

H O M E R ' S

O D Y S S E Y

A Fantasy Role-Playing Game Adventure

Playtest Material v0.3



ἄνδρα μοι ἔννεπε, μοῦσα, πολύτροπον, ὃς μάλα πολλὰ
πλάγχθη, ἐπεὶ Τροίης ἱερὸν πτολίεθρον ἔπερσεν·
πολλῶν δ' ἀνθρώπων ἴδεν ἄστεα καὶ νόον ἔγνω,
πολλὰ δ' ὃ γ' ἐν πόντῳ πάθεν ἄλγεα ὄντα κατὰ θυμόν,
ἀρνύμενος ἦν τε ψυχὴν καὶ νόστον ἐταίρων.

HOMER'S ODYSSEY, BOOK 1, LINES 1-5
(ΟΜΗΡΟΥ ΟΔΥΣΣΕΙΑ, ΡΑΨΟΔΙΑ 1, ΣΤΙΧΟΙ 1-5)

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Please note that this game is still under development and that the following is playtest material.

Some characters and events in this book are fictitious. Any similarity to real persons, living or dead, is coincidental and not intended by the author. However, if you've had the opportunity to meet a Cyclops, be harassed by Sirens or lost your memory by eating lotus fruit, please get in touch with us. We'd love to hear your stories!

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WHO WE ARE

Seven Thebes™ is a new start-up company dedicated to the development of role-playing games and board games with mythological and historical themes. We are a small team who love gaming and are committed to developing high quality, original games. We conduct historical research to create worlds and games that retain the original flavour of the sources, but are also fun and epic to play.

Our company is named after the Ancient Greek tragic play Seven Against Thebes, by the poet Aeschylus, which relates the events of the War of Thebes, the first of the two great wars of the Age of Heroes (the other being the Trojan War).

WHAT IS THIS PRODUCT?

This is a role-playing game (RPG) adventure based on Homer's Odyssey. It is a product created by Seven Thebes in collaboration with the Getty Museum in Los Angeles, USA. The adventure has been designed using the rules and world setting of Land of Myth: Age of Palaces™, our fantasy RPG based on Ancient Greek Mythology and Homer's semi-historical world that corresponds to Mycenaean Bronze Age Greece. The game mechanics have been developed using the popular OGL-SRD5 mechanics. Although the rulebook for Land of Myth: Age of Palaces has not been released yet, the game has been under development for several years and has gone through various stages. Most notably, the game was originally 5th edition compatible, but it has grown into its own game with unique mechanics derived directly from the heroic world of the Homeric epics.

A BRIEF INTRODUCTION TO THE LAND OF MYTH: AGE OF PALACES™ & THE WORLD OF HOMER

Welcome to the Land of Myth!

Land of Myth: Age of Palaces™ is a fantasy role-playing game set in Mythological Ancient Greece. It is a game setting based on Homer's great epics (the Iliad and the Odyssey) which take place during Hesiod's 'Age of Heroes'. The greatest heroes from Greek Mythology such as Hercules, Perseus, Theseus, Achilles, Diomedes, Jason and Bellerophon, and their legendary exploits such as the Argonautic Expedition, the Calydonian Boar Hunt, the War of Thebes and the Trojan War all come from this unique Age of Heroes.

We strive to bring the original flavour of Homeric Greece to life in an epic gaming environment while remaining faithful to Ancient Greek mythology and cosmology. This is reflected in all aspects of the game: character classes; magic, spells and magical artefacts; the weapons, armours and equipment; the environment and the monsters. As a result, even though the world is full of mythical beings, peoples and beasts, there are no elves, dwarves or halflings, neither goblins nor orcs, nor many of the typical sword-and-sorcery monsters.

Following the Greek tradition of great stories and quests, our game's heroes are strictly human. This conveys humanity's place in the Greek cosmos, and the unique relationship Greeks have with their gods. Throughout Homer's Odyssey, the hero Odysseus meets numerous peoples (e.g. the Cyclopes, the Laestrygonians, the Lotus-Eaters) but none worship or offer sacrifices to the gods—two key features of human civilization. Humans differ from the world's other inhabitants in many ways, but primarily in their mortality and their dependence on the favour of the gods. The other races come from previous Ages, so their relationship with the gods and the land differs accordingly. They do not need to struggle to survive because the land provides for them.

