence bonus on Pick Pockets, Move Silently, Hide, and Disable Device checks. When used by someone other than Hermes without his permission, however, the two serpents come to life and bite the wielder, dealing 2d8 points of damage plus poison (injury DC 30, primary and secondary damage 1d4 points of permanent Strength drain). Only Hermes or one of his priests may restore the lost ability score points.

Girdle of Hippolyta: This slender leather belt, adorned with a simple row of gold studs down its length and a graceful gold buckle, was given to Hippolyta, Queen of the Amazons, by the god Ares. It grants its owner a +8 enhancement bonus to Strength, a +4 deflection bonus to AC and a +4 resistance bonus on all saving throws. Only a woman may wear the belt, however—any man attempting to wear it will take 4d8 points of damage every round until he removes it.

Golden Fleece: This fleece comes from the golden rams sacred to the gods. It feels like fine wool but looks like it has been dipped in gold, and shines like a torch in even the dimmest light. The *golden fleece* has curative properties. If draped over a person, it cures her of any poison or disease, and "patients" benefit from fast healing 1 as long as they lie beneath the fleece. If draped over a dead person and left overnight, the fleece raises her back to life and to full health, and if laid over an undead creature for a full hour it ends its unlife and releases its spirit to find peace.

Lion-maned armor of Herakles: This armor is the basis for standard lion-pelt armor, but Herakles fashioned his from the pelt of the Nemean lion, a magical beast. This armor functions as +5 *famed overlapping hide armor*. Once per day, the wearer may roar, producing an effect as the *fear* spell, using his own character level as caster level, and his own Charisma bonus as the modifier to the save DC.



Odysseus' Bow: One of the most powerful, and most clever, Olympian heroes crafted this +3 *distance composite bow* for his own use. Only someone with a Strength of 18 or higher can string the bow. Anyone other than Odysseus must make a Strength check, DC 24, just to pick up the weapon.

Poseidon's Conch Horn: This long, curling conch horn is one of the prized possessions of Poseidon, god of the sea. It has all the properties of a *horn of the tritons*. In addition, the bearer may also sound the horn to invoke an *earthquake* effect once per week.

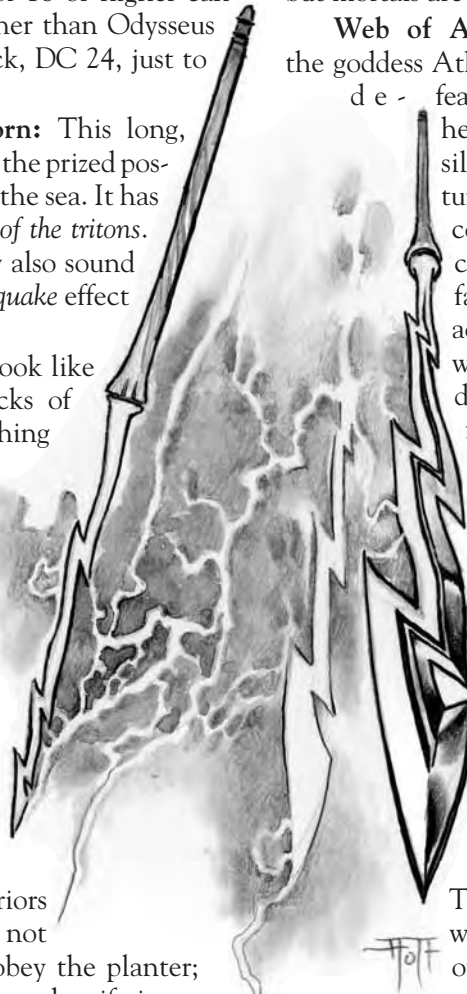
Spartoi Teeth: These look like finger-length triangular rocks of some milky substance, something like a harder form of chalk, but in fact they are teeth from the dragon of Ares. If one of these teeth is buried, twelve hours later it sprouts into a 1st-level spartos fighter with full equipment for his level (use the stats in the *DMG*, but add the spartes racial adjustments from Chapter 1 of this book). In addition, the spartos has the ability to rage as a 1st-level barbarian. Warriors created from the teeth are not under any compulsion to obey the planter; they can easily fall on one another if given no other target. However, they can be convinced to follow a strong leader, particularly if the promise of a worthy battle is strong.

Thunderbolts of Zeus: These weapons were forged by the god Hephaestus and are the favored weapon of Zeus. They function much like *javelins of lightning*, save that the lightning damage is 15d6. However, anyone so much as

touching a *thunderbolt of Zeus* takes 8d6 points of electrical damage — the god of the sky is of course immune to such trivial inconvenience, but mortals are usually much less lucky.

Web of Arachne: Arachne challenged the goddess Athena to a weaving contest, and defeated the goddess, who transformed her into a spider in revenge. This silvery web is the piece the unfortunate young woman wove for that contest. It can be worn like a great cloak, complete with hood. The fabric is woven so tightly that it actually deflects arrows and other weapons, granting its wearer a +4 deflection bonus to AC. The soft material also muffles sound, giving its owner a +10 competence bonus on Move Silently checks, and a +10 competence bonus on Hide checks in dim lighting as the muted silvery gray blends into the shadows. The web's greatest power, however, is its ability to resist magic — while wrapped in the cloak, the wearer gains a +5 resistance bonus on all saves versus spells and spell-like abilities.

Winged Sandals of Hermes: These *winged sandals* grant their wearer the ability to fly at a rate of up to 120 feet with excellent maneuverability and requiring no more concentration than walking. The sandals can maintain the flight ability for four hours each day. When not actively flying, the sandals actually hover just above the ground, allowing the wearer to ignore earthquakes and any other instabilities of the ground, and to move across any surface at his full movement rate.



CHAPTER SIX:

CAMPAIGNS



HISTORY, MYTHOLOGY, AND FANTASY

An Olympus campaign is not necessarily, or even presumably, set in Greece of either history or myth. These rules are designed to provide the tools and information necessary to run a campaign which is Grecian in tone and flavor, but do not presume that the game is set on Earth in the past and in the area now known as Greece. While a historical fantasy campaign is certainly an option, this book can also be used to create a wholly original campaign setting on a world unlike Earth, one filled with elves, orcs, trolls,

and so on, but one where the creatures and gods of the Greek myths also live. In such a world, Artemis may have created the elves and taught them bowcraft, while Hephaestus forged the dwarven race from stone. Epimetheus' crude attempts to make humans before his brother could finish the job resulted in orcs, goblins and hobgoblins. Prometheus may have brought mankind more than fire; he may have taught them magic, or perhaps it was Hermes who did so, thinking that giving silly, short-lived humans such power

would prove amusing. (Eris may also have had a hand in such a glorious act of chaos!)

An important thing to consider when setting up an Olympus campaign is: Which, if any, of the myths have *happened*? Has Perseus slain Medusa, or does she yet live, awaiting some other hero — such as a PC — to kill her? Are the Trojan wars (or, if there is no Troy *per se*, some similar battle between two great city-states) in the past, the future, or the present? Have the first Olympics been held, and, if so, will the PCs get to participate in them?

A campaign in which many of the classic actions of the heroes of myth have not yet occurred has a lot of possibilities, for it allows the PCs to become those heroes, or, at least, accomplish their deeds. The major downside to this is that it undermines some of the flavor of the setting. The best option is to have some of the deeds — perhaps the labors of Herakles, for example — be accomplished, and to leave others (such as killing the original Minotaur, allowing for a classic “dungeon crawl”) to be performed by the player characters.

A little ahistory, even within mythology, is not a bad thing. If the players wish to adventure alongside Perseus and Bellerophon, the trivial fact that they didn't live at the same time can be ignored. (If a recent popular, albeit wholly artificial, addition to the Greek mythos can meet Aristotle and be present at the birth of Jesus sans any implication of time travel, mixing a few heroes from the same canon is hardly going to ruffle any but the most nitpicky of feathers.)

These rules and suggestions can also be used in existing campaigns. Many settings include an area modeled at least in part on mythic Greece; these rules can greatly enhance adventures in that part of the setting, whether such adventures are the primary focus of the campaign or if the PCs are travelers visiting that region.

ALTERNATE GODS, DEMIGODS, AND HEROES

One of the greatest advantages of an Olympus campaign is its familiarity. The myths and legends of Greece are a major part of our popular culture and even of our language. The strength of Hercules (or Herakles, to the Greeks), the thunderbolts of Zeus, the speed of Hermes (albeit more commonly known by his Roman name of Mercury) and more are all well known — so well known, in fact, that they can almost be a detriment to a campaign set in an ahistorical version of the Greece of legend, or one in which the GM is determined to put his own unique spin on people, places, and events. There is little which is more frustrating to a skilled GM than a player interrupting the plot with “Hercules wouldn't act like that! I've seen every episode of the show!”

One potential way of dealing with this is to “file off the serial numbers.” Keep the themes and archetypes, but change the names, and possibly mix and match a

little bit. Do not have Herakles, but Kiriakos, and let him have slain Medusa instead of the Lernaean Hydra (which remains, stalking the lands, until the PCs can deal with it). It is Oceanus, lord of the seas, who rules the gods, with Hera and Zeus relegated to second tier. Make it clear that this is not Ancient Greece, but a different land, with its own history, gods, and heroes, and that any assumptions based on things being identical to legend are quite possibly invalid. Don't feel that you need to change *everything* — the players still need some frame of reference for the familiarity of the setting to be an advantage — but tinker with enough things that they look forward to exploring the differences rather than resenting them.

THE LAND

Historically, the region covered by the Greek myths which inspire an Olympus campaign is a warm, rocky, land bordering the Mediterranean Sea. Most of the folk live directly on or near the sea. The land is jagged, with sharp stones and outcroppings occurring everywhere, and rugged, with little in the way of broad, flat expanses. The sun is not as harsh as it is in the desert, but it burns down directly, casting sharp shadows and throwing the world into high relief.

The soil of the land is generally poor; while agriculture exists, it is not as dominant as it is in other parts of the world. The sea is the primary source of the necessities of life, and this is reflected in the wide range of sea gods and myths related to them.

The rocky, uneven land stretches into the sea, where it becomes scattered island chains. Islands are important both physically, as the homes of many of the smaller nations and cultures that influence the Greek tales, and metaphysically, as symbols of strangeness. Almost *anything* could exist on an isolated island, and sailors who went ashore could find strange cities, enigmatic spellcasters, unthinkable monsters, abandoned children of gods and nearly anything else.

The exact terrain of Greece and the surrounding regions will not be discussed here. An Olympus campaign need not be set in historical Greece, and such a discussion would be useless for such campaigns. Further, most fantasy worlds with a “Grecian area” are, likewise, not constrained by historical geography. A good map of the actual land, if one is desired, can be trivially acquired. What this section does discuss are the dominant terrain types, and how they interacted to create the world that gave rise to the legends.

Firstly, the lack of large regions of arable land means that many of the social patterns that flow from such did not exist. This is part of why the region saw the rise of independent city-states

rather than larger nations. Secondly, the rugged terrain separates the land into small, easily defined, regions; this makes communication slow and difficult and, again, creates a pattern of many small states rather than a few larger ones.

TERRAIN TYPES

- *Mountains*: And lots of them. To model a “Grecian” style campaign, the primary campaign area should be dominated by vast, but reasonably low, mountain ranges. They need to be low enough that they do not form an effective “end of the world” — travel over them or through passes occurs regularly — but high enough to create barriers to casual travel and provide many regions which are relatively isolated. Fast and easy communication leads to consolidation; slow and irregular communication leads to independent development.

- *Islands*: As noted above, islands are very important to the “feel” of a Grecian campaign. Islands near to shore provide a base for city-states and small kingdoms not directly allied with the cultures of the main campaign, while more distant islands are the homes of monsters, wizards or other strange phenomena. Sailing out of sight of any land was difficult and dangerous; navigation over long distances was usually done by going from island to island, or at least by keeping them in sight.

- *Coastal Lowlands*: These small patches of plains provide a basis for cities to grow and thrive. The coastline is not continuous, but is broken up, again providing isolated regions. Agriculture thrives here, consisting of vineyards and orchards as well as traditional farmland, and it is supplemented by what can be taken from the sea.

- *The Sea*: While implied by the existence of islands, the sea itself needs to be considered a type of terrain, as it was extremely vital to the culture. It was a source of life, of wealth, of travel and knowledge, and also of danger. In addition to the risks of travel by sea and of violent storms, there was also the fact that invaders were more likely to come from the sea than across the mountainous terrain. The chaotic, easily changing nature of the god Poseidon reflects the risk and reward embodied by the sea.

- *Wine Grapes and Olives*: While not terrain features *per se*, these two foodstuffs have important mythological significance. Wine is the province of the hedonistic Dionysus, as well as the drink beloved of centaurs and fauns. The olive tree was a gift from the goddess Athena to the people of Athens, and is a source of food, oil, and wood. Both are important to maintaining the Grecian “feel” of the setting.

If a campaign is to be set somewhere lacking these terrain features, and yet still feel Grecian in tone, some reason for a Grecian-style society to evolve must be present. Society and culture do not just happen randomly; they are a consequence of the land, the resources, the settlement patterns, and so forth. Of course, modern fantasy gaming makes a tradition of ignoring these considerations, placing Romans and Renaissance Italians on the same world at the same time, so there’s no reason not to do the same. If Grecian-style cities dominating broad, windswept plains seems like a good image, then, go for it — but consider how the reduced role of sea gods would play into such a setting, and the increased importance of gods of weather and harvest. The more changes that are made, though, the less “Greek” it will feel. It is often better to add new ingredients to the basic mix than to try to change the baseline conditions that created the culture and the legends.

It should also be considered that the world was made by, or at least heavily shaped by, the actions of the gods. The gods of Greece did not make just Greece, they made everything. (In a game with many competing pantheons, this may not be the case, however.) They were also often contentious about areas of dominion. The result is that once the Grecian area of the world is left behind, the other areas are still under the sway of the same gods, and they may rule other lands, even if, historically, such lands had other gods. Perhaps the domination of Zeus and Poseidon is more a local phenomenon; in areas where fertile plains dominate and large nations grow due to swift travel, it is Demeter who is worshipped as the most important god, possibly even under a new name. In the deep forests, Artemis, Dionysus and Pan are the great powers, and in the frozen lands of the north, Boreas, the north wind, has made himself the object of worship and devotion. If the focus of an Olympus campaign is on travel to truly distant realms, far from the islands and city-states, then the players may come to learn that the nature of the gods as taught in the temples of Athens is simply an aspect of the truth, that the gods have many faces and reveal themselves in many ways. Alternatively, a less modern stance can be taken, and the Grecian image of the gods is, in fact, objectively true; they rule all other lands, but they do so without any fundamental change in their character or nature, and the inhabitants of those lands simply accept this. (Since most cultures in human history worshipped gods that grew from their own needs, having a culture of pseudo-Vikings worshipping Grecian gods would



be strange, but memorable. The Northmen would probably choose brutal Ares over wise Athena as their god of war, and Dionysus would have created the bees that produce honey for mead.)

DISTANCE IS STRANGENESS

The Grecian myths take place in and around a world that is historically real. Athens is a real city, still inhabited today, and most archaeologists accept that Troy was real, as well. The origin of the Olympics may be tied to the myth of Tantalus, but the Olympics were a historical event practiced well into the Roman era. There may not have been an actual minotaur in Crete, but the Cretan love for bull-gods is a known fact.

The key to reconciling this reality with the more fantastic elements of mythology is to realize that the most terrible monsters and spectacular sights were all placed far from the well-known cities and ports. To travel far from home was to enter realms strange and terrible and, if you travel far enough, you may leave this world entirely, moving to the lands of the dead.

In a Hellenic fantasy campaign, this same principle should be observed. The large cities of the campaign represent the “real world,” albeit a fantastic one. The gods are real and speak to man, but the number of large, fearsome monsters is limited, and there are few places where potent divine magic is evident. There are few or no places where curative magic is trivially available. An ill man may make sacrifices to the gods in the hopes of a cure, but will not toss a sack of gold to a priest and expect a *cure light wounds* spell in exchange. Powerful healing magic does exist, but it is rare and awe-inspiring. While the game balance of d20 games tends to assume that the players themselves have access to such magic, this is best explained by the party’s cleric being tasked by their god with keeping the party alive. Dramatic acts of healing magic in public may cause the injured and ill of the city to swarm on the cleric, offering bribes, prayers, or threats. The further out one travels — to the wild barbarian lands of the north, or out to the uncharted islands beyond sight of land — the more likely one is to encounter true strangeness. This is doubly true if the direction of travel is downward; the caves of the world lead to Hades’ Underworld, and many of his servants and guardians dwell there, protecting his realm from those who would enter before it is their appointed time to do so.

CAMPAIGN CONSIDERATIONS

Now then — how to add different types to the mix, without breaking the genre feel? There is sometimes a need for an adventure set in deep jungle, or to explore an underground dungeon labyrinth. These terrains can be added in without too much difficulty.

For one thing, the Greeks were explorers and travelers. If there is a need, or a desire, for an adventure set in almost any other clime, a sudden storm can easily blow the heroes to strange lands. If the world outside the campaign area is kept vague, then, the lands can simply exist anywhere “far from shore” — there is no need to map in their exact distance from the central campaign

area, or even to have them exist, really, once the adventure is ended. If “Herakles vs. The Aztecs” is an appealing concept, then the players simply disembark, following a storm, into a land with strange trees, thick, moist air, oddly colored birds and insects, and stone temples filled with heart-ripping priests who worship strange gods. Once they’ve killed the priests, an emissary of Poseidon offers to guide them back home. (Most likely, the evil priests had somehow offended Poseidon, and he sent the heroes to kill them in a manner that wouldn’t directly place him in conflict with their gods... but the PCs never need to know that.)

Arctic realms are somewhat more difficult, but not impossible. The highest mountain peaks are often covered in the snow and ice. It is also possible, within the bounds of a campaign, for characters to climb a mountain and find a vast arctic plain rather than a mountain peak; geography is somewhat fluid in mythology. There are few gods of snow, cold, and ice in the pantheon; perhaps the cold North Wind Boreas is a true god in these realms. (In Greek myth, the “hyperborean” (beyond the north wind) lands were inhabited by worshippers of Apollo, who dwelled in a warm land of perpetual sun, but a northern realm more akin to those found on Earth would likely worship Boreas.)

Deserts can be found across the “wine-dark sea,” or reached via a long trip by land. The inhabitants of a mythic Greek campaign should be used to a harsh, rocky land, but the sheer barrenness of the desert will still be a stark shock. Such lands may be controlled wholly by Helios, the Sun, or there may be other, minor gods in the Grecian pantheon, who have found worshippers here.

Dungeons, the mainstay of d20 gaming, are also possible. One of the greatest dungeons of legend was the Labyrinth of Crete, home to the Minotaur. In a campaign set in a “historical” mythic era, there might well be more creatures making their home there, and it might go on much further than has been “documented.” Who knows what Daedalus may have crafted to go in there, or what creatures a god may have consigned to wander in those lightless tunnels? In a game where the PCs are free to carve out legends without regard to history, the quest to kill the Minotaur — or perhaps something far more monstrous — awaits still.

Beyond that, there is ample room for other forms of underground adventure. Caves and caverns fill the area, and many of them reach down into the Underworld (see “Cosmology”). Hades may have stocked any cave complex that can even hypothetically lead to his realm with all manner of beasts, and, as the god of wealth,

may stockpile some of his excess in far-off places, as a hedge against thieves despoiling his main vaults. In short, the traditional maze of caverns and rooms filled with monsters guarding treasure has a perfectly valid justification in this cosmology — with one added and very important caveat. While the gold guarded by the stereotypical orc in the 10-foot by 10-foot room is presumed to be unowned, those who steal the treasure of the king of the Underworld may expect a suitable retribution when the time comes.

In addition, many cities contain the ruins of older cities beneath them. These could be simply earlier human settlements, or they could be relics of a much, much earlier age, of the time before Deucalion when men were both more wicked and more powerful, and strange monsters filled the land. If an area was somehow protected from the floodwaters, it could house unguessably ancient creatures that may have been slumbering away the long centuries.

CITY-STATES

From the mighty realms of Athens and Sparta, to countless small communities that history has forgotten, the world of Greek legend was dominated not by nations, but by city-states. There was never a true nation in the modern sense of the world, but, rather, endlessly shifting alliances and federations of independent cities. This creates a fertile world for adventure.

City-states began, in part, as various tribal groups settled into the regions that would later become Greece, or, in an ahistorical campaign, the campaign setting. The terrain tended to isolate settlements, forcing them to self-sufficiency. Over time, the settlements grew into small cities, which ruled their surroundings without any appeal to a higher or centralized power. While a common culture of shared religion linked the cities together somewhat, the political system did not recognize a central government. (Indeed, the word “politics” comes from “polis,” meaning, roughly, “city”.) Surrounding the city would be farmland and some smaller, dependant, communities, but the range of rule was never very far. A city-state differs from a nation in many ways, but one of the key distinctions is that the city is not merely the home of the ruler, as it was in Babylon, but, rather, it is the city itself that is the center of government. The leadership is a product of the city; the city does not exist to surround the home of the leader.

Further, each city had its own culture, values, government, and principles. Almost every method of social and political organization was tried at some

point. Many had some crude form of democracy, though few, if any, granted a truly universal franchise. Most practiced some form of slavery. Power could be vested in the hands of a small elite, or in a relatively large percentage of the citizens. Some were dedicated to war, others to learning.

From a gameplay perspective, especially in an ahistorical campaign, this is an incredible setup. A party of player characters can wander the lands of a pseudo-Grecian realm, encountering a different city-state every few days, each one comprising a unique and quirky society with which the PCs must interact. Strange rituals, odd customs, unusual forms of etiquette and morals, all of these can confuse, tempt or intrigue players. In addition, a system comprising so many independent realms provides a source of rulers in need of heroes to save their realms from all manner of scourges. An entire campaign could be based on such a theme, with the PCs wandering the landscape (perhaps driven by some larger goal, or searching for some person or cursed by some god), encountering cities and dealing with the inhabitants.

When designing a city-state, some good questions to keep in mind are:

What is the theme? Cities in reality exist for a variety of economic and political reasons, but cities in gaming, especially in the sort of wandering campaign described above, also exist to provide a backdrop for stories. Thus, the first thought when creating a city-state should be “What kind of stories do I want to tell here, what sort of mood should the city inspire?” Is it a Sparta-esque city of strict military discipline, with armed guards at all the gates, huge barrack halls, and strictly regimented days? Is it a city dedicated to philosophy and learning, with gates flung wide to visitors and countless folk standing in the open places proclaiming their worldviews to the crowds while smaller clusters gather to debate everything from the nature of the gods to the makeup of the universe? Is it a city of pleasure and decadence, with a thousand distractions and entertainments, with mad revelry occurring throughout the day and night, and temptations undreamed of being offered freely? Is the city dedicated wholly to a single god, with his or her image displayed on every building and wall, and temples on every street? Is it a cursed or stricken city, the people grim and wretched, laboring under some burden imposed on them by an angry god? Answering this question provides a context for answering those below. If the theme is strong enough, it may give rise to alternate rules for human characters hailing from the city-state; see Chapter One.



How large is it? A basic, but vital, question! Is it a tiny settlement of a few thousand, barely more than a town, or is it a massive metropolis of tens of thousands of people? There more exotic, strange, or baroque the culture, the more likely it is to be small and isolated; large cities tend to use more familiar forms of government and social organization.

How does it survive? Does it sit at the center of rich farmland, and, if so, what crops does it specialize in? Athens, for example, was known for olives. Cities by the sea are likely to thrive on fish, while those near ore-rich mountains have great mines. It may also be a center of trade and commerce, meaning, it has to have easy access by road and be nearby to several other cities.

It should be noted that, historically, most city-states were within forty miles of the sea, and that the rocky land of Greece did not allow for large-scale farming. An Olympus campaign does not need to face such limits, and can easily have city-states on wide, fertile, plains, many days travel from the ocean. (Such places would likely venerate Demeter as a patron goddess.)

What races live there? “Historical” myths do not speak of many cities of non-humans, but an Olympus campaign is not limited to history! Do nonhuman races mingle freely with humans in the cities, or do they maintain their own states? If so, is there the same sense of experimentation with government and lifestyle? Might there be a city of sea-going dwarves, brave fishermen despite their dense, heavy bodies? Some cities may be truly cosmopolitan, with many races mingling in the *agora*; others may be restrictive, perhaps forcing nonhumans to camp outside the walls, or allowing them in to trade only during daylight hours. (Of course, a city of elves or gnomes may impose the same sort of restrictions on humans!)

Are there subordinate towns? Some city-states were pretty much the only urban centers in their domain. Others, especially the largest and most powerful, had networks of small towns and villages that were subordinate to them, coming somewhat closer to true nations. Generally, such large, central cities will be well-known features of the campaign world, and will not be accidentally stumbled upon. Most “hidden” city-states will have no subordinate towns.

How is it governed? This is a real chance to go wild. There were many experiments in government practiced during historical times, and, in a fantasy version of legendary Greece, even more variations are possible. Government by some form of democracy, albeit limited in comparison to

modern terms, was common, but so was absolute dictatorship, rule by priests, plutocracy, governing councils of various sorts, and so on. More exotic forms of rule could include government by oracle, government by a nonhuman (which could be a wise centaur like Charon, or a drunken faun whose comical and chaotic decrees amuse the governed), government by only those capable of arcane magic, or government that shifts randomly according to some external factor. A powerful monster might be the overlord of a city—dragons are wonderful candidates for this, but minotaurs, gorgons, sphinxes or other monsters directly from Greek legend also fit very well.

SLAVERY

Point blank: It was common, it was omnipresent, and it should be dealt with in any but the most modernized of settings. The majority of the inhabitants of Athens, the greatest “democracy” of the ancient world, were slaves. Slavery was a near-universal phenomenon.

That said, it should be noted that slavery as practiced in ancient Greece was not quite as vile as slavery in antebellum America, and using that as a model for slavery in an Olympus campaign would be as ahistorical as ignoring it completely.

Each city-state had its own laws concerning slavery. In almost all cases, slaves had certain rights that were protected. For example, most cities limited the amount of time a slave could be told to work, and slaves could earn money in their own time and buy their freedom. Slaves could not be casually killed by their owners. Often, it was forbidden to split up families. Slavery was usually an economic state, not a social state; people would sell themselves to pay off debts or to be sure of food, shelter and work. Slaves taken as prisoners in war would often have fewer rights than those who sold themselves, and criminals sentenced to slavery are at the very bottom; they are simply worked to death in mines or similar places.

The exact laws governing the rights of slaves, and the responsibilities of slave-owners, are one of the things that can help to define a city-state; an evil culture is one that permits the gross mistreatment of slaves, while a benign one guarantees them some level of protection under the law.

By definition, though, a slave, no matter how well treated, is still a slave. They cannot leave their owner unless they can somehow buy their freedom, and while such may be possible, it is not at all common. The slave must go where his owner goes, and cannot seek his own destiny. Laws protecting slaves from egregious cruelty and torture do not protect slaves from all forms of mistreatment, disrespect, and many forms of physical and psychological abuse. GMs who wish to bring up the issue of slavery as more than local background color should remember this.

What gods or goddesses are worshipped? While most cities would worship all the gods, on the grounds that any one of them that was slighted would eventually take revenge, most cities had a patron god or goddess that was of primary im-

portance to them. The most famous example, of course, is Athens, which had Athena as its patron goddess. The patron god of a city can greatly influence its culture and nature, and the government and economics of the city should reflect this. A city patronized by Hephaestus, for example, would most likely be a mining city, with many great forges and workshops, and wondrous works of artistry such as gear-driven machines (powered by brute muscle force) or ornate metalwork. Such a city would likely be ruled by the most skilled crafters, with a competition held each year and the five best smiths appointed the city's rulers for the next year.

What relationships does it have? Many city-states belonged to alliances or federations, banding together for mutual benefit, trade, and defense. These alliances were often shaky, and shifted often, again providing ample gameplay fodder for more diplomatically or politically motivated players. Disagreements between city leaders could lead to the shattering of an alliance, as could disputes between the patron gods of the various cities. The players may need to try to end a war between cities or they may seek to aid one city in its battle with another. Such wars could go on for years; the Trojan War is the most famous, lasting for ten years.

FEATURES OF A CITY

There are many things that are common to all cities — a tavern where the players can drink, hear rumors and sometimes meet for the first time; stables for the horses; back alleys for thugs and muggers. In addition, there are a few things that can or should be added to any moderately large city-state to make it feel different from medieval London or Minas Tirith.

Agora: This is an open area within the city where the citizenry can meet and congregate. It is the figurative, and sometimes literal, center of city life. While the word is often translated simply to “marketplace,” it is much more. It is where citizens meet to discuss daily business, to hear proclamations from the leader, or to participate in public ceremonies. Surrounding the agora are buildings containing shops, and the place itself is often decorated with plants or statuary. In larger cities, multiple agorae might exist, each devoted to a different aspect of city life. Early on, the buildings surrounded the agora were placed without a central design; in later years and in larger cities, there would be a definite plan to it, with different trades having their own areas. In gameplay, the agora is the best place for characters to perform Gather Information or Sleight Of Hand checks, or to find a crowd to exhort.

If a character has just slain a noxious beast that has been plaguing the city, they should go to the agora to show its head to the crowd.

Temples: Perhaps the most iconic image of ancient Greece is that of the ruined temple, from the Parthenon to the countless other ruined structures which still dot the landscape, despite the predations of time and scavengers. They are generally rectangular in form, with stone columns supporting a peaked roof, and well decorated with statues of the gods and reliefs depicting important events of legend. The statues are frequently painted in vivid colors; stark marble is more common in ruins. Many temples, especially the later ones, are built according to strict mathematical and aesthetic principles. While it was not historically the case, in the more adventuresome world of most d20 games, temples to gods of war, such as Ares and Athena, would also serve as fortresses and armories, where the people of the city could gather during an attack. Paladins or temple guards of such warrior deities would have training areas and private shrines located on the grounds. The temple of Apollo may have an area set aside for bards, as Apollo was also the god of music. Mercenary fighters may find a hiring hall adjacent to a temple of Ares, and so on.

In large cities, nearly all the gods have temples dedicated to them, although the largest and grandest are those of the city's patron god or goddess. In smaller cities, a single temple may suffice for all of the religious needs of the inhabitants.

In an Olympus campaign, it is likely that temples, and not any sort of “Wizard's Guild,” will be the source of magical items. See “Magic Items,” below.

Temples in a campaign, in addition to being a place to worship and make sacrifices (and thus avoid any divine opprobrium) are also likely sights for gods to make pronouncements, send player characters off on quests or declare enmity against some individual, nation or god.

Arenas: While often associated with Romans, the Greeks were also fond of public sporting events and competitions, culminating, of course, in the Olympics themselves! Cities should have at least one arena suitable for public displays and games. (Also, blending Roman and Grecian images is so common in popular culture that, if a campaign requires characters to battle lions in the Coliseum, it might as well be done. Provided the players' suspension of disbelief isn't triggered, of course.)

In addition to the ideas noted under “The Games!,” (below) arenas in game can be a place for characters to impress a king, or a god, with their prowess, or to battle a monster in full view





of a crowd. Combat taking place in public is a good way to make sure your name and deeds are remembered.

Theatre: The Greeks also created and codified the modern play. Theatres would normally be built into hillsides, and plays performed as part of religious rituals. It is often theorized that the ritual re-enactment of myths eventually gave rise to the scripted, original, production that defines the concept. While plays were a phenomenon of the later eras of Greek history, a little anachronism is not a bad thing here, and the PCs may well see plays of their own exploits performed, complete with crude costumes of the monsters they defeated and ingenious machines to mimic the acts of the gods.

MAGIC ITEMS

The winged sandals of Perseus. The invulnerable lion skin worn by Herakles. The soldier-spawning dragon's teeth of Cadmus. These, and other items, are iconic examples of "magic items," and, thus, it is impossible to run a fantasy Grecian campaign in which such items do not exist and play a prominent role. Furthermore, basic balancing assumptions of d20 gaming include the possession of considerable magic by the player characters; to not include it requires a great deal of mucking with the game system to get the balance right.

On the other hand, most magic items in Olympus should be gifts from the gods, not mass-produced gimmicks akin to a thaumaturgic twist on technology. Uniqueness and divine origin shape almost all magic items; if there is a *flame tongue sword* in the hoard of an ogre, it was forged by Hephaestus and given to a champion of his, who fell while battling that ogre. A player may be able to use it, but first, he should offer prayers to the god of the forge and ask permission, not simply pick it up and start hacking. (Or, even worse, dismiss it as inferior to his present weapon in a cavalier or irreverent manner; such contempt for the works of a god surely merits several points of Hubris!)

Even with that said, not all magic is of the gods. The wings of Daedalus, for example, or the potion produced by Medea and used by Jason, or the wand of Circe are all examples of items crafted by skilled, but mortal, hands.

To reflect the more divine origin of magic items, allow clerics in an Olympus campaign to gain bonus Item Creation feats as if their cleric class levels were Wizard class levels. However, the gold piece cost for item creation by divine casters is increased by 25%, to reflect the fact that the gods demand rich sacrifices for their power. Wizards must pay 25% more XP to create items, modeling the greater effort required to perform magic without the direct benefit of divine power.

Most magic items should be unique, named, and have a purpose for their creation, even if that purpose is past. The mirrored shield given to Perseus, for example, may still exist, and it grants a +4 on all saves against gaze attacks in addition to its +3 shield bonus to Armor Class. Items should never be found randomly or used casually, and if they are used regularly in defiance of the creating god's whims, the item may fail or somehow betray its owner.

It is also possible for extraordinarily skilled crafters to create what might be called "pseudo magic" items, especially arms and armor. Anyone with thirteen or more ranks in Craft (Weapon or Armor smithing) may purchase the Craft Magical Arms and Armor feat and create items with many of the properties of magical items though not, in fact, magical. Skill so great as to seem almost divine is a part of much of the lore that an Olympus campaign is based upon.

These "pseudo magic" items can have enhancement bonuses to attack, AC, damage, and the Defending, Keen, Wounding, Speed, Acid Resistance, Fortification and Invulnerability special qualities. The class level of the character must meet the caster level requirement in order to have these abilities incorporated into armor or weapons. The normal gold piece and XP costs must be paid. The creator does not need to know spells, but must make a crafting check at a DC of 20+twice the total bonus for the item. The crafter may not take 10 or 20 on this check, and, if it is failed, all gold pieces expended are lost, though only one-tenth the XP cost is paid.

Temples: If magic item "stores" are desirable in the campaign, they should be found at temples, which will create items compatible with their god. If a god uses a particular magical item, a temple dedicated to him or her might have "mortal" versions of it available.

COSMOLOGY

While most d20 games assume a cosmology where the higher and lower realms are physically

separate from the material world, accessible only via powerful magics or the actions of the deities themselves, the world of Olympus has much softer barriers between worlds—so soft, in fact, that they can be crossed by mere mortals without any magic at all, though, perhaps, only if a deity wills it so.

Olympus, after all, is a physical, real mountain—and if modern-day climbers did not find a city of the gods at the top, this may only mean they were not intended to. In Hellenic fantasy campaigns, any character courageous and foolish enough to scale Olympus may find themselves in the presence of Zeus, who may be impressed or curious enough to actually ask what they want before smiting them. Likewise, daring and exceptionally foolhardy adventurers may take a different route, traversing dark caverns until they find the iron gates of the Underworld, where Cerberus awaits, or they may find a branch of the river Styx and follow it to the same dark destination, bargaining with Charon for passage.

The major features of an Olympian cosmology are:

OLYMPUS

The home of the gods themselves, this vast mountain can be placed in any suitable mountain range in the campaign area, or even be a thing of legend—many mountain ranges may have an "Olympus," the tallest mountain visible, and the locals may insist that it is, indeed, the one upon which the gods dwell. They may even all be correct; it is possible that the "true" Olympus is reached by daring to climb any of the lesser mountains which bear its name. Or it may be that only one alleged home of the gods is the actual one. The gods have little to gain by clarifying the matter; they do not wish an endless stream of mortal visitors.

The peak of Olympus is shrouded in clouds, which hide the great palace built for the gods by the cyclopes. No mortal can pass the clouds unless the gods wish it to be so; they become lost and confused in the unnatural mist, and wander dazedly until they starve or somehow find their way back down the mountain. Only if a god wills it can a mortal find his way through the clouds and onto Olympus itself.

The palace of the gods is, naturally, grand almost beyond description. It is a vast structure, sprawling but not chaotic. Earthly temples and palaces are mere shadows of it, the greatest of them capturing only fragments of its majesty and glory.

Most of the major deities of the Olympian pantheon dwell there; of the greater gods, only Hades makes his home elsewhere.



Beyond the great castle, Olympus is a pastoral land of rolling hills and orchards. Perhaps the only blight on the landscape is the workshop/forge of Hephaestus, which is a source of terrible din and belching smoke, staffed by the three greatest cyclopes and the mechanical servants Hephaestus crafted to aid him.

Olympus is the home of any “celestial” or benign beings that can be called via a *summon* spell, so, such beings ought to be limited to those likely to be found in such a place. Celestial versions of animals common to Greek mythology, such as stags, swans, bears, lions, boars and so on, are all common. The archons, devas, planetars, and so on which are the targets of higher-level spells are less commonly found and, if they are to come, should be changed in form and flavor, even if left mechanically identical for conveniences’ sake. The “Monsters” section of this chapter discusses this in more detail.

THE UNDERWORLD

Literally named, for it exists beneath the earth, the Underworld is the realm of the dead. It is a perpetually gloomy place, shrouded in mist and misery. There are no rewards for the virtuous; the best one can hope in the afterlife is to avoid an eternity of torture, except for a few great heroes who were allowed entrance to the Elysian Fields. The majority of souls simply wander in the eternal gloom; erinyes torment the exceptionally wicked, and those who directly anger or offend the gods are sentenced to unique and cruel torments.

(The Underworld is sometimes called Hades, after the god who rules it, but, for purposes of this discussion, the term Underworld is used to avoid confusion.)

The Underworld is home to five great rivers. Acheron, the river of woe, is where Charon ferries the dead across to the Underworld, and where Cerberus stands his eternal vigil. The river Lethe causes all who drink from it to forget their mortal life — a boon given the dull grey nothingness that awaits them. The Styx is the river of hate, and its name was never taken in vain; Zeus himself forced any god or mortal who broke an oath sworn by the Styx to drink from the river, an act that caused them to lose their voice for nine years. Cocytus is the river of lamentation, and the shades of the unburied dead must wander its banks for a hundred years before they find rest. Finally, Phlegethon is the river of fire, fire that burns but that does not consume.

The Elysian Fields are the abode of the shades of heroes who lacked immortal blood; part-god

heroes, such as Herakles, might be given a home on Olympus after death, but the purely mortal are sent to the Fields. The Fields are the closest thing to the conventional idea of Heaven in Greek myth.

Tartarus is the deepest, most forlorn part of the Underworld. It is this bleak place where the gods imprison their greatest foes. If there are entities on the power level of the arch-devils or demon lords in the campaign setting, they are locked in Tartarus. But it is also possible that extremely foolish mortals may learn the secrets needed to unlock them, or may find a long forgotten and unguarded passage which leads through the depths of the world into this pit, and so, release those imprisoned once again to war on the gods and man.

Any spell that speaks to the spirits of the dead connects to the Underworld. If the Underworld is physically located “under the world,” then such spells cast deep underground may be more effective — perhaps caster level is increased by one, for example, or the accuracy of information received is enhanced.

In addition, there really are no ranks of demons or devils serving Hades; there are the erinyes, and possibly similar creatures, but the vast hierarchies of evil entities that normally exist to be summoned, or to prey on mortals, are mostly absent. This can be dealt with in several ways:

Add Them: If a particular demon or devil feels like something the Greeks might have invented, but didn’t, then it can be added in without disrupting the feel of the campaign. Likewise, adding a few “Grecian” touches to creatures and changing their names reduces the chance of them feeling out of place. The “Monsters” section of this chapter discusses many core creatures and notes which ones either fit easily into an Olympus campaign or can be tweaked to do so.

Change Summoning: Remove the various evil outsiders from summoning lists, and replace them with powerful, but earthly, monsters. Celestial or fiendish creatures can be renamed Olympian or Stygian, leaving their statistics otherwise unchanged. As a special option, it may be possible for the spirits of heroes, or of those so wicked they were not allowed the reprieve of Lethe, to be summoned instead of archons or demons. These summoned shades should be outfitted and equipped as per typical NPCs of their level, and given the appropriate Olympian (celestial) or Stygian (fiendish) template. (To be technical, the spirits of heroes are summoned from the Underworld, not Olympus, but if they are to replace archons, devas, etc, they should be given the same

template.) This change can add a great deal of flavor to a game — a priest who calls on divine aid no longer gets a faceless archon, but a named hero of legend, who may even be a distant ancestor of a PC! Likewise, when the players confront an evil sorceress who calls a spirit back from the Styx to fight for her, they encounter not just a bone devil, but the shade of Tantalus.

ELEMENTAL REALMS

While the Greeks first devised the concept of the four elements as the basis for all existence, the “elemental planes” of modern gaming were not a part of any actual myths or legends. Nonetheless, elemental beings and magic are so much a part of d20 gaming that it’s hard to excise them, and since the Greeks came up with the concept, they can be wedged into a Hellenic fantasy campaign with little difficulty. In keeping with the concept that there is no hard barrier between the material realm and the higher planes, players should be able to physically travel to elemental zones. Traveling to the deepest parts of the sea, as far from land as possible, and perhaps with the favor of Poseidon or the aid of a sea-nymph, may allow the characters to enter the realm of pure water. The heart of a volcano is actually part of the realm of fire, while the blustery winds, which howl amidst the highest mountain peaks, can carry someone into the clouds themselves and the realm of air. Lastly, the deepest and most dense caves can lead to lands where there is no sky, sea, or flame, but only earth and stone.

The elemental realms may or many not be directly ruled by Olympian gods. If they are, Poseidon rules the realm of Water, Hephaestus the realm of Fire, Hades the realm of Earth, and Zeus the realm of Air. Most likely, though, lesser gods have been appointed to rule these realms while serving the greater gods named above. (Since these realms, *per se*, do not appear in myth, this is a fine opportunity to introduce a few new gods to the campaign without displacing any of the better-known figures. Aeolus, who keeps the four Winds guarded until Zeus calls for them, makes an excellent ruler of the realm of Air, for example.)

OTHER REALMS

There are not many other discrete realms in classical Greek mythology; most otherworldly places were regions of Olympus or the Underworld. This doesn’t mean all such places have to be removed! The realm of Shadow, for example, is very important to many d20 spells. It can easily become a region of the Underworld, a place where darkness takes on its own life. Perhaps this can be a place where souls

not quite wicked enough for torment, but who still need to suffer without the loss of memory of their mortal lives, could be sent, to wander forever in darkness bemoaning their fate, suffering only the eternal knowledge that they could have avoided this had they made wiser decisions.

The Astral and Ethereal realms also pose a problem. They really do not “fit” with the feel of an Olympus campaign. Spells that rely on them can be removed from the game or changed. Astral travel, for example, is not needed when the home of the gods can be reached by climbing. Ethereal creatures may simply have the ability to be intangible, without any need to shift to a different plane.

HEROISM AND HUBRIS

The heroes of the Greek myths, and, by extension, the PCs, are larger-than-life characters, men and women of extraordinary skill and courage. Some have the blood of gods flowing through their veins; others are “mere” mortals, touched by fate. Few, however, are perfect. Just as the gods of Olympus are squabbling, trickable, and sometimes downright petty, so, too, are the heroes flawed and imperfect. The most common failing of any hero is *hubris*, which can be roughly translated as overweening pride, and it most certainly went before an inevitable and often nasty fall.

Hubris is not easy to define. The Greeks did not value humility in the sense that it is used today; no hero would ever claim their actions are of little importance or that they are not worthy of accolades. Rather, it can be said that hubris is not so much too much pride in one’s achievements, but, rather, the act of *daring too much*. This is an odd concept to modern Western minds; though a great deal of our culture does come from the Greeks, this concept is somewhat alien. To us, a hero is often someone who always pushes his limits, who goes beyond the boundaries. To do something that “they said couldn’t be done” is part of the modern definition of heroism, and defying authority and power is emblematic of heroes from Huck Finn to Luke Skywalker. Not so in Greece! The moral of many Greek myths is “Be great, but know your limits.” Daedalus flies, but his son, Icarus, dares too much and so falls to his death. Bellerophon slays the Chimera, but then tries to fly to Olympus and is cast down. Medusa dares to compare her beauty to that of Aphrodite, and is transformed into a gorgon. Arachne proves her weaving is skillful, but does it in a manner that mocks Athena, and becomes a spider for it.



Trying to quantify hubris in game terms is difficult. The easiest way is for the GM to simply note if characters begin to get too big for their britches by watching their words and deeds. Are they taking on foes more powerful than they should be? Are they neglecting to thank the gods for their accomplishments or, even worse, daring to compare themselves favorably to the gods? There is no surer route to a divine smackdown than to brag that you are equal to, or, Zeus help you (but he won't), *superior* to, a god or goddess in any way. Are they attempting things reserved for the gods themselves, trying to storm Mount Olympus, create life, or raise the dead? Did they try to, or succeed in, tricking or outwitting the gods? Have they intervened in a divine punishment — killing the eagle that assaults Prometheus, for example?

Any of these things may lead to the gods, or a god, deciding it is time for some humility — see “Divine Punishment” (below).

If some mechanical means of measuring hubris is desired for the campaign, here are some guidelines.