This world was created during the Golden Age by the Titan god Cronus, father of Zeus. He made it for the children of the gods, a garden for the immortals. Consequently, this world is indifferent to the plight of mortals, who must fight against it to carve out small havens of human civilization. Unlike the peoples and creatures of previous Ages (Golden, Silver & Bronze) humans have to toil the land, sow and harvest, tend the flocks and build high walls in order to have food, shelter and safety. Human civilization is defined by this struggle. Agriculture, wine and bread, walled cities, and perhaps most importantly, the offering of sacrifices. Stepping beyond these enclosures of humanity is crossing the threshold from the normal into the supernatural, from safety into peril, from the mundane into the heroic.

This enchanted and supernatural land is the Wilderness. The Wilderness is both a physical space of flourishing nature, home to countless beings and monsters, as well as a living, sentient organism with the explicit purpose of expanding, growing and providing for its inhabitants. The Wilderness is everything: the verdant forests, the desert dunes, the icy tundras, the remote mountains, any environment that has remained wild and beyond the influence of human civilization. Where human influence ends, at the furthest edges of rural

settlements and farmlands, the Wilderness begins. However, since the Wilderness is a living organism, it perpetually reclaims any areas it has lost with unforgiving, neutral inevitability. This creates constant tension on the borderlands, where the Wilderness is trying to recover its lands and humans must fight it to maintain their farmlands and settlements.

In a world of intrigue, war and constant struggles against natural and supernatural forces, the heroes leave the safety of their cities and villages in search of great adventures. These are the player characters. As they adventure they will gain Glory, which is valued more than anything else in the Age of Palaces, and by serving the gods they will also earn Divine Favour. This way the player characters are travelling the road to true Heroic status. Becoming a renowned hero, one acknowledged even by the gods, is the ultimate goal of every adventurer in the Land of Myth.

THE GODS

There are many deities in the Greek Pantheon. There are the Primordial Gods, the oldest of all; then come the Titans who ruled over the Golden Age of Cronus; and then come the Olympians, led by the mighty Zeus, who have been ruling since the Silver Age. Although power resides with the Olympians, numerous minor gods and several old gods continue to wield power and vie for authority, prestige and the sacrifices of mortals.

Their constant conspiracy and competition among each other, and meddling in mortal affairs means in every mortal pursuit there is always at least one immortal who supports the cause and one who opposes it. The more grand the mortal schemes, the more attention they will attract and the greater their success or suffering will be.

Last but not least, we have neighboring deities, mainly from Egypt and Mesopotamia, who are also trying to establish a foothold in Greece—just as the Greek gods are doing in foreign lands. This constant effort to expand their influence causes new and old altars, sanctuaries and temples to constantly appear or resurface. Such places of divine power can be found in the remotest Wilderness havens or in the forgotten nooks and crannies of bustling cities. After all, this is a very ancient land and there are countless lost and forgotten places and cultures.

THE HISTORICAL WORLD OF THE HOMERIC EPICS

The historical era of the Homeric epics corresponds to the Late Greek Bronze Age, around the 12th century BCE, in the period of Mycenaean Greece. The Mycenaean Civilization (1700 to 1100 BCE) was named after the Peloponnese city of Mycenae which held the palace of king Agamemnon and was the successor to the Minoan Civilization. This was a period of great trade and manufacture. Mycenaean Greece was famous for exporting ceramics, terracotta figurines, carved ivory, gold jewelry and perhaps most famously, perfumed oil in small, elaborately decorated jars, highly prized throughout the Eastern Mediterranean and beyond.

The Mycenaean centers of power and religion were the fortified palaces of the local kings. Great examples of these palaces can be found in Mycenae, Tiryns, Pylos, Ithaca and many other locations around Greece. The king (anax) or local lord (basileus) ruled, organised trade, patronized craftsmen, played host to strangers, decided war and worshiped the gods from the safety and comfort of their palace. However, these palaces were not amidst sprawling urban centers, but rather acted as hubs of trade, politics and religion for rural and agricultural regions.

In this world of warriors, nobles and heroes, the key values of honour, martial valor (arete), pity and hospitality earned someone respect and glory both among their equals, but also in the eyes of the gods. A warrior, king or hero was expected to be equally good in war, worship, hospitality and tending to their community's needs. Even the greatest of nobles knew how to toil the land, fish, hunt and skin an animal, rig a ship and read the changes of the weather. One became a hero not by being above and beyond common life, but by being passionate about life, exploration and, of course, about war.