All characters begin with a Hubris Rating (HR) of 0. This number is tracked secretly by the GM, and is not revealed to the players. An oracle might be able to give hints if a character is veering too close to divine wrath, but the actual numerical value should never be known. (Asking “What is my HR?” is seeking knowledge not meant for man, and mandates +1 to HR.)

Attempting tasks which succeed only on a natural 20, i.e., whose DC is more than 20 higher than the relevant bonuses: +1 Hubris if they succeed, unless the characters make a show of asking for divine aid, guidance, or blessing beforehand.

Attempting to use Bluff against, or otherwise lie, to the gods: +1 Hubris for trying, +2 Hubris if successful (the gods hate being tricked!).

Comparing oneself favorably to the gods: +1 Hubris, +2 Hubris if done in a temple or a place sacred to the god being talked about.

Acting contrary to the will of the gods (i.e., if Zeus commands the player to kill someone, but the character refuses): +1 Hubris.

Treason to family: +1 Hubris. (Betraying or harming your own blood kin is considered an extremely vile act.)

Siding with one god against another: +1 Hubris, with the caveat that the deity the player allies with may help him if the one he opposes strikes at him.

Attempting to climb to the peak of Olympus without permission: +2 Hubris.

HOW TO USE THE HR

Whenever a character gains a point of Hubris, roll d%. If the result is less than or equal to the Hubris Rating, the offended deity or deities inflicts some suitable punishment. The higher the HR at the time the roll succeeds, the more severe the punishment is, but the gods never directly kill the character. The Fates measure out a character's span of life, and not even the gods will defy them casually, but they can make sure the remainder of a character's fated span is utterly wretched.

LOSING HR

Generally, you can't. The gods never forget a slight, though they may forgive a character after his death if his acts of heroism are great. The best a character can do is strive to not gain more, as each point gained mandates another check. Even if the character later placates the angered deity, their past sins remain in divine memory, making the gods more likely to act the next time the character overreaches, as, clearly, the character still hasn't learned his lesson.

THE GAMES!

The Olympic Games, held on the plains of Olympia every four years, starting at least as early as 776 BC, are one of the defining features of ancient Greek civilization — and, so, are crucial to an Olympus campaign. Since they occur but once every four years, it is probable that most campaigns will feature the games only once; therefore it is a good idea to get the most out of them. (However, it is possible that in an ahistorical campaign, the games might occur annually. It is also possible to emphasize the other major sporting events of the time, the Pythian, Nemean, and Isthmian games, which were on a scale with the Olympian games in ancient Greece but which have become somewhat forgotten over time.) Lastly, the exact year of the campaign can be fudged to allow the games to occur whenever the GM feels it is appropriate.

In addition, the nature of the games may need to be changed in a more fantasy-oriented campaign, both to bring the games in line with modern egalitarian sentiments and to increase the opportunities for player participation. The original games were open only to Greek-speaking free males; women were not only prohibited

from participating, they were even banned from observing the event! In a more fantastic version of ancient Greece, opening the games to men and women of many races is a possibility, though, for flavor's sake, it is recommended the events still be performed in the nude. (Not only does this stress the considerably less than prurient attitude towards nudity, but it also prevents cheaters from using magical garments to win the games unfairly.) The different abilities of different races might need to be taken into account; would giants be allowed to compete alongside humans? Races with natural bonuses to strength, dexterity, or constitution may be seen as having an unfair edge. It might well be that events would be segregated by race, rather than gender, as they are in the modern Olympics.

The major events of the ancient Olympics are:
Boxing

Chariot Racing (this was the only event women were permitted to view)

Riding

Pankration (See the Pankration Master prestige class in Chapter Two for more details)

The Pentathlon, consisting of Wrestling, Running, Discus tossing, Javelin hurling, and Jumping

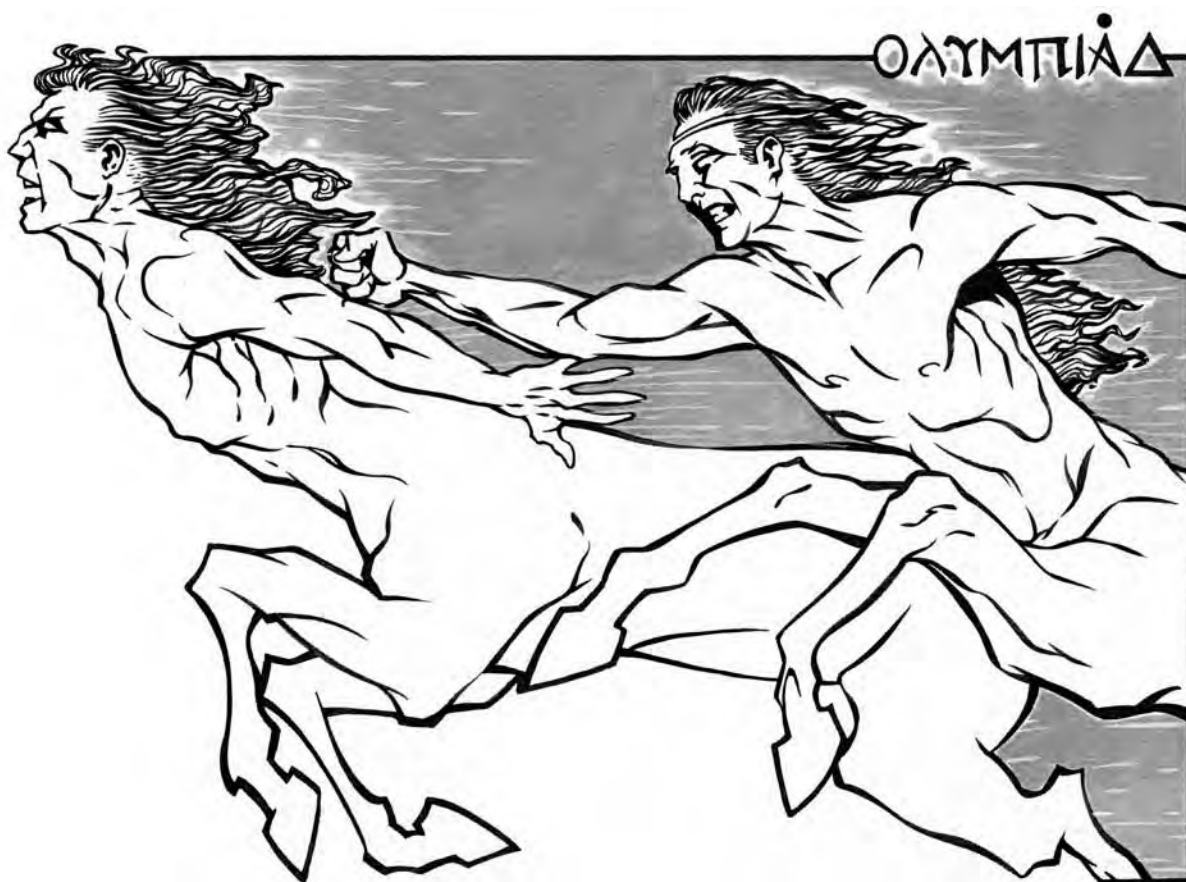
Running

Wrestling

The events tended to favor strength and stamina over grace and agility.

ALTERNATE GAMES

The list of historical sports practiced at the games should not be considered the be-all and end-all of the games in an Olympus campaign, though the introduction of snowboarding or skeet-shooting may strain credulity more than is proper. Rather, consider how the presence of fantastic races and working magic might influence sports. Might the brutal combat of pankration be matched by vicious wizard's duels which leaves the loser dead more often than not? If there are dwarves in the games, they may have a hammer toss rather than discus toss, and the elves might ask that the humans pit their prowess at archery against their own. The key to adding games is that they should emphasize, as much as possible, sheer physical perfection (though in the case of magical competitions, it might be pure intellectual clarity). The games tend to strain the participants to the utmost — an archery competition, thus, may well involve timed shoots, or shooting while running, instead of a more sedate style of contest. A wizard's duel might be against a ravening beast rather than another caster, forcing the wizard to move, dodge, weave and cast defensively in order to bring the beast down.



PLAYING AROUND THE GAMES

Player characters may become involved in the Olympics even if they do not all participate — and, indeed, it is unlikely (unless that is the focus of the campaign) for all the player characters to be capable of participating. An agile archer, a cunning rogue, or a learned wizard would be unlikely to have much stake in the rough-and-tumble sports favored by the Greeks. (But see “Alternate Games,” above.) Nonetheless, even if the characters do not participate in the games, there is much for them to do.

The Olympics attract a crowd, and where there’s a crowd, there’s adventure. With civic pride on the line, some folks might take it on themselves to “fix” events, poisoning an athlete or damaging his equipment, or even casting spells to enhance one contestant’s performance (such as *bull’s strength*) or cripple another’s (such as *ray of enfeeblement*, if it could be done surreptitiously). Such magic would be strictly forbidden, and if spellcasting is common, *detect magic* and *dispel magic* will both be used regularly. The PCs might be asked to stop such treachery or possibly to perform it — though such acts are unheroic in the extreme and an affront to the gods, making it unlikely any PC would do such a thing without some strong motivation. The crowds attract merchants, who may need bodyguards and protection. In addition, travelers from distant lands may come bearing strange items, exotic materials needed by spellcasters or rumors of monsters in dire need of slaying and kings offering half their lands and their daughter in marriage as a reward for doing so.

THE GODS THEMSELVES

The gods of the ancient Greeks and their Roman analogues still live in many aspects of our culture, from the names of the planets to words such as “hermetic,” “plutocrat,” and “ce-real.” Their images adorn our public buildings, and their tales, albeit greatly distorted, are still shown on television. But in an Olympus campaign, they are real — they stare down at the world from Olympus, and pick mortal favorites to aid, or pride-filled mortals to humble. And they are worshipped, fervently and devotedly, as much out of fear as admiration. They are not abstract beings that do not directly intervene in life; they are active forces in the world, and nearly all that occurs, from the storms in the sky to the sprouting of grain, happens at their direct command. Whenever grow displeased, the

mundane functions of the world alter or cease until they are placated.

Clerics of the Greek gods would do well to remember this. While the d20 System game mechanics are unchanged in Olympus, there is an assumption of a much more active pantheon. The gods are not passive batteries pumping divine energy down to the cleric; a cleric’s spell is a call for direct intervention. Most of the time, the actual magical act is performed off-stage by some minor godling, nymph or the like, but the more potent the spell, the more likely it is that the deity herself gets involved directly and, while so doing, sees how her powers are being used. Hera does not take kindly to her clerics healing a faithless husband, and Demeter strongly objects to the wanton destruction of cultivated fields. Likewise, the gods often choose favorites for themselves, which makes such mortals the recipient of other gods’ opprobrium. If Zeus has taken a shine to a fighter in your party, a cleric of Hera may want to refrain from healing him until she has found out how well Hera and Zeus are getting on these days. If the fighter is the product of one of Zeus’ many dalliances with mortal women, for instance, a cleric of Hera should do nothing to aid him, and, indeed, undermining him might please the goddess greatly. Naturally, this angers Zeus, who takes his own counter-measures.

In other words, getting involved with gods is likely to be bad news for all concerned. Unfortunately, ignoring the gods is even worse. Small wonder that there is an overtone of fatalism to many Greek myths; you are, literally in many cases, “damned if you do and damned if you don’t.”

Do not think this means the gods step in and save the party whenever things go wrong. If a mortal is worthy, he can save himself. Often, the gods give only a nudge in the right direction, or a magic item that can even the odds. Perseus was granted several powerful items, but they put him just on par with Medusa — he still had to do the work himself, and stealthily at that. Furthermore, the more directly one god intervenes, the more directly another god can counter-intervene, and that can lead to the mortals in the middle becoming small, blackened lumps in short order. The gods are more kibitzers than actual players; they lean over the shoulders of heroes and give them a bit of advice or aid, but the actual game is played by mortals.

GMs who prefer the more self-determined nature of the traditional d20 System game can downplay this aspect of course. Keeping the gods interested, active, and petty — without having

them directly save the party — is simply a good way to keep the flavor intact. A god may give a magic sword to a hero to enable him to fight a monster, but if the hero is losing, the god will not save him; if he is worthy, he will save himself.

DIVINE PUNISHMENT

There are number of things that gods can do if angered; following are some suggestions for divine wrath in various forms:

Ill-fortune: On a purely mechanical level, the character suffers a -1 or worse divine penalty on some or all rolls. The exact nature of the ill fortune should relate to both the offense and the power of the god. The most powerful gods, such as Zeus, might impose a curse that inflicts a -3 modifier on all rolls. Poseidon might inflict a -2 on all rolls while made at sea, and follow up with a 1-in-6 chance, each day, of an encounter with a sea monster of a CR equal to the character's level. Hephaestus might impose a -2 on all combat rolls (attack and damage) when in conflict with constructs, or a -4 on all saves against spells with the Fire descriptor.

Transformation: Angered deities often impose humiliating or grotesque full or partial transformations on the subjects of their wrath. Giving someone the ears of an ass is a minor punishment; truly enraged gods may transform their victims into gorgons or spiders. This can provide an interesting story hook, a way for a PC to play a member of a "monstrous" race without that race normally being available to players. It should be remembered, though, that this is a punishment and not a boon; the newly monstrous PC should face fear and hatred wherever he goes. Exile from his home city, a truly dire fate, is almost certain. Most likely, the character wanders desperately, seeking a cure for his affliction, either by appeasing the god who inflicted it or finding some magic capable of undoing it.

Insanity: Whom the gods would destroy, they first make mad, or some such. Insanity is a common punishment for hubris, and usually results in the character losing all that is dear to him. Typical forms of insanity include blood-madness, in which the character lives in a perennial berserker rage, killing all who draw near (most often, the first victims are his spouse, parents, or children); amnesia, in which the character loses all memory of his former life and wanders blankly through the world; and delusions, in which the character exists surrounded by things only he can see or hear. Insanity is often temporary, as the gods enjoy returning the character to full mental health so they can feel the impact of the acts they committed while insane.

Loss of Senses: Blindness and/or deafness are also common punishments. Often, a character is struck blind because he tried to see something he is not supposed to see; other times, it might just be what the god felt was a fitting punishment. The sensory loss is permanent in the case of great crimes, but if the character only needed a little humility, it may be removed in time.

General Curses: The gods may also inflict more general curses and banes. A character may be doomed to see all those he loves be killed before his eyes, or may be forced to wander homeless for his entire life, or may be unable to take any pleasure in food or drink. The game mechanics to support these are up to the GM, but, since the direct will of the gods is involved, much can happen simply by fiat.

Eternal Suffering: The gods reserve their best torments for after death. The word "tantalize" comes from the fate of Tantalus, and the tale of Sisyphus is a well-known metaphor for futile but arduous endeavor. Anyone who has wronged the gods and not appeased them by the time they die may find a similar fate awaits her, spending eternity trapped in some endlessly frustrating task or being tormented while being unable to die. Such a soul cannot be recalled from the grave via *raise dead* or the like, and even attempting to do so might bring a divine rebuke.

It should be noted that clerical spells that can alleviate the impact of these punishments are cast only at the cleric's peril. If the god the cleric worships is the one who inflicted the punishment, then not only does the spell fail, but the cleric may also lose all divine power or even be punished herself! Should the god the cleric worships be opposed to the one who sent the curse, the spell might work, but then the cleric is on the other god's "hit list" — and woe betide that cleric should her *own* god ever withdraw protection!

NYPHYS AND OTHER INCARNATIONS

In an Olympus campaign, the hills — and rivers, and streams, and trees — are alive. Most geographical features have their own incarnate spirit, usually a nymph, who guards and protects them. To defile any such inhabited place is to risk angering a minor deity, and "minor" is fairly relative. In addition to their own powers, many nymphs have lovers among the better-known gods, and who will happily do any smiting that the nymph cannot.

The concept of incarnation is important in Grecian myth. Many times, place and person become confused. Hades is the lord of the Underworld, but the Underworld itself has come to be called Hades. Tartarus is the pit into which the worst enemies of the gods are cast, but it is also one of the consorts of Gaea and the father of Typhon. The four winds *were* the winds, not merely gods *of* the winds. Many times, a place, and the entity who rules or controls that place, can be used interchangeably. Thus, when you despoil a river, you are hurting a conscious being as well, and that being will take appropriate action.

Not every single geographical feature has an incarnate spirit, however. Generally, the larger or more prominent it is, the more likely it is to have a distinct entity who represents it. Finding out if there is such an entity and getting her permission to use what is, in effect, her body, can be simulated as a Knowledge (nature) or Knowledge (religion) roll, at DC 5 for very large and prominent places, up to DC 20 for obscure mountain springs and the like.

ALIGNMENT

The alignments given are the closest match to the overall behavior of the gods. All of the gods had their fits of odd behavior, but some tended to value order and discipline more than others. It should also be noted that Ares is the only god that is likely to be considered *evil*. Even Hades, lord of the Underworld, is neutral — he does not seek to inflict pain, he merely rules the land of the dead. Evil tends to be the province of the



Titans and the monsters, which the gods like to allow to roam to provide challenges for heroes. While the gods may seem, to modern minds, to be capricious and uncaring, within the context of their time, they are acting morally. Indeed, being gods, whatever they do is justified almost by definition. A mortal who attempts to tell a god that the god's actions are immoral or wrong is so full of hubris that the gods will probably battle among themselves to determine who will be the first to smite him.

As the Olympian gods contend for reasons other than good versus evil (which is almost nonexistent as a theme in Greek myth), the domains of Good and Evil do not appear in these interpretations of the pantheon. If even the gods themselves are not champions of good or evil, it makes little sense for them to grant such responsibilities to their servants. Law and Chaos do appear as domains, although these do not indicate that the gods themselves are incarnations of law and chaos. Athena, for instance, grants the Law domain as an aspect of her role as defender of cities and goddess of justice; the Law domain provides means for opposing dissidents, criminals and barbaric invaders.

WORSHIPPING THE GODS

While most people worship all the gods to some degree or another (being left out of prayers or offerings is a deep offense to any god), most have a deity they favor above others, or turn to in need. Sailors pray to great Poseidon, warriors to Ares, scholars to Athena, wives to Hera, merchants and travelers to Hermes, and so on. Clerics of any god, while respecting the others of the pantheon, gain their powers, domains, and spells from a single deity only.

Interestingly, the other races who worship the gods are prone to see the gods in their own images — to the dwarves, Apollo appears as a radiant young dwarf, the elves see Hades as a somber elf-lord (perhaps even with black skin and white hair!), and so on. Although this may cause some humans to do a quick double take when they enter a temple built by another race, ultimately this is seen as no contradiction. The Olympian gods are master shapeshifters, and if a god chooses to appear to other races in the form they find pleasing, what mortal dares call him wrong? Many people of every race secretly entertain the notion that their race is the one in the gods' "true image," but as always, it is best not to speak too loudly of the gods.

Following are many of the gods and goddesses of Greek myth, in standard d20 format. Each deity also has a special ability he can grant to his followers; this may be taken *in place of* any granted domain powers. The player must choose when the first level of cleric is taken. Falling out of the graces of the god worshipped renders this ability non-functional until penance is made.

It should also be noted that there is a lot of overlap among the gods in terms of function, and, sometimes, the boundaries of one god's responsibilities and another's are not clear. Hades is lord of the Underworld, and has dominion over the spirits of the dead, but death itself is the province of Thanatos. Apollo drives the chariot of the sun across the sky, but the sun is also Helios, a god in his own right, and so on.

ΔPHRODITE

When Cronus, eventual father of Zeus and the Olympians, fought his father, Uranus, he castrated him with a stone sickle and tossed the cut-off bits into the sea. From the foam that sprang up at this point, the goddess Aphrodite eventually emerged, riding to shore on a giant shell. She was recognized as the goddess of beauty and love, and the most beautiful of all beings, and was welcomed into the great hall of Olympus.

Aphrodite is married to Hephaestus, but carries on a not-very-clandestine affair with Ares, and has dallied with other gods and mortals as well.

Aphrodite wears a girdle that makes anyone who wears it irresistible. She normally keeps it for herself, but has loaned it out to other goddesses on occasion, and might be tempted to give it to a mortal if it would serve her and the cause of love.

In many stories, she is the mother of Eros, who was later somewhat debased into Cupid; in other stories, Eros was one of the earliest gods, predating the Olympians by a good margin.

Alignment: Chaotic good

Domains: Beauty, Healing, Protection, Water

Favored Weapon: None

Special Ability: Followers of Aphrodite tend to be charismatic. They may retry a failed Diplomacy check at no penalty; this ability may be used a number of times per day equal to the cleric's Wisdom bonus. Furthermore, at first level, they gain the ability to choose *charm person* as if it were a domain spell. At fifth level, they also gain the ability to choose *suggestion* as a domain

spell, and, at twelfth level, *mass suggestion*.

ΔPOLLO

Apollo is the son of Zeus and Leto, and the twin brother of Artemis. He is the god of archery, music, healing, and light, and it is he who drives the chariot of the sun across the sky each day. He did not invent the lyre, but he bargained with Hermes for it, and it is a symbol often associated with him. One of his sons, Asclepius, is legendary as the first great healer, so skilled he could even raise the dead.

Apollo is also the god worshipped at Delphi, where the Oracle sits. He established his temple there after slaying Python. (The city of Delphi was once called Pytho, and the oracle is sometimes called the Pythian Oracle as opposed to the Delphic.)

His followers include musicians, healers, and archers.

Alignment: Lawful neutral

Domains: Healing, Knowledge, Music, Sun

Favored Weapon: Bow

Special Ability: Followers of Apollo gain Perform (any music) as a class skill, and may choose either a +4 divine bonus on all Heal checks or a +1 divine bonus on attack rolls when using a bow.

ΔRES

Ares, god of War, is the son of Hera, but there are conflicting stories about whether or not Zeus was involved in his conception. He is tall, vain, and arrogant, and, in many stories, a bit of a whiner and a coward. He enjoys killing, chaos, and destruction, but does not bear his own wounds with any dignity. While Athena may be the goddess of just war, Ares is the god of war for the sake of war. Mercenaries, professional soldiers, and all those who love violence for the sake of violence pay him homage. Eris, goddess of discord, often accompanies him.

Alignment: Chaotic neutral (tending to evil)

Domains: Chaos, Destruction, War



Favored Weapon: Short sword

Special Ability: Clerics of Ares enjoy battle for its own sake. As such, they charge into battle fiercely, gaining a bonus on initiative rolls equal to their Wisdom bonus. In addition, so long as they have a clear advantage in battle, they gain a +4 divine bonus on all saves against fear effects, but, should their side be losing, they suffer a -2 divine modifier on all saves against fear effects. The GM is the final arbiter of whether the cleric's side is winning or losing.

ARTEMIS

Artemis, goddess of the moon and the hunt, is a daughter of Zeus and twin sister to Apollo. She is also seen as the lord of animals, especially wild animals. Even as her brother rules the daylight, she rules the night. She is a virgin goddess, following a promise made to her by Zeus, and she roams the world freely, accompanied by a band of nymphs. Her purity is something of legend, and sacrifices and offerings to her must be pure, as well — the first fruit plucked from a tree, for example, or rainwater captured directly from the sky.

One of her symbols is the stag. Following an incident in which an unlucky mortal happened to see her bathing, he was transformed into such a beast and then torn apart by his own pack of hunting hounds.

Because she has forsworn love, she and Aphrodite tend to be at odds; she has also come to blows with Hera.

Women are the primary worshippers of Artemis, but all hunters pay her homage. She sometimes grows angry with women who give themselves to men, but she is also known to comfort women during the pain of childbirth (in part because she is a guardian of the young). Only virginal women may be clerics of Artemis, although she may accept male rangers or even druids as followers.

Alignment: Neutral

Domains: Animal, Moon, Travel, War

Favored Weapon: Bow

Special Ability: Followers of Artemis all gain the Handle Animal skill as a class skill; they also may choose either the wild empathy ability (acting in all ways as if their cleric levels were druid levels) or a +1 divine bonus on all attack rolls made with any bow other than a crossbow.

ATHENA

Athena is the child of Zeus and Metis, goddess (or Titaness) of wisdom and prudence.

Zeus had heard prophecies that any child Metis bore him would be greater than he was, so he swallowed Metis in response after impregnating her. Athena thus sprang full-grown from the head of Zeus. Athena is the goddess of wisdom, justice, and righteous war; she is the patron of the city-state of Athens. Her followers include philosophers, noble warriors, scholars, and judges. Despite her status as goddess of wisdom, she is just as prone to the failings of other gods, especially vanity.

Alignment: Lawful good

Domains: Knowledge, Law, Protection, War

Favored Weapon: Spear

Special Ability: Athena grants each of her priests an owl as a familiar. This acts in all ways as an arcane caster's familiar does, save that the character's cleric level, not wizard or sorcerer level, is used for all level-dependent benefits. A character with arcane classes may add them to their cleric levels for this purpose, but may *not* have a second familiar. (Gods are jealous.)

DEMETER

Demeter is a sister of Zeus and a daughter of Cronus. She is the goddess of the harvest, fertility, and agriculture. It is she who both created grain and taught humans how to harvest and use it. Farmers and all those whose lives depend on the soil worship her. The first loaf of bread made from each harvest is sacrificed to Demeter.

She is also responsible for the seasons themselves. The cold, barren, winter is a consequence of her daughter, Persephone, being trapped in the Underworld for three months out of the year.

Demeter, despite being one of the six deities born from Cronus, does not normally reside on Olympus, but often travels in mortal guise from city to city, judging people according to how they treat her. Demeter's clerics also practice certain secret rituals, about which little is known, save that they might involve resurrection or reincarnation of some sort.

Druids may worship Demeter, despite her non-neutral alignment.

Alignment: Lawful good

Domains: Healing, Plant, Protection

Favored Weapon: Sickle

Special Ability: Clerics of Demeter may *cast create food and water* as a spell-like ability once per day upon reaching 5th level. In addition, they may turn plant creatures as per the Plant domain granted power.

DIONYSUS

Dionysus is the son of Zeus and the mortal Semele, and is the only true god to be born from a mortal. He is the god of wine, and of pleasure and celebration in general. He does not have temples in cities; he is worshipped in the woods, and while he has a seat on Olympus, he spends much time in the mortal world, wandering with his wine-maddened followers, the Maenads. At one point early in his life, Hera, in a fit of jealousy over his parentage, arranged to have him torn apart by Titans; Rhea later healed him. This death and rebirth is symbolically linked to his role as god of wine; the plants must be pruned back, and then regrow.

Dionysus is a chaotic and multi-aspected god. He can give pleasure or madness, and the one blends into the other very quickly. His followers tend towards the hedonistic and the mad. Along with Demeter, he is a likely candidate for a druidic deity in an Olympus campaign.

Alignment: Chaotic neutral

Domains: Chaos, Healing, Plant, Wine

Favored Weapon: Staff (he wields a rod tipped with a pine cone)

Special Ability: When clerics of Dionysus use either *create water* or *create food and water*, they may choose to create wine instead. A Craft (winemaking) skill check can be made to determine the quality of the wine. In addition, they gain a +4 bonus on all saving throws to resist *confusion*, and any spells they cast that induce *confusion* have their save DCs increased by 4.

HADES

Hades is the god of the Underworld, though he is not the god of death *per se*; that job belongs to Thanatos. Hades rules the realm of the dead, though, and, by extension, all the lands under the Earth. He is also the god of wealth, as all the gold and gems beneath the ground are part of his domain — this is what gives us, via the Roman name for Hades, such terms as plutocracy (rule by the rich). He is one of the brothers of Zeus and a child of Cronus, and has taken Persephone, daughter of Demeter, to be his bride.

Hades is rarely mentioned by name. Euphemisms include “The Rich One” and “The Hospitable One.” Even his clerics call him by name only in ceremonies or other rituals; to do otherwise might indicate a degree of casualness that the god might find offensive.

Alignment: Lawful neutral

Domains Granted: Death, Earth, Underworld

Favored Weapon: Mace

Special Ability: Hades is cold and controlled, and so are his followers — they receive a +2 divine bonus on all saves against fear effects. In addition, they may cast a variant *speak with dead* once per day as a spell-like ability, once they are capable of casting third-level divine spells. Because they are connected to the Underworld via their worship of Hades, they need only a fragment of the corpse, and the name of the deceased, to use this ability; they are contacting the shade that resides in the Underworld. (Note that the waters of Lethe cause forgetfulness, so, the longer the subject has been dead, the better the chance that no meaningful answer is forthcoming. For each week dead, there is a 1% cumulative chance of total forgetfulness.) Clerics of Hades who prepare the normal *speak with dead* spell follow all of its guidelines as written.

HEPHAESTUS

Hephaestus is the son of Zeus and Hera, though it is also claimed he is the son of Hera alone, without any male participation. Hephaestus is lame due to the damage inflicted upon him by Zeus when Hephaestus came to his mother's aid during one of her perennial squabbles with Zeus.

He is the god of smiths and crafters, and is renowned for his extraordinary creations. He created the bronze giant Talos, gave brass-hoofed, fire-breathing bulls to King Aetetes, and created armor worn by Herakles and Achilles. He also made cunning mechanical men to support him when he tried to stand on his crippled legs.

He is married to Aphrodite, somewhat against her will. Hephaestus is a twisted and physically ugly god, an odd match for the goddess of beauty.

Crafters, smiths, and all those who work with metal worship Hephaestus.

Alignment: Neutral good

Domains: Artifice, Earth, Fire, Strength

Favored Weapon: Hammer

Special Ability: All clerics of Hephaestus gain Skill Focus: Craft (blacksmith, jewelrymaking or other similar specialty) as a bonus feat. In addition, they may turn or rebuke constructs as a cleric may turn or rebuke undead.

HECATE

Goddess of crossroads, patron of witches, goddess of the nights of the dark moon, Hecate is a sinister figure. She is sometimes seen, along with the moon-goddess Selene, as an aspect of



Artemis. Though not one of the twelve central deities of the Olympian pantheon, Hecate may well serve a larger role in a fantasy setting with a greater number of practitioners of magic.

Hecate is frequently associated with three animals, the dog, horse and snake, and some depictions show her as a three-headed goddess with the heads of each of these animals. Some invoke her for protection against ghosts. Although often considered of evil bent, she can also be kindly, and is sometimes protective of young women.

Hecate is primarily a patron to workers of arcane magic, though some women worship her as an aspect of subtle feminine power, a goddess of fear rather than a goddess of respect such as Hera.

Alignment: Neutral (evil tendencies)

Domains: Animal, Knowledge, Magic, Moon

Favored Weapon: Dagger

Special Ability: Clerics of Hecate gain the Spell Penetration feat and one metamagic feat of their choice as bonus feats.

HERA

Hera is Zeus' sister, and his fourth (and most permanent) wife. In most legends about her, she is vengeful, punishing the wives and lovers of Zeus, and their children, for the actions of her husband. Given that some sources cite their marriage as beginning with Zeus' deceiving her, then raping her, her attitude is understandable. She rarely strikes her enemies dead outright, preferring to torment them in some way. The labors of Herakles were assigned to him due to Hera's jealousy.

She is rarely a helpful or benign figure, unless it somehow serves her ends. She aided the Argonauts in their quest, but only because she expected it to lead to the fulfillment of a prophecy she wanted to see fulfilled. She also helped the Spartans and others against Troy during the Trojan War, but, again, her motivation was purely personal — she was angry with Paris for deeming Aphrodite more beautiful than herself. The Heraean Games, an exclusively female counterpart to the Olympics, were named in her honor.

The cow and the peacock are sacred to her, and the land of Argos is considered to be her territory.

Alignment: Neutral

Domains: Animal, Marriage, Protection, Trickery

Favored Weapon: Unarmed strike

Special Ability: Hera is a commanding and powerful goddess, and even Zeus sometimes fears her. All of her followers gain Intimidate as a class skill. In addition, she respects those who seek revenge after being wronged; her clerics gain a +1 divine bonus on all ability and skill checks when they are avenging themselves or punishing those who have lied to or tricked them. The GM is the final arbiter of whether or not this bonus applies.

HERMES

Hermes is the son of Zeus and Maia. His mother gave birth to him in a cave deep within Mount Olympus, and thus avoided much of Hera's usual wrath. Even as a newborn, Hermes was mischievous, sneaking out from his basket to steal Apollo's cattle. His charm was also evident from an early age, as he then avoided the worst of Apollo's wrath by trading him his newly invented lyre.

Hermes is the god of merchants, but also of thieves, liars, and rogues. Those who worship him live by their wits, and prefer to trick foes rather than battling them outright. They tend to be silken-tongued and charming, and, like their god, can cause people to look at them fondly even after they have committed some wrong. He is also a patron of some magicians, in his aspect as a god who walks farther boundaries than most.

Alignment: Chaotic good

Domains Granted: Chaos, Luck, Travel, Trickery

Favored Weapon: Caduceus (as club). Hermes, and his followers, rarely engage in direct conflict.

Special Ability: Bluff is a class skill, and followers of Hermes may retry a Bluff check once per day at no penalty. (Normally, Bluff checks cannot be retried). In addition, once per day, a character may roll 2d20 on any ability or skill check (but not attack roll) and take the higher result; they must declare they are doing this *before* the roll is made.

POSEIDON

Poseidon, brother of Zeus and son of Cronus, is the lord of the sea, and is one of the three most powerful gods (the other two being Hades and Zeus himself). Given how important the sea is to the cultures of an Olympus campaign, it is no surprise he is a commonly worshipped god.

He is moody, capricious, and often violent, and the seas change swiftly to reflect his changing moods. He is also, oddly enough, credited with creating the horse. His wife is the Nereid, Amphitrite, granddaughter of the Titaness Tethys (who actually created the ocean, or, alternatively, is the ocean!). Poseidon often engages in conflicts with the other gods over the control of cities, and is known to unleash sea monsters, of which he has a seemingly infinite supply, upon lands and peoples he does not like.

Alignment: Chaotic neutral

Domains: Animal (all spells affect seagoing animals only), Travel, Water

Favored Weapon: Trident

Special ability: Swim is always a class skill for clerics of Poseidon, and they receive a +4 divine bonus on all Swim checks or checks made to avoid drowning. In addition, upon reaching 5th level, they may cast *water breathing* once per day as a spell-like ability.

Zeus

Zeus is the son of Cronus, and was prophesied to slay him as Cronus had slain his father, Uranus. Cronus attempted to swallow Zeus, as he had Zeus' siblings, but Zeus' mother, Rhea, tricked Cronus and hid the child Zeus until he was full-grown. He then, as predicted, slew Cronus and freed his siblings, and they became the lords of Olympus.

Zeus is lord of the gods, though not all-powerful, and is the god of sky, and of lightning and storms. He is stern, passionate, and easily seduced by any attractive female, whether mortal or divine. This has resulted in large numbers of his descendants roaming the world, performing great deeds. He is also a god who greatly values fidelity to oaths (leaving one to wonder how he avoided making vows of monogamy to Hera), and he greatly punishes those who break their word. He always keeps his own promises, though, if forced or tricked into a promise he does not wish to keep, he usually avenges himself once he has fulfilled the terms of his agreements.



His followers are often kings, generals, and other people in positions of leadership.

Alignment: Lawful neutral

Domains: Air, Law, Knowledge, Strength

Favored Weapon: Zeus uses the thunderbolts forged for him by the Cyclopes; his followers use javelins instead.

Special Ability: Followers of Zeus gain a +4 divine bonus on all saves against electrical attacks, and Sense Motive is always a class skill for them. They also gain the ability to cast *shocking grasp* as a spell-like ability once per day.

MONSTERS

Many of the mainstay creatures of fantasy gaming come down to us from the Greeks — harpies, hydras, centaurs, cyclopes, medusas, and even metal golems all have their roots in Greek mythology, though they have been changed in many ways from their original ancestors. Many monsters of Greek legend were the only one of their type: The Nemean Lion, the Lernaean Hydra, and so on. This can pose a problem for some campaigns, because, if there's only one hydra, and Herakles slew it, then, where's the fun in that? Fortunately, there's an easy solution that does not strain the genre.

Most of these creatures were the children of Echidna, mate of Typhon. She produced the first generation of great monsters, but there's no reason to assume the monsters could not reproduce themselves, albeit in lesser form. So by the time Herakles had killed the hydra of Lerna, its spawn had already begun to spread, providing challenges for new heroes.

Furthermore, there is no reason to believe all of the spawn of Echidna have been documented. She may well have produced dozens of other creatures that no hero recorded in legend has fought. A bulette, for example, if suitably enhanced to legendary status (think something along the lines of a dire bulette), could be a fine foe for a hero to face — and even if the *troglyfloud* is slain, its children may still burrow through the earth.

Beyond that, many of the monsters of legend — harpies, sirens, and so on — are already “plural.” There are, for example, three Gorgons, of whom Medusa was but one, and, if there are three, why not more? The original two Gorgons, for example, were simply born that way. There could be more such accursed children, or, the two sisters may have lured off some of those who came

to kill Medusa and mated with them, producing monstrous offspring and an entire new species.

Justifying Monsters: Those monsters that are not the offspring of Echidna usually exist for some purpose. Very often, the purpose is to torment or torture someone who has angered the gods (often an immortal, as mortals get what's coming to them after death), or to guard some special place, person, or object. While it's not a hard and fast rule, “tormenting” monsters tend to be Large or smaller, and come in packs, herds, or other groups, while guardian monsters tend to be larger and solitary. Many monsters are also half-breed offspring of gods, titans, and other beings; divine genetics are not predictable, and the consequence of a mortal/immortal mating can be a great hero or a deformed creature. Lastly, many monsters are the result of a curse or the anger of the gods — Medusa is directly transformed, while the Minotaur is the consequence of an unnatural lust implanted by an offended Poseidon.

Making Them Fit: Once it has been decided to add a non-Grecian monster to an Olympus campaign, some steps should be taken to make it fit. If the monster is intelligent, then make sure its culture is compatible with Bronze Age Greece or whatever variant the campaign presumes. (This does not mean “identical to Greece,” but, rather, something that could reasonably exist side-by-side with it. In other words, late Renaissance fantasy with muskets is right out.) It is also recommended that the monster be given some link to the gods — created by a god, a child of a god, or a servant of a god all work well. (Thus, killing a monster may attract either favorable or unfavorable divine attention — and either one can be lethal.)

A large number of monsters in Greek legend are part human, either because they are the offspring of a human and some other creature (i.e., the Minotaur), or because they are a human cursed into monstrous form (such as Medusa). When converting or creating monsters, this should be kept in mind, as such human/creature hybrids are relatively easy to fit. Monsters with no human antecedents are often the spawn of Echidna or the direct creations of the gods.

The following section lists monsters which either fit instantly in the Olympus setting or which can be made to fit with a few tweaks.

Aboleth (Epikratopsari): The Aboleth makes a good “single” monster, created by Poseidon to guard some locale. Its slaves consist of all those heroes who have faced it and fallen to its power. They cannot die until the Aboleth itself is killed; when it dies, their souls are finally freed. Until

then, any slave “killed” merely falls into a coma for 2d6 minutes, then awakens fully healed.

Allip (Aftoktonia): The allip can be used statistically as written. In Olympus, they are the souls of the dead granted permission by Hades to avenge themselves on those who drove them to suicide.

Ankheg (Troglyentemo): An ankheg, suitably enhanced to make it a challenge for high-level heroes, makes a fine beast to threaten the farms and fields of a king.

Aranea: Certainly some form of spawn of the original Arachne. They lurk in cities beloved by Athena, where they prey on the inhabitants in revenge for the curse inflicted on their mother.

Athach (Stribogigantus): These hideous creatures are most likely a by-blow of the cyclopes. They live in the tallest mountains and feast off those who pass by their lairs.

Basilisk (Petrosavra): The basilisk, if enhanced to hero-killing proportions, is a good “legendary” monster to guard an area or threaten a kingdom. There may be a relationship between the basilisk and the gorgons, or, perhaps, their similar powers are purely coincidental.

Bulette (Trogliflood): Bulettes, as noted above, can be enhanced and used as challenges for great heroes. They work well as a mysterious, unknown, force — the heroes might hear of a seemingly peaceful valley in which no one can settle for long, because people vanish in the night, leaving only a few spots of blood on the soil to mark their passing. Investigating, they find that a minor god has set the bulette here to guard the valley; if the players are acting at the behest of a more powerful god, they can slay it with some impunity, otherwise, they risk the wrath of whoever placed it.

Centaur: This is no need to justify the inclusion of centaurs in an Olympus campaign; indeed, it would take some effort to justify their exclusion! They are one of the most iconic of Greek creatures, and any player in a Grecian campaign will expect to see one, even if they do not have the chance to play as one. Centaurs in mythology are slightly different from the peaceful nature-lovers they have since become. With the notable exception of Chiron, they are wild drunkards, crude, chaotic, and violent. When they pass through a region, they are likely to despoil it, carrying off anything they can, including women. Players used to wise, peaceful centaurs may find a few stereotypes shaken when confronted with the hostile brutes inhabiting the lands of an Olympus campaign.

Centaur’s favored class should be changed to barbarian.

Chimera: The original Chimera is a child of Typhon. It may have produced offspring that still plague the lands.

Demons & Devils (Diabolos): Although there are no proper hells or Abyss for these creatures to hail from, some can be rationalized into the setting as some of the evils released from Pandora’s box to plague mankind. The more symbolic their use, the better — a bone devil might be a spirit of famine, while a vrock may be a spirit of disease. Encounters with such creatures should be very rare and frightening; the incarnations of humanity’s banes are not lightly challenged.

The main exception to this rule is the erinyes, who are lesser versions of the three Furies. Erinyes in a Hellenic fantasy game, however, are not entities of corruption trying to seduce good people to evil; they are creatures of vengeance, who thirst for evildoers to punish. Kinslayers are their favored prey.

Derro (Mikroskliros): These foul creatures are the creations of Hades, made in mockery of the industrious dwarves beloved of Hephaestus. The derro dwell in the mountains, where they wait for miners to open passages into the natural cave systems that well up from the underworld. Then they carry off stragglers to be tortured and killed. Mines plagued by derro sometimes shut down entirely, until a hero or heroes can come and cleanse the place of the foul taint.

Dire Creatures: These all fit excellently into the setting. Dire versions of any animal may arise to ravage the land, or to be captured and tamed by a great hero. Pan may be the source of many dire beasts, but most seem to be the results of sheer chance; creatures born much larger, stronger, and nastier than their fellows, and often near-immortal, not dying of old age but remaining until some hero can come and slay them. Dire boars, lions and bears are especially suited for the genre.

Dragon: Dragons are not uncommon in Greek mythology. Some spring from the blood of the Titans; others have no fixed origin. Because they are so iconic in d20 fantasy gaming, adding them into the mix is recommended, if done sparingly — dragons are powerful creatures, often placed directly by the gods, and not common monsters to be slaughtered. One solution is to have each of the major dragon types, as an Elder Wyrms of its kind, exist as a one-of-a-kind monster, placed by an appropriate god to guard a special location or a great treasure. In this case,



the alignment of the dragon should change to that of the god. Hephaestus, for example, may place a red dragon to serve as the guardian of one of his forges on Earth, a place where he keeps weapons in reserve for use against the giants, should they ever escape Tartarus and once again war on the gods. As individuals of such note, they clearly do not roam the world, and do not interbreed with other races to produce half-dragon offspring.

Dragon Turtle: This creature is a servant of Poseidon, sent by him to harass boats containing sailors who have in some way angered him. Though the creature can be slain, Poseidon always creates a new one to replace it. The shell of such a turtle can, with considerable craft-work, be turned into a boat; however, Poseidon never allows such a boat to sail unless he is greatly pleased by a large sacrifice before the boat sets sail.

Driders (Arakniskotialfa): If dark elves exist in the caverns of an Olympus campaign, driders may as well. If a spider-goddess is truly needed, Arachne is at hand; while only a mortal in Greek mythology, if she is truly the mother of all spiders, then, there is obviously something divine about her. She does demonstrate incredible weaving skill, after all; it is possible Athena decides to elevate her status somewhat in addition to punishing her, making her a monster-spawning demigoddess akin to Echidna, but with a spidery bent. Driders are her special children, descendants of her most powerful offspring and dark elves.

Dryad: Dryads fit well into an Olympus campaign; they have their origins in Greek legend, after all! While, technically, "Dryad" refers specifically to oak nymphs, the statistics offered can be used for all tree nymphs. Nymphs are very long-lived, but are not immortal, and are often attracted to mortal men, usually with tragic results. (Happy relationships between mortal and immortal are not common in Greek legend.)

Eagle, Giant: These creatures are the messengers, servants, and spies of Zeus. Anyone who kills one can expect a swift and terrible vengeance.

Elemental: Such creatures live anywhere the mortal realm and the elemental planes converge. They may also be called to serve the gods, often as guardians (especially fire and earth elementals) or messengers (especially air elementals). Water elementals serve Poseidon, of course, and can be sent to attack ships or ravage coastal cities when the god is angry, or to aid those who worship Poseidon when the god is pleased. Mortal wizards should be able to summon them, as well.

Elf, Drow (Skotialfa): Drow are elves descended from a group that angered Helios greatly. So greatly, in fact, that any time they show themselves to his face, he blinds them. Thus, they dwell underground, often perilously close to the underworld. Some say they are also cursed by Athena, as Arachne is, resulting in the driders, and possibly other abominations.

Ettin (Dyokefali Gigantis): These hideous creatures are potentially offspring of cyclopes and some other race, possibly orcs; they may also be giants of the "usual" sort prone to a bicephalic deformity. They normally dwell far from human cities, but a few of the bolder have taken to terrorizing small towns and villages, demanding regular payments in cattle, sheep and wine, and, often, annual human sacrifices.

Ghoul (Nekrokannibal): Ghouls are the bodies of those who died unburied, and who were so evil in life that no one mourned for them. Such vile beings wandered lost through the Underworld until they eventually found their way back to the land of the living, but their time in the realm of the dead had degraded their minds completely, leaving them to stalk the earth as remorseless flesh eaters.

Giants: The giants are the children of Gaea, conceived by her to take revenge on the Olympian gods for the killing of Cronus. The giants' assault on Olympus was ultimately defeated with the help of Herakles, and those who attacked were locked in Tartarus, but prior to this battle, they spawned many other breeds of giant, resulting in the races noted in the MM. They are scattered around the world as follows:

- Cloud Giants dwell in the tallest mountains. Far nobler than their brutish forebears, they get on well with Zeus, and train eagles to serve him.
- Fire Giants dwell in volcanic areas, and pay homage to Hephaestus, often running large forges for him.
- Hill Giants are simple brutes, mostly living by scavenging and simple farming, but are not above terrorizing travelers or isolated villages when they get the chance.
- Stone Giants live far from man, in the most barren of wastelands.
- Storm Giants live on rocky islands in the midst of the raging sea, and do the bidding of Poseidon when he calls for them.

The statistics for the giant races can also be used to simulate different sub-breeds of cyclopes with little or no modification.

Gnoll (Cynocephali): Gnolls are a dangerous tribal people known to live in the wilds beyond the civilized city-states. They are usually neutral, chaotic neutral or neutral evil in alignment — neutral tribes tend to worship Gaea the Earth mother, while chaotic neutral tribes participate in frenzied Dionysian cult activity and neutral evil tribes revere Ares in his aspect as raider and conqueror. They speak a form of Sylvan, and many are versed in Hellenic. Otherwise, their statistics are unchanged.

Golem: Iron, stone, and clay golems are the creations of clerics and wizards who worship Hephaestus, as it is only his craftsmanship which can allow metal and stone to move as if it had a semblance of life. Flesh golems are an abomination — they are crafted by evil men who have studied forbidden writings of Asclepius, writings the great healer intended as pure speculation, never to be seen by any other, much less used! The creation of a flesh golem automatically earns the creator two points of Hubris, if that system is being used.

Gorgon: This term properly refers to the snake-haired humanoid women called “medusas” in the d20 rules, while “Medusa,” in turn, is the name of one individual. Bull-type gorgons become *petratauros*. Their origin is unclear; it is possible that the minotaur of Crete mated with one of the original Gorgon sisters, or the creatures may be wholly unrelated to the Gorgons, possibly more spawn of Echidna. They should be few in number. Foolish and pride-filled kings may wish one as a trophy or, even worse, intend to breed it with their own herds of cattle, and may send heroes on a quest to capture one alive. Should they succeed and return the dangerous beast to the foolish king, the results will be as tragic as they are predictable.

Griffins: Griffins are fairly well known in the land, and can sometimes be found nesting in sheltered valleys. They can be devastating to cattle herds, but, if caught young and trained early, can be taught to pull chariots across the sky.

Hag: Hags are debased and deformed nymphs, their beauty now vanished. Some are the victims of love gone wrong, others angered gods or goddesses. No matter their individual origin, they are twisted and vengeful creatures now. Many worship Nemesis, goddess of vengeance. While hags can be slain normally, it may also be that players can discover the cause of a particular hag’s origin, and take steps to set things right, somehow. This would free the hag from her curse, allowing her to return to her natural nymphish form.

Half-dragon: Although largely inappropriate for a Hellenic fantasy setting, half-dragons might be creatively used as a particularly rare and powerful form of spartes — the rarest of dragon’s teeth, when laden with elaborate enchantments, create warriors with an extra measure of their dragon “parent’s” power.

Harpy: The harpies were created by Zeus do to his bidding, which often involves tormenting those who have displeased him. Left to their own devices, they are unfailingly wicked, and enjoy snatching up babies to devour them. For obvious reasons, they do not attack anyone or any place under Zeus’ personal protection, but they are less worried about angering other gods. Heroes who slay harpies without good cause may face Zeus’ wrath.

Hydra: The first, and greatest, hydra is the Lernaean Hydra. Before it is slain by Herakles (if this is, indeed, what occurred in the campaign history — it does not need to be so!), it produces many lesser offspring, which spread throughout the swamps of the world and continue to plague mankind. The appearance of a hydra in a river or swamp near a city is cause for much alarm, as the creatures are extremely ravenous. At best, a hydra’s presence ruins fishing and halts trade through the area; at worst, the creature regularly leaves its watery home to find human flesh.

Kraken: Poseidon is ruler of the kraken, having personally found and captured each one. He keeps them imprisoned in dark cages far beneath the sea, until such time as he has need of them; then he releases one, or more, with orders to seek out and destroy whatever has angered him. Because of their great power, he uses them as weapons of last resort, not wishing to have to deal with one gone rogue if there’s no need to take that risk. The kraken are never smaller than Colossal in size; adjust all statistics accordingly.

Lizardfolk (Savranthropoi): It is possible that Poseidon made these creatures, as a means of extending his rein deeper onto the land, but it is more likely they are one of Epimetheus’ hastily assembled creations. Whatever their origin, they dwell in the swamps and marshes, keeping mostly to themselves. A few are captured as slaves, and some others leave their homeland to hunt man, but most are content to stay in the dreary swamps.

Lycanthrope: There are no races of lycanthropes, nor can the condition be passed on via any means. All lycanthropes, of all breeds, are individuals who have offended a deity — often a fairly minor one, but sometimes one of the Olympians. The offense is usually rudeness of



some sort, or a failure to respect the proper forms. The since the victim is unable to act according to the standards of man, the outraged god grants him the shape of a beast, until such time as he learns better, or is slain. Artemis is one of the deities most likely to inflict this punishment, which is why the curse is so often linked to the moon. She can also remove the curse at her pleasure, even if another deity inflicted it. Lycanthropes may never learn to control their changes.

Medusa: Medusa is more properly the name of one individual; she and her sisters Sthenno and Euryale are the gorgons. Those three unique individuals should all have many class levels in addition to their base stats, to reflect the fact they were extremely powerful — Perseus required the aid of several gods to slay just one (and according to Hesiod, Medusa is the only mortal one of the three)! It is also possible that many lesser gorgons exist, the result of whatever odd curse created the originals. Such creatures might lurk in ruins and abandoned regions, or attempt to disguise themselves and walk among men.

Merfolk (Okeananthropoi): Merfolk are the offspring of mortal sailors and nereids, or ocean nymphs. They worship Poseidon, of course, but also honor many of the other gods as well. Of all the folk who dwell in the sea, they are the closest to humanity in outlook, and many merfolk communities have reached peaceful trade agreements with the shore dwellers. There are also merfolk who hate and despise the landwalkers, however, and travelers to new areas of the sea should find out how the local merfolk feel about tail-walkers before opening up a dialogue.

Minotaur: The first Minotaur, of Crete, is the result of a union between Queen Pasiphae and a sacred white bull originally created by Poseidon. Whether he has been slain in the campaign history, or still roams the labyrinth, he has, over the course of his life, ravaged many maidens, and created the race of minotaurs, who have spread out from Crete (or its equivalent in the campaign world) to many other lands.

Nymph: Nymphs in an Olympus campaign can be much more powerful than the default listed in the MM. They are beings of considerable power, who consort with gods on a regular, though hardly equal, basis. Nymphs are capable of changing the shapes of other creatures; grant them *polymorph* and *baleful polymorph* as spell-like abilities usable three times per day, cast as a 10th-level wizard. This adds 1 to their CR and 2 to their level adjustment. Nymphs age very, very slowly; they can live for over 1,000 years.

Ogre (Megaloktinos): Ogres are mortal descendants of the Titans whose blood has grown very thin indeed; they are only somewhat larger than a normal man, and crude and misshapen. Many have learned to live among men in relative peace, often working as brute labor or serving with gangs of bandits. Others retain their most vile habits and prowl the areas at the edges of a city-state's territory, looking for plunder and man-flesh. The raucous, drunken centaurs often find they have much in common with ogres, and they sometimes indulge in mixed parties that occasionally produce extremely large, extremely ugly, centaurs. The isle of Laestrygonia mentioned in the *Odyssey* is clearly home to a settlement of particularly bloodthirsty and vicious ogres.

Orc (Choirosanthropoi): There is a great deal of debate over the origins of these fast breeding, crude, brutal, artless people. Some say they are the remains of humans who hid in sealed caves during the flood, and spent centuries down there, becoming deformed and forgetting the gods. Others say they are creations of Epimetheus, attempting to make humans and failing badly. Some say they are from Gaea herself, as she has produced many monstrous beings in the past. No matter their origin, they are a plague on civilized lands. While most of the other monstrous races are few in number and long-lived, the orcs are fast-breeding and even shorter-lived than humans. They seem to know no gods, or they worship the Olympians in debased and distorted fashion. (Some scholars have found icons, apparently of Zeus as the figure is holding lightning bolts as weapons, but he also appears to be a cyclops!) They have no cities or civilizations of their own, but live in vast cave complexes or in the depths of the greatest forests, whence they launch raids on the city-states nearby. They loot and plunder, and then return, leaving only fire, destruction, and a few half-orcs in their wake. Some of these half-breeds have grown to become great heroes, even winning the favor of the gods; many have proven to combine the wickedness of their orcish side with the cleverness of their human side. (The deformed Hephaestus has a soft spot for half-orcs, and many half-orc smiths pay him homage.)

Owl, Giant: These creatures serve Athena much as the giant eagles serve Zeus and, again, slaying one without an astoundingly good reason is a sure call for divine vengeance. Clerics of Athena receive a +2 divine bonus on any attempt to tame or raise the creatures.

Owlbear (Koukoufero): Hermes created the owlbear in order to poke fun at Athena and her favored bird, the owl. The lumbering creature,



totally earthbound, and not exceptionally bright, but bearing the head of a noble owl, infuriated her, and she exacted a suitable revenge which, sadly, there is no time to chronicle here; let it merely be noted that it involved snails. Nonetheless, the creature survived and it bred with other, normal, bears, which gave birth to owlbear cubs, and now, they are a minor plague on the land. Athena smiles on those who slay them; Hermes, long since distracted by other games, bears such killers no special ill will.

Pegasus: Mythically, the first pegasus sprang from the neck of Medusa after Perseus slew her. If this event has not occurred in the campaign, or happened differently, some other origin is needed. Poseidon, known for making the first horses, may have created one as a gift to Zeus or to serve as the mount for a favored hero. The first pegasus, “the Pegasus,” has several levels in fighter, making it extraordinarily powerful; its offspring are more limited, and have statistics as noted in the MM, save that, given their origin from the blood of a gorgon, they are immune to petrification.

Purple Worm: One of the many children of Echidna, and perhaps her largest, this great worm burrows under the ground, causing earthquakes, undermining temples, and otherwise serving as an instrument of her revenge. It still awaits a hero mighty enough to slay it. This “Father of All Worms” is Colossal in size, and all stats should be adjusted accordingly. It has also bred a small number of lesser worms, which use the standard stats. When any lesser worm begins to grow too large, the great worm of Echidna tracks it down and eats it, preventing any of its children from ever challenging it. Other than this mostly instinctive behavior, the worm is unintelligent.

Satyr: Satyrs are the followers of Dionysus. They have an extreme fondness for wine, and pursue it at any opportunity. While not an evil or ill-tempered race, they can become raucous, violent, and dangerous if drunk. A drunken satyr may rage as a first-level barbarian once per day.

The satyrs of an Olympus campaign may be horse-tailed men, not goat-footed ones; over time, the god Pan and the satyrs of Dionysus merged. However, if goat-



legged satyrs are what are expected and desired, it does little harm to make them such.

Shield Guardian: It is Hephaestus who creates the first of these, to give as guardsmen to his favored workers when they have to scour the land for rare gems and metals. But it does not take long for Hermes to spy out the secret and teach it to the magicians he favors, and now they make them as well, though they make sure to make offerings to the god of the forge as they do.

Skeleton: While it is not recorded in many legends, it is known to some scholars that Jason, commander of the Argo, fought skeletons during his quest for the golden fleece. Such creatures do not offend Hades overmuch, as they are mere mockeries of life, and do not call any spirits back from the realm of the dead.

Sphinx: The original Sphinx is a gynosphinx of tremendous size and power. If she has already been defeated in the campaign, her lesser offspring still claim territories and block passages in the farther reaches of the region; if she has not yet been killed, she remains a challenge for heroes. Any sphinx may ask a riddle of those who enter her realm; if the riddle is not answered before the heroes attack, the sphinx gains DR 20/- and a +6 bonus on all saving throws. The riddle can be solved through roleplay, or it can be dealt with via an Intelligence check, DC 20. If the sphinx's riddle is answered, the sphinx allows passage without a fight. All sphinxes, regardless of breed, have a minimum intelligence of 14.

Stirge: Zeus created the stirges and unleashed them as a plague upon a kingdom ruled by a man who displeased him; he is long since dead, but the creatures remain. They have been mostly driven to the deep wilderness, but extremely hot days drive them forth into the city, where they seek fresh blood from humans.

Titan: While the true Titans are all imprisoned in Tartarus, save for a few, they produced a large number of "lesser" titans, which are still beings of incredible power. These children of the Titans, seeing their ancestors defeated by the Olympians, sued for peace, and were permitted to live as long as they did not do too much damage.

They tend to live alone, usually on isolated islands or mountain peaks, where they go about their business and try to avoid angering the Olympians. Some plot to free their greater ancestors and storm Olympus again, but most lack such great ambition. A number serve the gods directly, as they are powerful messengers, guardians, and aides. Their alignment should change to Chaotic Neutral, with many being actually Evil. Only a small number can be classed as Good.

Worg: Worgs are wolves with a bit of giant blood in them, granting them exceptional size and intelligence. They hate humans and all others who worship the Olympians, and delight in finding isolated humans to chase down and kill. They gladly work with ogres and hill giants, whom they view as slightly distant cousins, and are often partnered with orcs, as well. Exceptionally wicked humans may also win their favor.

OPTIONAL DEFENSE SYSTEM

If you wish to limit the types of armor available in an Olympus campaign to what would be available in a Bronze Age setting, it is advisable to award the characters a defense bonus as they rise in level. The system presented is, of course, optional, but it should allow Olympian characters to equal characters in other fantasy campaigns that have access to better equipment. The defense bonus to Armor Class is based on a class or prestige class' base attack bonus: a *good* defense bonus goes to classes with the base attack progression of a fighter (+1/level), *average* denotes classes with the base attack progression of a cleric (+2/3 levels), and *poor* marks the progression of a wizard (+1/2 levels).

As a defense bonus reflects a number of defensive techniques such as parrying, improved shield parrying and dodging, it remains in place even when the subject would not normally gain his Dexterity bonus to Armor Class. However, a character does not receive this defense bonus if he should be immobilized by effects such as *petrification*.

TABLE 6-1: DEFENSE BONUSES

Level	Defense Bonus (Good)	Defense Bonus (Avg)	Defense Bonus (Poor)
1	+1	+0	+0
2	+1	+1	+0
3	+1	+1	+1
4	+2	+1	+1
5	+2	+1	+1
6	+2	+2	+1
7	+3	+2	+1
8	+3	+2	+1
9	+3	+2	+2
10	+4	+3	+2
11	+4	+3	+2
12	+4	+3	+2
13	+5	+3	+2
14	+5	+4	+2
15	+5	+4	+3
16	+6	+4	+3
17	+6	+4	+3
18	+6	+5	+3
19	+7	+5	+3
20	+7	+5	+3

APPENDIX:

OLYMPIAN MONSTERS



Although many of the creatures of Greek myth have been covered to some degree in the MM, in some cases the existing interpretations are not as emblematic of the setting as they could be. The harpies presented in the MM, for instance, are very unlike the original harpies of Greek myth, having incorporated elements of the siren myth and eventually having omitted the carrion-bird aspect almost altogether. Therefore, a few of the monsters shown here are offered as alternates; the GM can use these, the MM versions, or even both to represent subspecies or other variants.

Some of the following new monsters, such as Cerberus, Charybdis, and Scylla, are unique entities within Greek mythology. Within the setting's context, however, standard versions of the monsters are presented side by side with their unique versions, allowing you to put whichever spin on the legends you choose. As most campaigns posit the existence of more than one medusa, so here are other unique creatures presented as members of races. Yet, presenting father/mother-of-all version allows for a more legendary style of play, should you so desire such.

CALYDONIAN BOAR

Large Magical Beast

Hit Dice:	8d10+38 (76 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	50 ft. (10 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+18
Attack:	Gore +13 melee (1d8+10)
Full Attack:	Gore +13 melee (1d8+10) and 2 hooves +4 melee (1d6+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity, razor-sharp tusks and hooves (+4 damage), rend 2d4+9
Special Qualities:	Darkvision 120 ft., immunity to fear, low-light vision, scent
Saves:	Fort +11, Ref +8, Will +4
Abilities:	Str 22, Dex 15, Con 20, Int 14, Wis 12, Cha 10
Skills:	Bluff +10, Listen +14, Sense Motive +11, Spot +14
Feats:	Alertness, Improved Bull RushB, Improved Initiative, Iron Will, Toughness
Environment:	Any temperate land
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Large), 13–15 HD (Huge)
Level Adjustment:	—

This powerful boar stands almost as tall as a man. Its fur is a coarse grayish black, and its fierce red eyes show a glimmer of intelligence.

The ill-tempered Calydonian boars stand 5 feet tall at the shoulder and are 8 feet long. They have fierce red eyes that can penetrate darkness and have coarse, grayish-black fur.

A Calydonian boar is incapable of speech but understands Sylvan, and some have learned to understand Common as well.



COMBAT

The Calydonian boars are fierce, fearless combatants. They are also intelligent, often waiting for their opponents to come to them, so they can weigh the best method of attack. Unlike their mundane boar cousins, Calydonian boars are prone to rearing up in the middle of battle, falling upon their opponents with slashing hooves as well as tusks.

Ferocity (Ex): The Calydonian boar is a tenacious combatant that continues to fight without penalty even while disabled or dying.

Razor-Sharp Tusks and Hooves (Ex): A Calydonian boar's natural weapons are razor-sharp, granting a +4 bonus to damage. This extra damage is already added to the listed damage.

Rend (Ex): When a Calydonian boar successfully hits with both its hoof attacks, it deals an additional 2d4+9 points of rending damage.



CERBERUS

Large Magical Beast

Hit Dice:	13d10+91 (162 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	60 ft. (12 squares)
Armor Class:	20 (–1 size, +5 Dex, +6 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+13/+27
Attack:	Bite +20 melee (1d8+8)
Full Attack:	3 bites +20 melee (1d8+8) and snake tail bite +15 melee (1d6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Death gaze, poison, rend 2d6+12
Special Qualities:	Damage reduction 5/—, darkvision 120 ft., immunity to petrification and conjuration (teleport) spells, spell resistance 19, regeneration 5, resistance to cold and fire 10, scent
Saves:	Fort +14, Ref +13, Will +10
Abilities:	Str 26, Dex 20, Con 24, Int 14, Wis 18, Cha 17
Skills:	Climb +16, Jump +17, Listen +22, Spot +22, Survival* +13
Feats:	Alertness, Combat Reflexes, Diehard, Improved Initiative, Iron Will, Spring Attack ^B
Environment:	Any land and underground
Organization:	Solitary, pack (2–4)
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral or evil
Advancement:	14–18HD (Large), 19–24 (Huge)
Level Adjustment:	—

A fierce, six-foot-long, three-headed dog blocks your path. Death radiates in its crimson eyes, and drool drips down its long fangs. Behind it, its tail, a live snake, whips back and forth, ready to strike at the nearest target.

This triple-headed canine generally serves as a guardian of a gate, underground passage, etc. Once it has been charged with a task, it relentlessly attacks anything or anyone who interferes with that task, except the one who tasked it. Occasionally, the strange dogs are found in the wild in packs. In which case, anyone with the ability to speak to the animal may attempt to gain its services. Wizards particularly seek out the dogs to defend various parts of their strongholds.

The cerberus is a six-foot-long, black mastiff. His three canine heads each have large round crimson eyes, long fangs, and mouths that drip and spew forth saliva. Additionally, the dog's tail is a living, venomous snake.

CERBERUS (UNIQUE)

Huge Magical Beast

Hit Dice:	25d10+225 (362 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	60 ft. (12 squares)
Armor Class:	24 (–2 size, +4 Dex, +12 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+23/+45
Attack:	Bite +34 melee (2d8+12)
Full Attack:	3 bites +34 melee (2d6+12) and snake tail bite +28 melee (1d8 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Death gaze, ghost touch, poison, rend 2d6+18, soul devour
Special Qualities:	Blink, damage reduction 10/—, darkvision 120 ft., immunity to petrification and conjuration (teleport) spells, spell resistance 33, regeneration 10, resistance to cold and fire 15, scent, uncanny dodge
Saves:	Fort +25, Ref +20, Will +14
Abilities:	Str 34, Dex 18, Con 28, Int 14, Wis 18, Cha 17
Skills:	Climb +33, Jump +33, Listen +28, Spot +27, Survival +25
Feats:	Alertness, Combat Reflexes, Diehard, Great Fortitude, Improved Initiative, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Spring Attack ^B , Track, Weapon Focus (bite)
Environment:	Any land and underground
Organization:	Unique
Challenge Rating:	22
Treasure:	None
Alignment:	Lawful evil
Advancement:	None
Level Adjustment:	—

COMBAT

A cerberus attacks only if someone tries to pass in or out of the area it guards. Once it has accepted a guardianship, it never willingly moves more than 60 ft. from the passage or thing it guards, and it cannot be moved by magical means.

The dog begins its attack with its death gaze, and then follows with his breath weapon. His bite attacks follow. A cerberus attacks until all his opponents are dead or have retreated.

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into ghosts 24 hours later.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Rend (Ex): If two of a cerberus' heads hit,

then the cerberus latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: *Cerberus receives a +8 racial bonus on Survival checks when tracking by scent.

CERBERUS (UNIQUE)

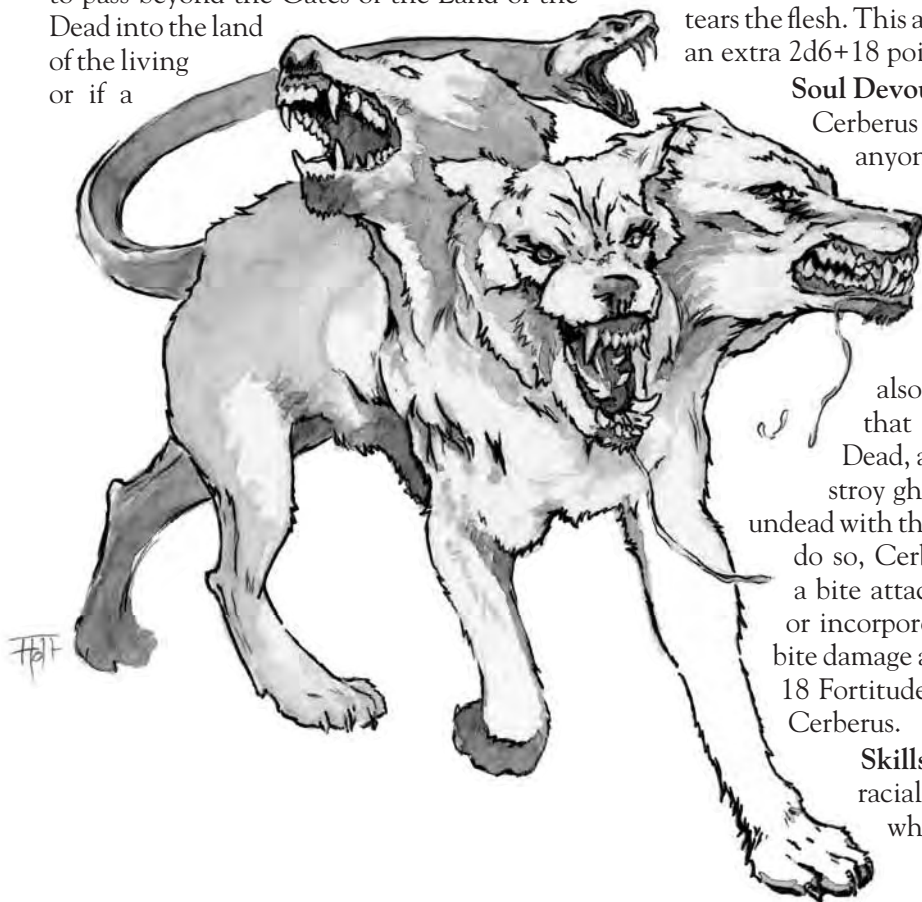
A massive, thirty-foot-long, three-headed dog blocks the gate, clearly intent on allowing none to pass. Drool drips from its long fangs, and its tail, a live snake, whips continuously behind it. Its red eyes shine in the available light.

The triple-headed, 30-foot-long Cerberus is the guardian of the Land of the Dead (often called Hades), where he keeps the dead souls in Hades and does not allow the living to pass. If a dead soul attempts to pass beyond the Gates of the Land of the Dead and back into the land of the living, Cerberus attacks relentlessly until that soul returns to the Realm of the Dead. He immediately attacks living creatures attempting to enter the gate, and he often devours their souls.

Cerberus has crimson eyes, long fangs, and a venomous snake for a tail.

COMBAT

Cerberus attacks only if a dead soul attempts to pass beyond the Gates of the Land of the Dead into the land of the living or if a



living soul (living creature) attempts to enter the Realm of the Dead. Cerberus never willingly moves more than 60 ft. from the Gates and cannot be moved by magical means.

Cerberus attacks until all his opponents are dead or have retreated. He usually devours the souls of those he slays, but he may (20% of the time) allow them to pass into the Realm of the Dead, preferring to feast on their body instead.

Blink (Su): Cerberus can use *blink* as the spell (caster level 18th), and can evoke or end the effect as a free action.

Death Gaze (Su): Death, range 30 feet, Fortitude DC 20 negates. Humanoids who die from this attack are transformed into ghosts 24 hours later, whereupon, if Cerberus doesn't devour them, they must make a DC 30 Will save or enter the Land of the Dead.

Ghost Touch (Ex): Cerberus' physical attacks deal damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to Cerberus' attacks).

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Rend (Ex): If two of Cerberus' heads hit, then he latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+18 points of damage.

Soul Devour (Su): As a free action, Cerberus can devour the soul of anyone he outright kills. Once he does so, that victim can never be returned to the living unless Cerberus is killed, thereby releasing the souls he's devoured. Cerberus can also devour the bodiless souls that live in the Land of the Dead, and he can attack and destroy ghosts or other incorporeal undead with this supernatural ability. To do so, Cerberus must succeed with a bite attack. If successful, the soul or incorporeal undead takes normal bite damage and must succeed at a DC 18 Fortitude save or be devoured by Cerberus.

Skills: *Cerberus receives a +8 racial bonus on Survival checks when tracking by scent.

CHARYBDIS

Water Elemental, Huge (Water)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	21 (–2 size, +4 Dex, +9 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+12/+27
Attack:	Slam +17 melee (2d10+7/19–20)
Full Attack:	2 slams +17 melee (2d10+7/19–20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Watery master, drench, spew, vortex
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to cold and fire
Saves:	Fort +15, Ref +9, Will +8
Abilities:	Str 24, Dex 18, Con 21, Int 10, Wis 12, Cha 11
Skills:	Listen +22, Spot +22
Feats:	Alertness, Cleave, Improved Critical (slam), Improved Bull Rush, Iron Will, Power Attack
Environment:	Any ocean, lake, sea
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	17–20 HD (Huge)
Level Adjustment:	—

CHARYBDIS (UNIQUE)

Water Elemental, Elder Huge (Water)

Hit Dice:	24d8+123 (231 hp)
Initiative:	+6 (+6 Dex)
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	23 (–2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+18/+35
Attack:	Slam +25 melee (2d10+9/19–20)
Full Attack:	2 slams +25 melee (2d10+9/19–20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, spew, vortex
Special Qualities:	Control water, damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to cold and fire, fast healing 3, spell resistance 17
Saves:	Fort +21, Ref +18, Will +11
Abilities:	Str 28, Dex 22, Con 21, Int 12, Wis 12, Cha 11
Skills:	Knowledge (nature) +25, Listen +30, Spot +30
Feats:	Alertness, Cleave, Great Fortitude, Improved Critical (slam), Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Toughness
Environment:	Any ocean, lake, sea
Organization:	Unique
Challenge Rating:	12
Treasure:	None
Alignment:	Neutral evil
Advancement:	None
Level Adjustment:	—

As you look across the bow, you see that your ship is headed toward a vicious whirlpool. As the ship edges closer to its doom, a torrent of water slams across the deck,

washing many of your companions overboard. Deep within the depths of the whirlpool, two lights glow like eyes.

A charybdis is an ever-moving, vicious whirlpool. Three times a day, she can suck down vast quantities of the seawater to create a vortex, and three times a day, she can spew it out again.

A charybdis often works in conjunction with a scylla to torment sailors.

COMBAT

As a water elemental, a charybdis prefers to fight in a large body of water where she can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A charybdis gains a +1 bonus on attack and damage rolls if both she and her opponent are touching water. If the opponent or the charybdis is touching the ground, the charybdis suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A charybdis can be a serious threat to a ship that crosses her path. She can easily overturn small craft (5 feet of length per Hit Die of the charybdis) and stop larger vessels (10 feet long per HD). She can slow even large ships (20 feet long per HD) to half speed.

Drench (Ex): The charybdis' touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Large or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals charybdis' HD).

Vortex (Su): Three times per day, the charybdis can suck down vast amounts of water, becoming a greater vortex. She can hold this form for up to 4 rounds per 2 HD (default 32 rounds). In vortex form, the charybdis can move through the water or along the bottom at her swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 or more feet tall, depending on the charybdis' size. The charybdis controls the exact height, but it must be at least 10 feet.

The charybdis' movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 25 Reflex save when it comes into contact with the vortex or take 2d8 points of damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage,

but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the vortex. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the vortex suffer a -4 penalty to Dexterity and a -2 penalty on attack rolls. The charybdis can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The charybdis can eject any carried creatures whenever she wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the charybdis and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

A charybdis in vortex form cannot make slam attacks and does not threaten the area around it.

Spew (Su): Three times per day, a charybdis can spew forth a cone of water (but only immediately after she uses her vortex ability) at a target as a standard action. The charybdis can target this 50-foot-radius cone at a range of 100 ft. + 10 ft./HD. Those targets must make a DC 15 Reflex save (for half) or suffer 8d6 points of bludgeoning damage from the force of the water. Additionally, those standing on a ship's deck must make a DC 18 Reflex save or be forced overboard.

Skills: A charybdis has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

CHARYBDIS (UNIQUE)

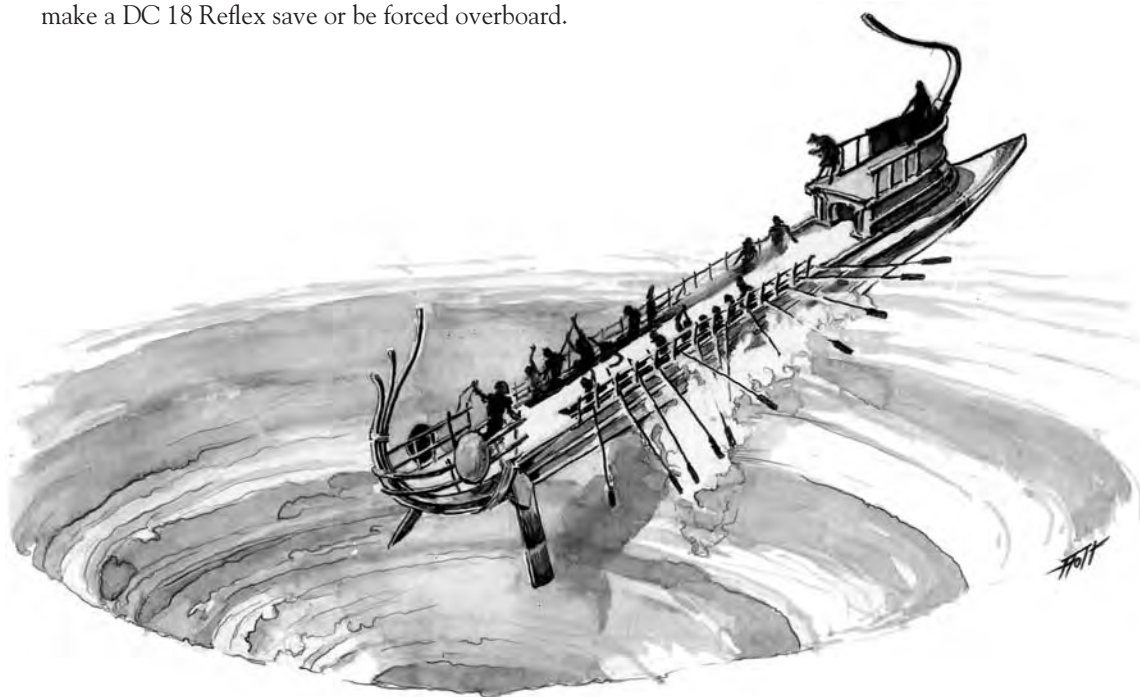
The daughter of Gaea and Poseidon, Charybdis once tried to steal Geryon's oxen from Herakles. Herakles complained to Zeus, and the god struck her with a thunderbolt, which forced her into the sea across from the monster Scylla. After her fall, Charybdis forever became a whirlpool. Three times a day, she can suck down vast quantities of the seawater to create a vortex, and three times a day, she can spew it out again.

Charybdis remains near Scylla in a sort of bond of mutual spite that approximates friendship, and the two often cooperate against unlucky ships.

The unique Charybdis fights largely as a lesser charybdis, with the following exceptions:

Control Water (Su): Charybdis can *control water* as the spell (caster level 20), and can evoke or end the effect as a free action.

Spew (Su): Three times per day, Charybdis can spew forth a cone of water (but only immediately after it uses its vortex ability) at a target as a standard action. Charybdis can target this 100-foot-radius cone at a range of 200 ft. + 10 ft./HD. Those targets must make a DC 20 Reflex save (for half) or suffer 8d6 points of bludgeoning damage from the force of the water. Additionally, those standing on a ship's deck must make a DC 22 Reflex save or be forced overboard.



CYCLOPS, CRAFTER

Large Giant

Hit Dice: 9d8+18 (58 hp)
Initiative: +6 (+6 Dex)
Speed: 40 ft.
Armor Class: 22 (-1 size, +6 Dex, +7 natural), touch 15, flat-footed 16

Base Attack/Grapple: +6/+16

Attack: Heavy mace +11 melee (2d6+6) or javelin +11 ranged (1d6+6)

Full Attack: Heavy mace +11/+6 (2d6+6) or 2 javelins +11 ranged (1d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Low-light vision, resistance to fire 10, master craftsman

Saves: Fort +10, Ref +9, Will +5

Abilities: Str 23, Dex 22, Con 15, Int 16, Wis 14, Cha 11

Skills: Craft (any 5) +18, Knowledge (architecture and engineering) +12, Listen +4, Spot +4

Feats: Alertness, Craft Magic Arms And Armor^B, Craft Wondrous Item^B, Endurance, Great Fortitude, Skill Focus [Knowledge (architecture and engineering)]

Environment: Any land or underground

Organization: Solitary, band (2–8), clan (20–40, with 50% non-combatants and 1 5th-to-9th-level fighter clan leader)

Challenge Rating: 5

Treasure: Standard coins; double goods; double items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +5

This giant, gaunt, one-eyed creature stands over 12 feet tall. Grime and soot covers his worn tunic and thick leather apron.

The one-eyed cyclopes crafters are gaunt but strong giants. They are 12 feet tall and weigh 500 lbs. They spend their time creating weapons and goods for gods and kings. They often live underground, where they toil away at large forges. They are known for their ability to imbue these finely crafted items with magic.

intelligently, using javelins and great bronze maces designed for their own hands. Some take advantage of their resistance to fire by standing in the middle of great fires to throw javelins, forcing their opponents to risk the flames to engage them.



COMBAT

Crafter cyclopes do not initiate combat unless intruders attempt to sabotage their work or steal the items they have made. They fight

CYCLOPS, SAVAGE

Large Giant	
Hit Dice:	13d8+91 (149 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	30 ft. in hide armor (6 squares), base 40 ft.
Armor Class:	21 (-1 size, +9 natural, +3 hide), touch 9, flat-footed 21
Base Attack/Grapple:	+9/+23
Attack:	Greatclub +18 melee (2d8+10/19–20) or slam +18 melee (1d4+10)
Full Attack:	Greatclub +18/+13 melee (2d8+10/19–20) or 2 slams +18 melee (1d4+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +15, Ref +4, Will +5
Abilities:	Str 30, Dex 10, Con 25, Int 10, Wis 12, Cha 11
Skills:	Climb +18, Jump +18, Listen +9, Spot +9
Feats:	Cleave, Great Cleave, Improved Critical (greatclub), Improved Initiative, Power Attack
Environment:	Any land or underground but prefer temperate hills
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–35 plus 35% noncombatants)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

This giant, one-eyed creature bristles with muscle, easily carrying an uprooted tree as a greatclub. Necklaces of various bones adorn his chest, and a feral gleam fills his eye.

The one-eyed savage cyclopes are strong brutes with a taste for flesh. They stand between

12 and 15 feet tall and weigh 2200 lbs. They spend their time hunting for humanoids to eat and terrorizing nearby settlements. Unlike their crafter kin, whom they often capture and force into slavery, they shun most honest work, though a few clans breed sheep. Most prefer to prey on the weak and seize treasure from the wealthy.

COMBAT

The savage cyclopes attack with their greatclubs or their slam attacks. They are not crafty fighters. Instead, they use their brute force to take what they want.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.



DACTYL

Small Outsider (Evil, Native)

Hit Dice:	4d8 (18 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 40 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+1
Attack:	Iron/masterwork light mace (small) +6 melee (1d4+1), or sling +5 ranged (1d3+1)
Full Attack:	Iron/masterwork light mace (small) +6 melee (1d4+1), or sling +5 ranged (1d3+1)
Space/Reach:	2-1/2 ft./2-1/2 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +5, Will +8
Abilities:	Str 13, Dex 12, Con 10, Int 20, Wis 18, Cha 15
Skills:	Appraise +14, Concentration +7, Craft (armorsmithing) +12, Craft (calligraphy) +12, Craft (carpentry) +12, Craft (gemcutting) +12, Craft (locksmithing) +12, Craft (weaponsmithing) +12, Decipher Script +14, Knowledge (arcana) +12, Knowledge (metallurgy) +12, Use Magic Device +9
Feats:	Diligent, Dodge
Environment:	Temperate mountains
Organization:	Solitary, pair, family (10–25), clan (25–120)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	5–7 HD (Small)
Level Adjustment:	+2

These hairless creatures have gray, leathery skin. Small wings protrude from their backs, and their hands end in long, thin fingers.

The dactyls are small winged demons that live in the highest, most precarious mountain peaks, far away from civilization. Their lairs, whose entrances are numerous small tunnels, extend far into the mountain, where they toil away at forges.

Dactyls have gray skin as tough as leather. Their long, thin fingers give them their name (dactyl meaning “fingers”).

Dactyls know the secrets of iron metallurgy, and they use this secret to craft tools and fine weapons fit for a king. The dactyls protectively guard this secret, however, not even sharing it with the dwarves with whom they often share a mountain home with and trade with.

Many adventurers seek out the small demons to acquire the best weapons. The dactyls abhor strangers, however, and they often harass them, trying to knock mountain climbers who near their home from the mountain. Those who succeed in finding the demons’ lair, must haggle



with them, and having no use for money, they often ask for tasks to be performed in exchange for their items.

Note: This dactyl entry presumes that bronze is the default material, and thus their iron weapons are treated as masterwork. In a game where the knowledge of ironworking is more widespread, the dactyls may know the secret of steel, or simply be master crafters.

COMBAT

The dactyls prefer not to fight, for they hate to be interrupted in their work. A few scouts do watch the lands around their home, and they attack those travelers with their iron maces, which they can transform into magic weapons before attacking, or their spell-like abilities.

Spell-Like Abilities: At will — *magic weapon, greater magic weapon, transmute rock to mud*; 3/day — *blindness/deafness, cause fear, charm person, hypnotize, sleep, suggestion*. Caster Level 8.

DIOMEDEAN HORSE

Large Animal

Hit Dice:	5d8+20 (42 hp)
Initiative:	+2 (+2 Dex)
Speed:	60 ft. (12 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+13
Attack:	Bite +8 melee (1d6+6/19-20)
Full Attack:	Bite +8 melee (1d6+6/19-20) and 2 hooves +6 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +1
Abilities:	Str 22, Dex 14, Con 18, Int 2, Wis 10, Cha 6
Skills:	Listen +3, Spot +3, Survival +3*
Feats:	Improved Critical (bite), Improved Natural Attack (bite), Multiattack ^B
Environment:	Any temperate land
Organization:	Solitary or herd (6-9)
Challenge Rating:	3
Advancement:	—
Level Adjustment:	—

These tall, restless horses have strong, sleek, dark coats. Something about them reminds you of a lion on the hunt.

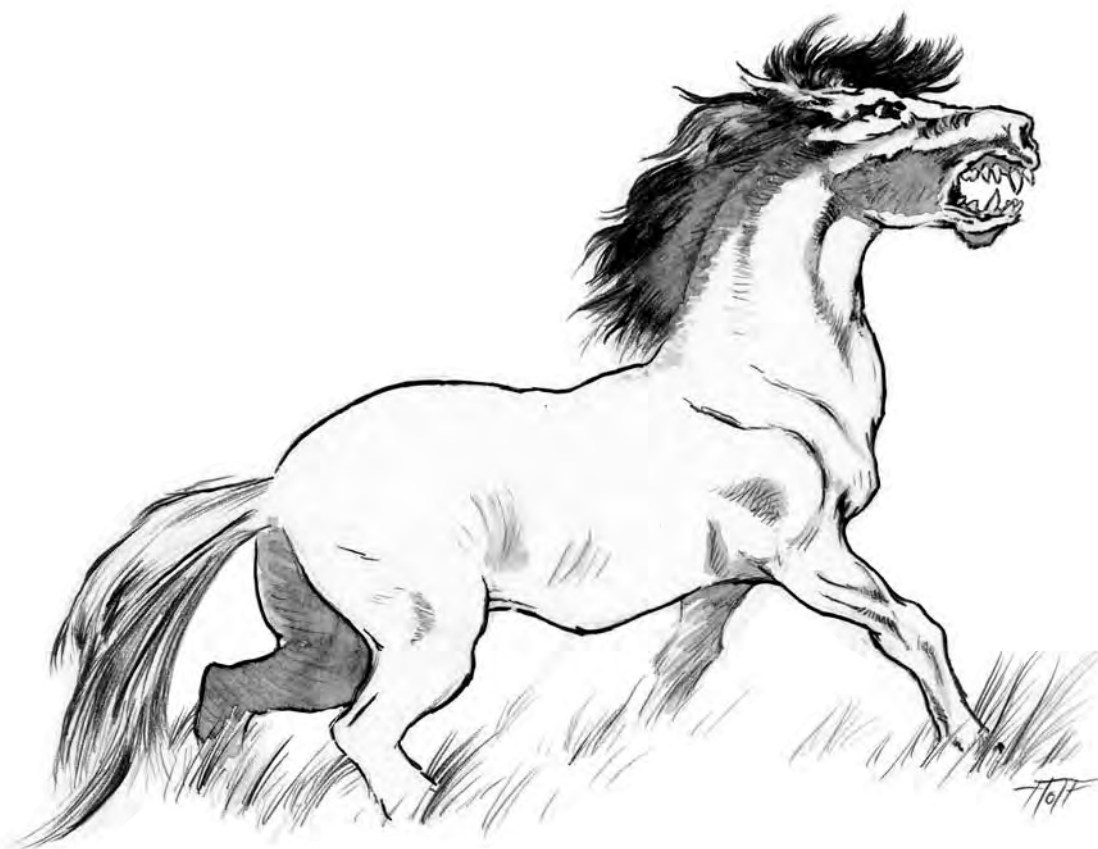
These flesh-eating, aggressive horses stand a hand taller than most heavy warhorses. They can be domesticated but must be fed raw flesh daily, or they become hostile and turn on their owners. They make excellent warhorses, as they are fast and fierce.

COMBAT

When encountered in the wild, these horses hunt in packs. They chase down livestock and humanoids whenever encountered, often eating beyond the point of satiation. Domesticated Diomedean horses can fight while carrying a rider, but their rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a Diomedean horse is up to 500 pounds; a medium load, 501-800 pounds; a large load, 801-1100 lbs. The Diomedean horse can drag 5500 pounds.

Skills: Diomedean horses receive +4 racial bonus on Jump checks. *The horses have a +4 racial bonus on Survival checks when tracking by scent.



GRAY WOMEN (ΓΡΑΙΕΔΕ)

Medium Monstrous Humanoid

Hit Dice:	6d8+12 hp (39 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	11 (+11 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+6/+10
Attack:	Claw +10 melee (1d6+4)
Full Attack:	2 claws +10 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Bardic knowledge, blindsight 100 ft., darkvision 60 ft. (through the eye), immunities, spell resistance 15
Saves:	Fort +4, Ref +5, Will +14
Abilities:	Str 19, Dex 10, Con 14, Int 18, Wis 25, Cha 10
Skills:	Concentration +11, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +13, Listen +28, Spot +28
Feats:	Alertness, Combat Casting, Iron Will
Environment:	Any underground or temperate marsh
Organization:	Covey of 3
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	—

These three ancient, hag-like females are gaunt and have grayish skin. The women have only one eye socket each in the middle of their heads. For two of them, the eye socket is empty. Only the third's eye socket contains an eye. As you watch, she removes it and hands it to the nearest sister.

These three hags have one eye between them, but can pass it from one to the other, granting vision to whichever hag places it in her socket. Despite their blindness, they can sense visitors by hearing and scent, making it very difficult to sneak up on them. The gray women also share a single tooth, which they pass from one to the next so that all can share in a recent catch.

The gray women have the ability to cast spells, but only the hag using the eye can cast those that require sight. They are known for their great knowledge, so adventurers often seek them for answers to pressing questions. However, the gray women are dangerous to deal with, for they have a taste for humanoid flesh. When they have answered their questions and have been paid, they will most likely try to kill the adventurers.

The hags are always found in threes. They speak Common, Elven, Ignan, Stygian and Terran.

COMBAT

The gray women pass their one eye around to cast spells requiring sight of a target. They can sense foes who get close to them, and they use their natural attacks to deal with them.

Bardic Knowledge: The gray women may make a special bardic knowledge check with a bonus equal their combined Wisdom and Intelligence modifiers +2 (

synergy bonus for 5 ranks in Knowledge (history)) to see whether they know some relevant information about local notable people, legendary items, or noteworthy places.

A successful bardic knowledge check cannot reveal the powers of a magic item but may give a hint as to its general function. The gray women may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

- | | |
|----|---|
| 10 | Common, known by at least a substantial minority; common legends of the local population. |
| 20 | Uncommon but available, legends known by only a few people. |
| 25 | Obscure, known by few, hard to come by. |
| 30 | Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge. |

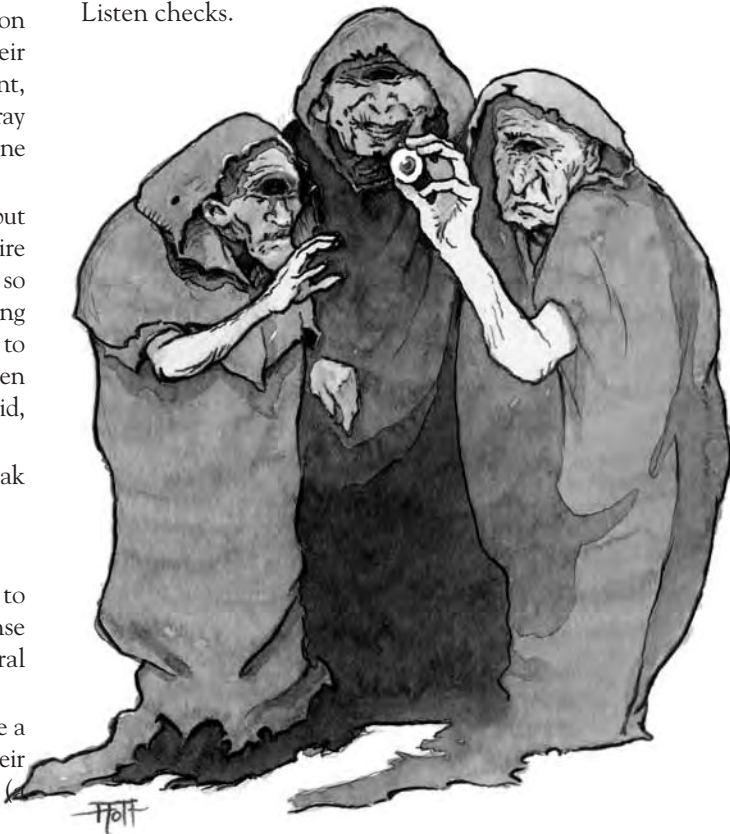
Blindsight (Ex): The gray women use their hearing and scent to ascertain all foes within 100 feet as a sighted creature would.

Immunities: The eyeless gray women have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. The gray woman using the one eye they share, however, is susceptible.

Spells: Gray women cast arcane spells as a 6th-level sorcerer. Unlike sorcerers, these spells are Wisdom-based rather than Charisma-based.

Typical Sorcerer Spells Known (6/8/7/5, save DC 17 + spell level): 0—*daze, detect magic, flare, message, ray of frost, read magic, resistance*; 1st — *color spray, comprehend languages, mage armor, magic missile*; 2nd — *bull's strength, summon monster II*; 3rd — *slow*.

Skills: Gray women have a +10 racial bonus on Listen checks.



HARPY

Medium Outsider (Chaos, Evil, Native)

Hit Dice:	6d8+7 (36 hp)
Initiative:	+2 (+2 Dex)
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+8
Attack:	Claw +8 melee (1d6+2)
Full Attack:	2 claws +8 melee (1d6+2) and beak +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, steal soul
Special Qualities:	Darkvision 60 ft., stench
Saves:	Fort +6, Ref +7, Will +6
Abilities:	Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 6
Skills:	Bluff +7, Diplomacy +2, Intimidate +7, Knowledge (geography) +9, Knowledge (the planes) +9, Listen +20, Sense Motive +10, Spot +20, Survival +10 (+12 to keep from getting lost and avoiding hazards, +12 Survival checks on other planes)
Feats:	Alertness, Flyby Attack, Toughness
Environment:	Any land or underground, Abyss, Hades
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+4

This fetid, winged creature looks like a monstrous bird with a sharp beak, but its eyes are human-like. A deep hatred for life glows within them.

Harpies are humanoid-sized, winged demons that look like birds. They have human-like eyes, and they hate all humans and humanoid beings. They see them only as cattle.

Harpies have a reputation for carrying off children, their favored meal, and stealing souls. Their favored sport is harassing travelers, and the gods often employ them to hinder mortals that displease them.

COMBAT

Harpies prefer to use their flyby attacks to effect before landing to confront their enemies.

Improved Grab (Ex): To use this ability, a harpy must hit an opponent with both claw attacks. It can then attempt to steal its soul as a free action without provoking an attack of opportunity.

Steal Soul (Su): The grabbed creature must succeed at a DC 12 Fortitude save or die instantly. The save DC is Wisdom-based. The slain creature's soul is trapped within the harpy's gullet. The trapped soul cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell



frees it, as does destroying the harpy. A harpy can hold up to five souls at a time. A harpy can release these trapped souls on other planes by regurgitating them.

Stench (Ex): A harpy excretes a foul smell. Any living creature (except other demons) within 10 feet must succeed on a DC 14 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same harpy's stench for 24 hours.

A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Additionally, a harpy's presence spoils all food, whether uncovered or not, within 10 feet of it.

Skills: Harpies have a +8 racial bonus on Listen and Spot checks.

SIRENS

This winged creature has the face and upper torso of a beautiful woman. Her arms are wings extending in sharp claws, and her feet strong hawk legs ending in talons. Her voice is heavenly — enchanting even.

Sirens are a grave danger to sailors; they are not as rapaciously cruel as harpies, but they are utterly callous and have a taste for human flesh. A siren thinks no more of luring a ship of sailors to their deaths than a herdsman would think of killing a bullock for a feast. They are not particularly brave combatants, but will fight to defend themselves if their prey does not succumb to their song and escape seems unlikely.

The entry for the harpy in the MM is more suitable to represent the classic sirens of Greek myth, although the description given is far from the Grecian version. Use the harpy statistics from the MM to represent a siren, but change the description to that given above, raise the Intelligence score to 10, and add the skills Diplomacy +8 and Perform (string instrument) +8.

LADON

Gargantuan Magical Beast

Hit Dice: 17d10+136 (229 hp)
Initiative: +3 (+3 Dex)
Speed: 50 ft. (10 squares), climb 25 ft., swim 60 ft.
Armor Class: 17 (−4 size, +3 Dex, +8 natural), touch 9, flat-footed 14

Base Attack/Grapple: +17/+36

Attack: Bite +21 melee (2d8+7)

Full Attack: Bite +21 melee (2d8+7) and tail slam +15 melee (2d8+3)

Space/Reach: 20ft./15 ft.

Special Attacks: Improved grab, swallow whole, trip

Special Qualities: Damage reduction 5/—, dark vision 60 ft., low-light vision

Saves: Fort +16, Ref +11, Will +5

Abilities: Str 25, Dex 17, Con 26, Int 11, Wis 11, Cha 14

Skills: Climb +15*, Listen +22, Spot +22

Feats: Alertness, Awesome Blow, Improved Bull Rush, Improved Natural Attack (tail slam), Power Attack, Weapon Focus (bite)

Environment: Any land or water

Organization: Solitary

Challenge Rating: 13

Treasure: No coins, 50% goods, standard items

Alignment: Always neutral evil

Advancement: 17–32(Gargantuan)

Level Adjustment: —

LADON (UNIQUE)

Colossal Magical Beast

Hit Dice: 35d10+350 (542 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft. (10 squares), climb 25 ft., swim 60 ft.
Armor Class: 18 (−8 size, +3 Dex, +13 natural), touch 5, flat-footed 15

Base Attack/Grapple: +27/+54

Attack: Bite +30 melee (2d8+7/crit 19–20)

Full Attack: Bite +30 melee (4d6+7/crit 19–20) and tail slam +28 melee (4d6+3)

Space/Reach: 30ft./30 ft.

Special Attacks: Improved grab, swallow whole, trip

Special Qualities: Damage reduction 10/—, dark vision 60 ft., low-light vision, spell resistance 10

Saves: Fort +32, Ref +17, Will +14

Abilities: Str 33, Dex 17, Con 30, Int 11, Wis 11, Cha 14

Skills: Climb +19*, Listen +40, Spot +40

Feats: Alertness, Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (tail slam), Improved Overrun, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

Environment: Any land or water

Organization: Unique

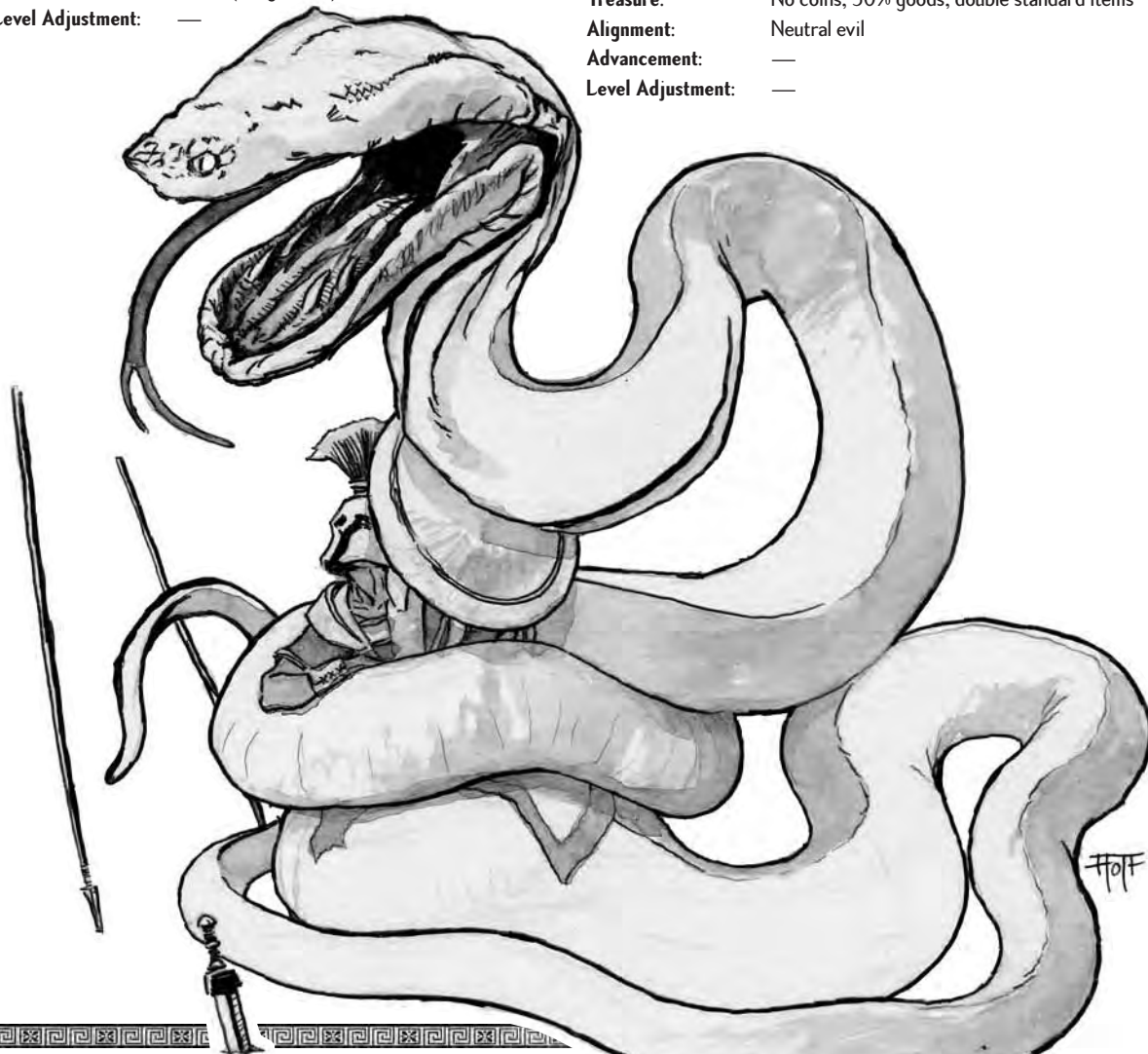
Challenge Rating: 25

Treasure: No coins, 50% goods, double standard items

Alignment: Neutral evil

Advancement: —

Level Adjustment: —



This thick, yellow-green serpent extends well over 80 feet. Its head is wedge-shaped, and when it opens its mouth, you swear it could swallow a ship of some size.

A ladon is a massive green-yellow snake with a wedge-shaped head. Its body is 10 feet in diameter, 85 feet long and weighs about 50,500 pounds. The ravenous ladon is nothing but gullet, and its jaw hinge is near the end of its body, allowing it to swallow things almost as large as itself, including small ships. It prefers to eat meat, but it will eat entire crops when meat is not readily available. Within 3 hours of eating, the ladon can eat again.

COMBAT

In battle, a ladon forms into a coil 25 feet in diameter, biting and tail slamming anything within reach.

Improved Grab (Ex): To use this ability, a ladon must hit with its bite attack or tail slam. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A ladon can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the ladon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A ladon's gullet can hold 1 ship up to 60 feet long, 2 boats of 30 ft length, and 4 smaller watercraft. Or, it can eat 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Trip (Ex): A ladon that hits with a tail slam attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ladon.

Skills: A ladon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

LADON (UNIQUE)

The serpent slowly uncoiling itself is almost impossibly huge, large enough to swallow a ship.

Its greenish scales look like bronze with a veneer of verdigris, and each is the size of a man's shield.

Like his smaller kin, Ladon is a massive green-yellow serpent with a wedge-shaped head. Its body is 20 feet in diameter, 265 feet long and weighs about 100,500 pounds. The ravenous Ladon is nothing but gullet, and its jaw hinge is near the end of its body, allowing it to swallow things almost as large as itself, including large ships.

Ladon spends most of his time in the ocean, where he feeds on whales and the occasional ship. He has been known to travel to land, devouring encountered cattle, crops, and entire villages.

COMBAT

In battle, Ladon forms into a coil 60 feet in diameter, biting and tail slamming anything within reach.

Improved Grab (Ex): To use this ability, Ladon must hit with its bite attack or slam attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): Ladon can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 5d8+20 points of crushing damage plus 12 points of acid damage per round from Ladon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 50 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Ladon's gullet can hold 1 ship up to 240 feet long, 2 ships up to 120 feet long, 4 ships up to 60 feet long, 8 boats of 30 ft length, and 16 smaller watercraft. Or, it can eat 2 Huge, 6 Large, 24 Medium, 96 Small, 384 Tiny, or 1536 Diminutive or smaller opponents.

Trip (Ex): When Ladon hits with a tail slam attack he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Ladon.

Skills: Ladon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MEDUSA (UNIQUE)

Medium Monstrous Humanoid, 12th-Level Fighter

Hit Dice:	6d8+14d10+40 (144 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	22 (+4 Dex, +8 natural), touch 14, flat-footed 18
Base Attack/Grapple:	+20/+25
Attack:	Shortbow +27 ranged (1d6+3/19–20/x3, +3 shortbow) or longsword +23 melee (1d8+5/19–20/x2, +2 longsword) or talon +21 melee (1d8+5) or snakes +23 melee (1d4 plus poison)
Full Attack:	Shortbow +27/+22/+17/+12 (1d6+3/19–20/x3, +3 shortbow) or longsword +23/+18/+13/+8 (1d8+5/19–20/x2, +2 longsword) or longsword +23 (1d8+5/19–20/x2, +2 longsword) and 2 talons +18 (1d8+3) and snakes +23 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrifying gaze, poison, poisonous blood
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +10, Ref +16, Will +15
Abilities:	Str 16, Dex 19, Con 14, Int 12, Wis 13, Cha 17
Skills:	Bluff +10, Diplomacy +5, Hide +12, Intimidate +17, Move Silently +20, Spot +9, Survival +8
Feats:	Dodge, Great Fortitude, Fly-By Attack, Hover, Iron Will, Mobility, Point Blank Shot, Improved Critical (shortbow), Improved Initiative, Improved Precise Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (shortbow)
Environment:	Any land
Organization:	Unique
Challenge Rating:	19
Treasure:	Double standard
Alignment:	Lawful evil
Advancement:	By character class
Level Adjustment:	—

This monster's form is like that of a human woman, but only barely so — her feet are brass talons, her teeth are fangs, golden scales cover her body, great brass-feathered wings sprout from her back, and her hair is a writhing mass of snakes. She nocks an arrow to her shortbow as she glares in your direction.

Medusa hates all humans, for she was once like them — a very beautiful woman, in fact — before the gods twisted her into her present form, which resembles that of her immortal gorgon sisters, Sthenno and Euryale. She enjoys turning living beings of all types to stone, though she also takes great pleasure in killing them with her bow. Medusa always takes valuables from her victims: jewelry, art objects, magic items, and, of course, coins.

Medusa is 6 feet tall and weighs 200 pounds. She speaks Common and Elven.

COMBAT

Medusa sometimes chooses to use Hide or Move Silently to catch her prey by surprise. More often than not, she uses her bow to attack enemies, frequently raining down arrows from the air. If she's wounded, she dips her arrow tips or sword blade into her own poisonous blood before attacking. When enemies get too close, she reveals herself, attempting to use her gaze attack to finish them off. Medusa carries a +3 shortbow, +2 longsword, and an efficient quiver.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, a DC 16 Fortitude save negates. The save is Charisma-based.

Poison (Ex): Snakes, Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str.

Poisonous Blood (Ex): Medusa's blood is highly venomous. If she has been wounded, she may tip her weapon with her own blood as a free action before attacking. Injury or Ingested, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str.

STHENNO AND EURYALE

If the GM wishes to represent the other two Gorgons as technically killable but still as close to immortal as makes little difference, this can be done by using Medusa's statistics and adding the qualities damage reduction 15/—, spell resistance 40 and fast healing 10.



MOUNTAIN NYMPH (OREAD)

Medium Fey

Hit Dice:	6d6+12 (39 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	+17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Dagger +6 melee (1d4/19–20/x2)
Full Attack:	Dagger +6 melee (1d4/19–20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, earth mastery, low-light vision, unearthly grace
Saves:	Fort +7, Ref +12, Will +11
Abilities:	Str 10, Dex 17, Con 14, Int 16, Wis 14, Cha 19
Skills:	Climb +8, Concentration +12, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +11, Hide +12, Listen +13, Move Silently +12, Ride +5, Sense Motive +11, Spot +13, Use Rope +3 (+5 with bindings)
Feats:	Alertness, Dodge, Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or group (4–7)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–12 HD (Medium)
Level Adjustment:	+7

You see a lithe woman laughing and dancing about the mountainside. The playful woman's beauty entralls you. As soon as she notices you, she rushes to a large stone and steps into it, disappearing from your sight.

These wild mountain nymphs frolic on the mountainsides that serve as home. They are quite skittish, and they flee upon seeing possible danger. When frightened, they flee into the stone around them. They will defend their home from those who would destroy the stone. For this reason, they sometimes come into conflict with races who mine or those quarrying stone for building materials.

The nymphs do not associate with many races. Their beauty causes men's hearts to race, and even some of the gods have fallen prey to their charms. Oreads are always female.

COMBAT

Mountain nymphs prefer to flee when confronted with danger. However, if their homes are threatened, they fight back. They often use their magic to turn others to stone or to charm them into leaving them alone. If those tactics do not work, they resort to melee.

Earth Mastery (Ex): A mountain nymph gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the mountain nymph suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

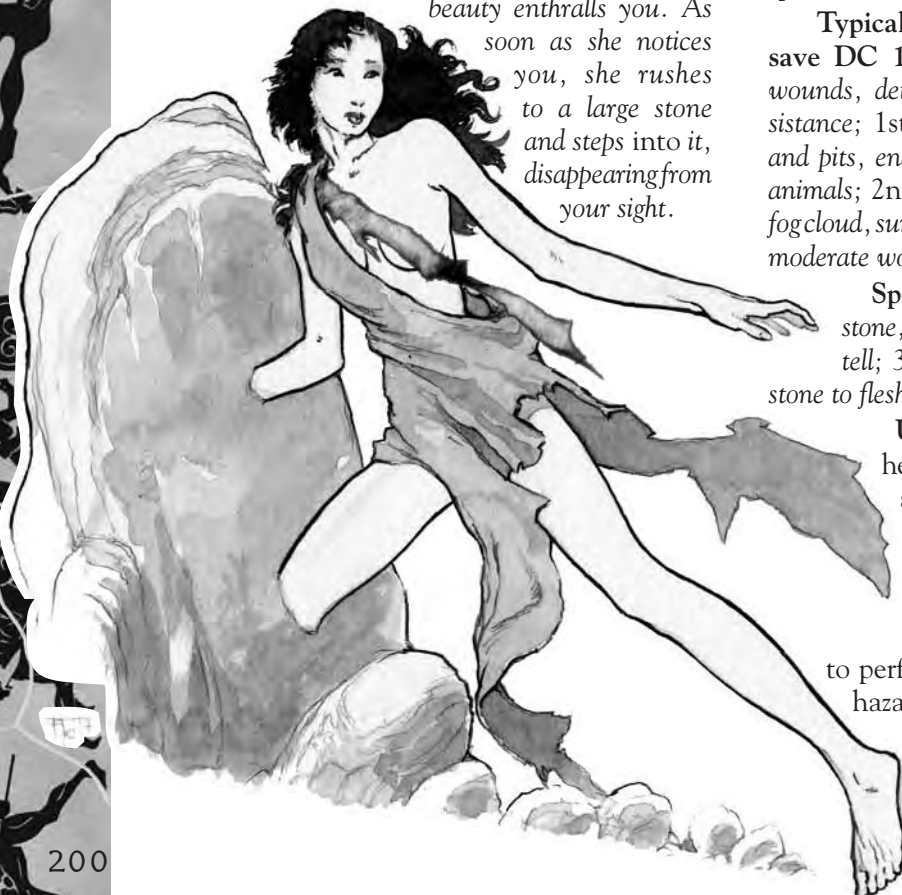
Spells: A mountain nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/2/1, save DC 12 + spell level): 0 — cure minor wounds, detect magic, flare, guidance, light, resistance; 1st — cure light wounds, detect snares and pits, endure elements, longstrider, speak with animals; 2nd — bear's endurance, bull's strength, fogcloud, summon swarm; 3rd — call lightning, cure moderate wounds; 4th — spike stones.

Spell-Like Abilities: At will — meld into stone, soften earth and stone, stone shape, stone tell; 3/day — charm person, flesh to stone, stone to flesh; 1/day — stonemask, suggestion.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Skills: A mountain nymph has a +8 racial bonus on any Climb check to perform some special action or avoid a hazard. She can always choose to take 10 on a Climb check, even if distracted or endangered. She can use the run action while climbing, provided she climbs in a straight line.



NEMEAN LION

Huge Magical Beast

Hit Dice:	11d10+33 (88 hp)
Initiative:	+3 (Dex)
Speed:	40 ft. (8 squares)
Armor Class:	17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+11/+27
Attack:	Claw +17 melee (1d8+8)
Full Attack:	2 claws +17 melee (1d6+8) and bite +15 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake (1d8+4)
Special Qualities:	Damage reduction 15/bludgeoning, darkvision 60 ft., invulnerability to weapons, low-light vision, scent
Saves:	Fort +10, Ref +10, Will +3
Abilities:	Str 26, Dex 16, Con 17, Int 9, Wis 11, Cha 10
Skills:	Hide +10*, Listen +7, Move Silently +10*, Spot +7
Feats:	Awesome Blow ^B , Improved Bull Rush, Improved Natural Attack (claws), Multiattack, Power Attack
Environment:	Temperate lands
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	11
Treasure:	Standard (if encountered in lair)
Alignment:	Always neutral
Advancement:	12–17 HD (Large); 18–25 HD (Huge)
Level Adjustment:	—

This immense lion has a tawny hide marred by the occasional dark streak. It is much bigger than any normal lion you've seen, larger even than any horse.

Nemean lions hunt whatever prey is available. They have little fear of most humanoids who prefer to fight with man-made weapons, for their hides are so supernaturally strong that

they cannot be cut by ordinary weapons. In fact, a Nemean lion's worst enemy is another Nemean lion, for their claws and teeth are the only things readily capable of slicing through their hide. The occasional spellcaster causes problems, however, but the Nemean lion's speed and ferocity often allows it to take out those enemies very quickly.

COMBAT

The Nemean lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a Nemean lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

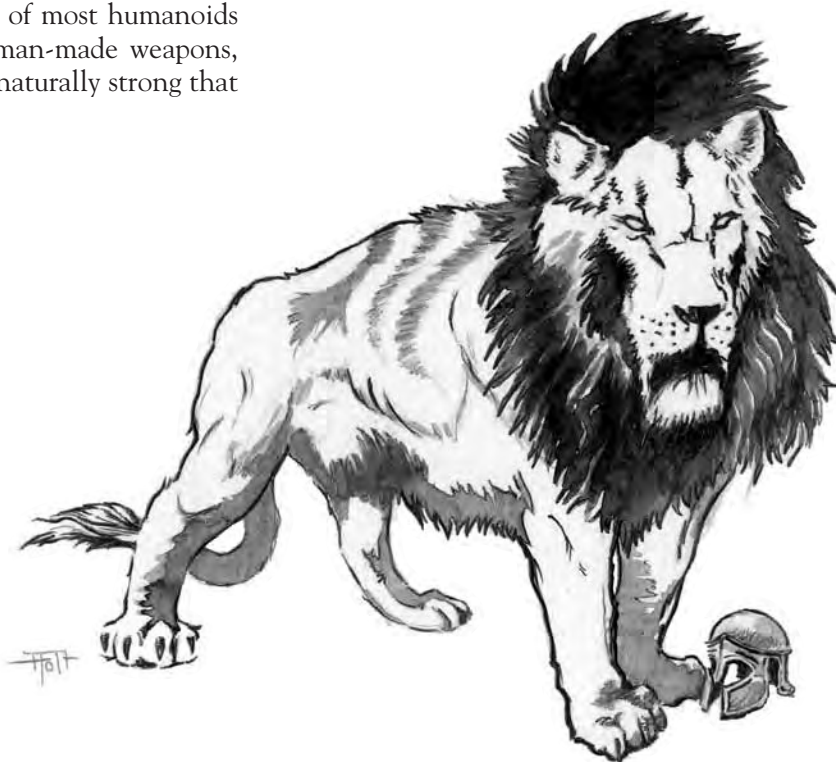
Pounce (Ex): If a Nemean lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +19 melee, damage 1d8+4.

Nemean Hide and Claws (Ex): A Nemean lion's damage reduction does not apply to the claws and teeth of other Nemean lions.

Skills: Nemean lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.



SCYLLA

Huge Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+2 (Dex)
Speed:	30 ft. (6 squares)
Armor Class:	23 (–2 size, +2 Dex, +13 natural), touch 10, flat-footed 21
Base Attack/Grapple:	+12/+24
Attack:	Bite +15 melee (2d6+4/19–20/x2)
Full Attack:	6 bites +15 melee (2d6+4/19–20/x2) and snakes +12 melee (2d6 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Poison
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., improved uncanny dodge, low-light vision, scent, uncanny dodge
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 19, Dex 14, Con 18, Int 11, Wis 12, Cha 10
Skills:	Listen +13, Spot +13, Survival +11
Feats:	Alertness, Improved Critical (bite), Multiattack, Snatch, Weapon Focus (bite)
Environment:	Temperate cliff caves and islands
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	13–16 HD (Huge); 17–20 HD (Gargantuan)
Level Adjustment:	+4 (cohort)

SCYLLA (UNIQUE)

Gargantuan Magical Beast

Hit Dice:	20d10+120 (230 hp)
Initiative:	+2 (Dex)
Speed:	30 ft. (6 squares)
Armor Class:	26 (–4 size, +2 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+20/+38
Attack:	Bite +25 melee (2d8+4/19–20/x2)
Full Attack:	6 bites +25 melee (2d8+4/19–20/x2) and snakes +23 melee (2d8 plus poison)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Poison, spells
Special Qualities:	Damage reduction 10/—, darkvision 60 ft., improved uncanny dodge, low-light vision, scent, uncanny dodge
Saves:	Fort +20, Ref +14, Will +11
Abilities:	Str 27, Dex 14, Con 22, Int 11, Wis 17, Cha 10
Skills:	Listen +19, Spot +19, Survival +17
Feats:	Alertness, Great Fortitude, Improved Critical (bite), Iron Will, Multiattack, Snatch, Weapon Focus (bite)
Environment:	Temperate cliff caves and islands
Organization:	Solitary
Challenge Rating:	18
Treasure:	Double standard
Alignment:	Chaotic evil
Advancement:	None
Level Adjustment:	—

This massive creature has the torso of a nymph-like woman. Her lower body is a mass of heads: six dogs and numerous snakes. Each dog's maw appears large enough to grab a man in its mouth.

This horrid monster has a nymph's torso and twelve feet. Six dog heads and numerous snakes protrude from her lower body. The dogs incessantly bark between attacks; the noise is disconcerting and adds to the horror of the attack.

While a scylla generally lives alone, she often works with a charybdis. Together, the two harass sailors that enter their domain.

COMBAT

A scylla generally works in concert with a charybdis to kill sailors who venture into their domain. While the charybdis sends the ship into a whirlpool, the scylla emerges from the nearby cliffs to snatch sailors off the ship's deck.

Uncanny Dodge (Ex): The scylla's ever-vigilant dogs prevent her from being caught flat-footed. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): The scylla's dogs are ever vigilant, preventing the scylla from being flanked.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

SCYLLA (UNIQUE)

Scylla was formerly a water nymph. Her great beauty caught the eye of a sea-god that Circe loved, and the jealous enchantress transformed Scylla into a horrid beast. While Scylla still maintains her nymph torso, her beauty is marred by the mass of dog heads and snakes that swirl around her.

While Scylla lives alone in some mountain cliffs surrounding an ocean, she works in conjunction with Charybdis. Together, the two harass sailors that enter their domain. Scylla still maintains a few of her water nymph abilities, such as her spells and spell-like abilities.

COMBAT

While Charybdis sends a passing ship into a whirlpool, Scylla emerges from the nearby cliffs to snatch sailors off the ship's deck. One of Scylla's spell-like abilities allows her to transform into liquid form, whereby she submerges and rises to

attack ships. She only does this when Charybdis is not about, for she does not wish to succumb to her vortex like the hapless sailors.

Uncanny Dodge (Ex): Scylla's ever-vigilant dogs prevent her from being caught flat-footed. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): Scylla's myriad dog and snakeheads prevent her from being flanked.

Poison (Ex): Injury, Fortitude DC 26, initial damage 1d6 Str, secondary damage

2d6 Str. The save DC is Constitution-based.

Spells: Scylla casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0 — *cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st — *cure light wounds, endure elements, longstrider, magic stone, summon nature's ally I*; 2nd — *animal messenger, cat's grace, chill metal, fog cloud*; 3rd — *cure moderate wounds, protection from energy*; 4th — *spike stones*.

Spell-Like Abilities: At will — *freedom of movement, gust of wind, liquid form**; 3/day — *control water, quench*; 1/day — *control winds, wind wall*.

*Indicates new spell



STYMPHALIAN BIRD (BRONZE BEAK)

Large Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3 (Dex)
Speed:	10 ft. (2 squares), fly 120 ft. (good)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw + 8 melee (1d8+6/19-20/x2)
Full Attack:	2 claws +8 melee (1d8+6/19-20/x2) and beak +2 melee (1d6+4)
Space/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Feather volley, razor-sharp natural weapons
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Listen +10, Spot +14, Survival +4
Feats:	Flyby Attack, Improved Critical [®] , Weapon Focus (claw)
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5-25), great eyries (30-150)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+3 (cohort)

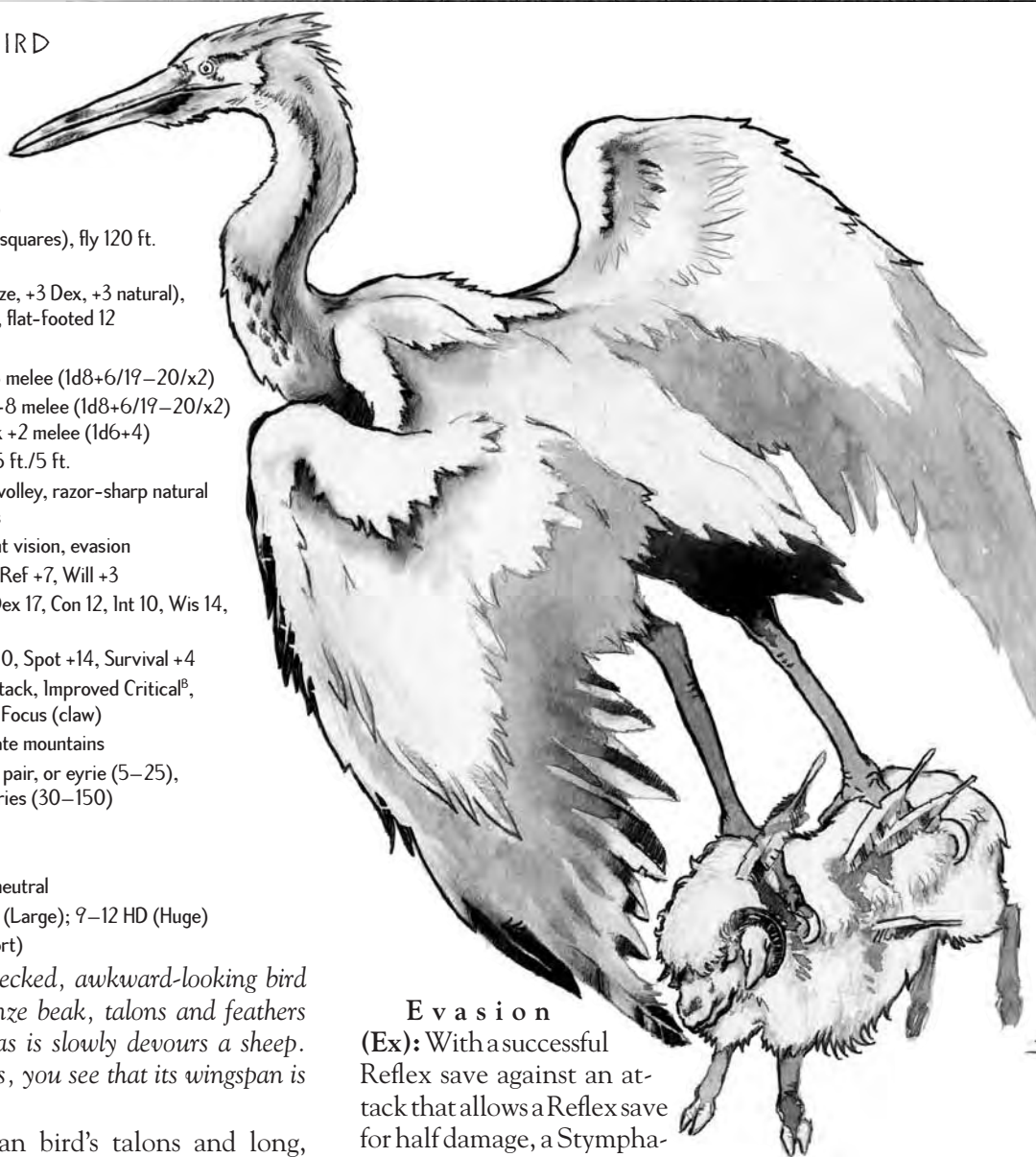
You see a long-necked, awkward-looking bird of great size. Its bronze beak, talons and feathers glow in the sunlight as it slowly devours a sheep. As it spreads its wings, you see that its wingspan is easily over 10 feet.

The Stymphalian bird's talons and long, straight beak are made of razor-sharp bronze. Its feathers are likewise tipped in bronze, and the bird may fire them at targets.

The bird stands 7 feet tall and has a 14-foot wingspan. The bird weighs roughly 350 lbs. The bird makes its home in the mountains, and it generally hunts within a 10-mile radius of its lair. It prefers to prey on living creatures, and it especially likes livestock and humanoids. If allowed to breed unchecked, the Stymphalian birds' population quickly grows to 100 or more. In such numbers, they can devastate whole villages.

COMBAT

Stymphalian birds attack from the air. They either swoop in with claw attacks, or they loose a volley of bronze feathers. The bird will land and attack foes if it thinks it has the upper hand.



Evasion

(Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a Stymphalian bird takes no damage.

Feather Volley (Su): The Stymphalian bird's feathers are tipped with bronze. It can loose a volley of these as a standard action once every three melee rounds (the feathers grow back quickly, almost as if by magic). The volley is a ranged attack (+6 ranged if performed as the only attack, +1 melee if performed as part of a full attack). The volley deals 2d4+2 points of damage.

Razor-Sharp Natural Weapons (Ex): A Stymphalian bird's natural weapons are made of razor-sharp bronze. Treat them as masterwork weapons. Additionally, they are so sharp that they deal an extra 2 points of damage (which is already reflected in the statistics above).

Skills: Stymphalian birds have a +4 racial bonus on Spot checks.

WATER NYMPH (OCEANIDS, NAIADS, OR NEREIDS)

Medium Fey

Hit Dice:	6d6+6 (27 hp)
Initiative:	+3 (Dex)
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	+17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Dagger +6 melee (1d4/19–20/x2)
Full Attack:	Dagger +6 melee (1d4/19–20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells, spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, low-light vision, unearthly grace, water dependence, water mastery
Saves:	Fort +7, Ref +12, Will +12
Abilities:	Str 10, Dex 17, Con 12, Int 16, Wis 16, Cha 19
Skills:	Concentration +10, Diplomacy +6, Handle Animal +13, Heal +11, Hide +10, Listen +14, Move Silently +12, Perform (sing) +11, Sense Motive +12, Spot +14, Swim +14, Use Rope +3 (+5 with bindings)
Feats:	Alertness, Dodge, Weapon Finesse
Environment:	Temperate water
Organization:	Solitary or group (4–7)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–12 HD (Medium)
Level Adjustment:	+7

You see a group of stunning, dark-haired women laughing and playing in the water. As soon as they notice you, they dive into the water and disappear.

Often called naiads (nymphs living in freshwater brooks and streams), nereids (saltwater nymphs), or oceanids (river nymphs), these beautiful water nymphs reside away from civilization, as men often covet them for their beauty and occasionally these men attempt to force their attentions on the nymphs — especially pirates who capture them and keep them in large barrels or water tanks. Luckily, the nymphs can turn into liquid and flee most enemies.

Water nymphs are always female. They have dark

hair, lithe bodies, and elf-like features. A water nymph can explore land, but she must always return to the water. If she fails to do so, she dies.

COMBAT

Water nymphs avoid combat. Upon spying danger, they turn into water and flee. They do fight if they have to. In such instances, they rely on their magic before drawing weapons.

Spells: A water nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0 — *cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st — *cure light wounds*, *endure elements*, *longstrider*, *magic stone*, *summon nature's ally I*; 2nd — *animal messenger*, *cat's grace*, *chill metal*, *fog cloud*; 3rd — *cure moderate wounds*, *protection from energy*; 4th — *spike stones*.

Spell-Like Abilities: At will — *freedom of movement*, *gust of wind*, *liquid form**; 3/day — *control water*, *quench*; 1/day — *control winds*, *wind wall*.

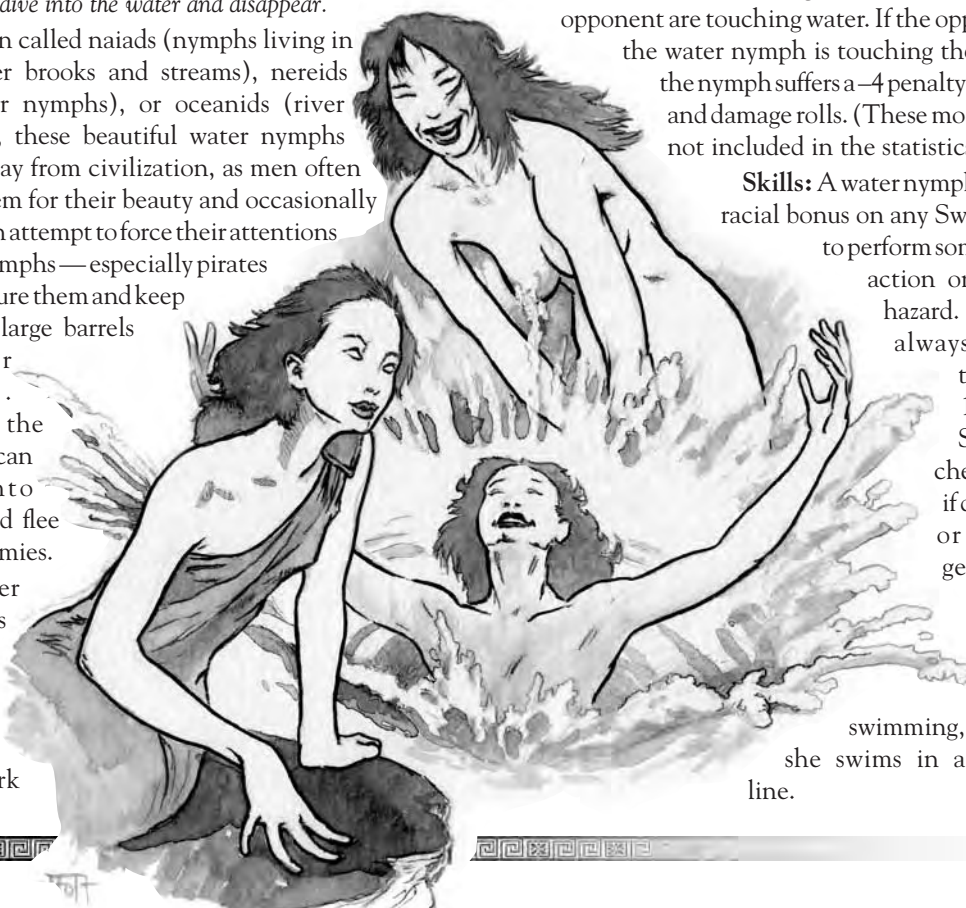
*Indicates new spell

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Water Dependent (Ex): A water nymph can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in the DMG).

Water Mastery (Ex): A water nymph gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water nymph is touching the ground, the nymph suffers a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Skills: A water nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.



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THE REQUIEM

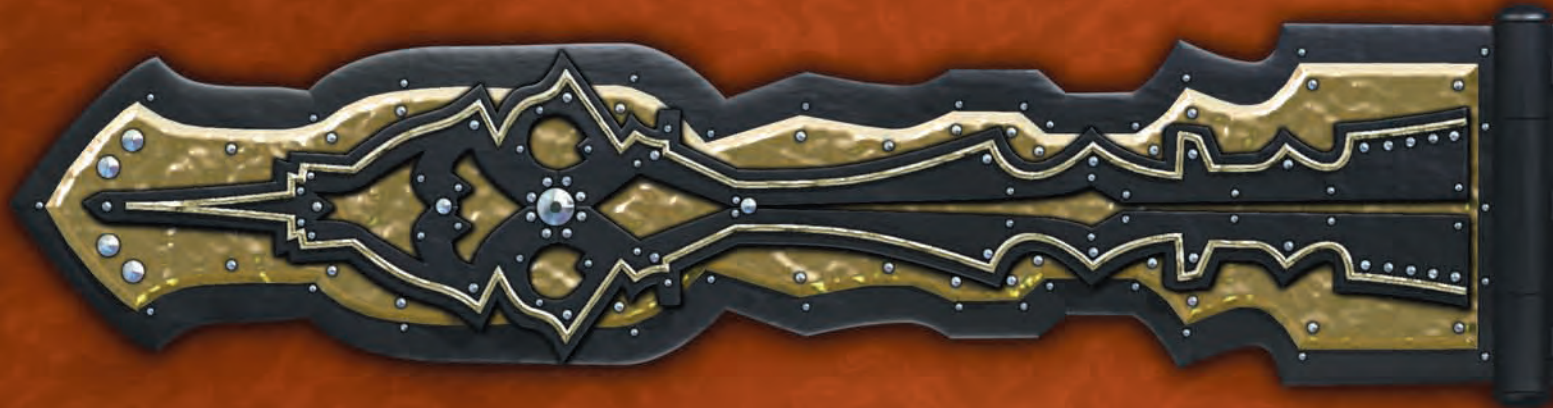
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