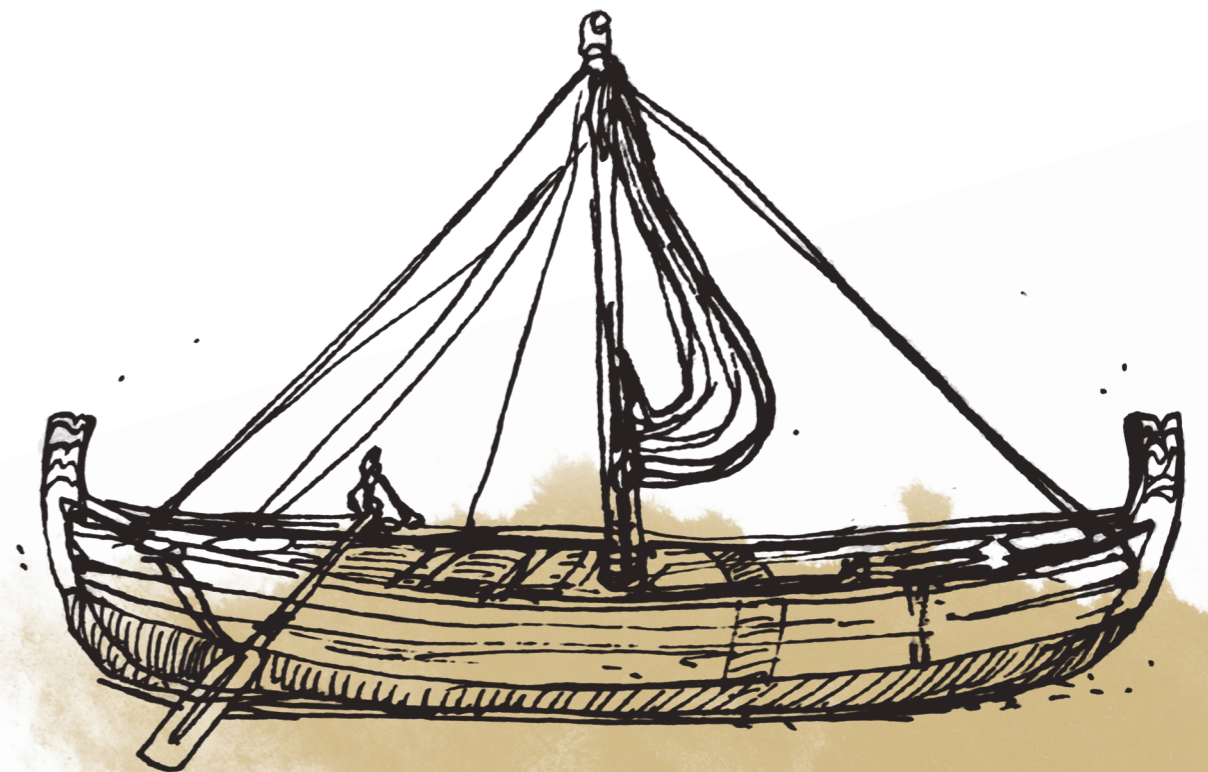
HOW DOES THIS ADVENTURE DIFFER FROM THE REAL HOMER'S ODYSSEY?

As you may suspect, this adventure scenario does not strictly follow the events of the ancient epic. Nonetheless, while we have drawn inspiration from other myths and adapted the story to produce a fun and exciting adventure, almost all of the scenario's characters, locations, events and information have been directly drawn from the original text.

The most significant change we made was to make Telemachos and his companions the protagonists. Second, we expanded Telemachos' company beyond Peisistratos. He is now accompanied by his aunt Ctimene, Halitherses the Seer and Phemia the bard, all of whom are mentioned in the original story of the Odyssey (with the minor difference of Phemia (female bard) is originally Phemios (male bard)). Moreover, we invented the character of Theoris, the Thessaly Sorceress from central Greece. Third, we have extended Telemachos' journey beyond Lakedaemonia (Sparta) into the wondrous, enchanted and perilous Wilderness where Odysseus had been trapped for the past ten years. Last but not least, we have re-imagined some of the famous locations and encounters of the Odyssey in order to create the story in this book.

We hope you enjoy playing this adventure as much as we enjoyed making it.

May Zeus look favourably upon you!





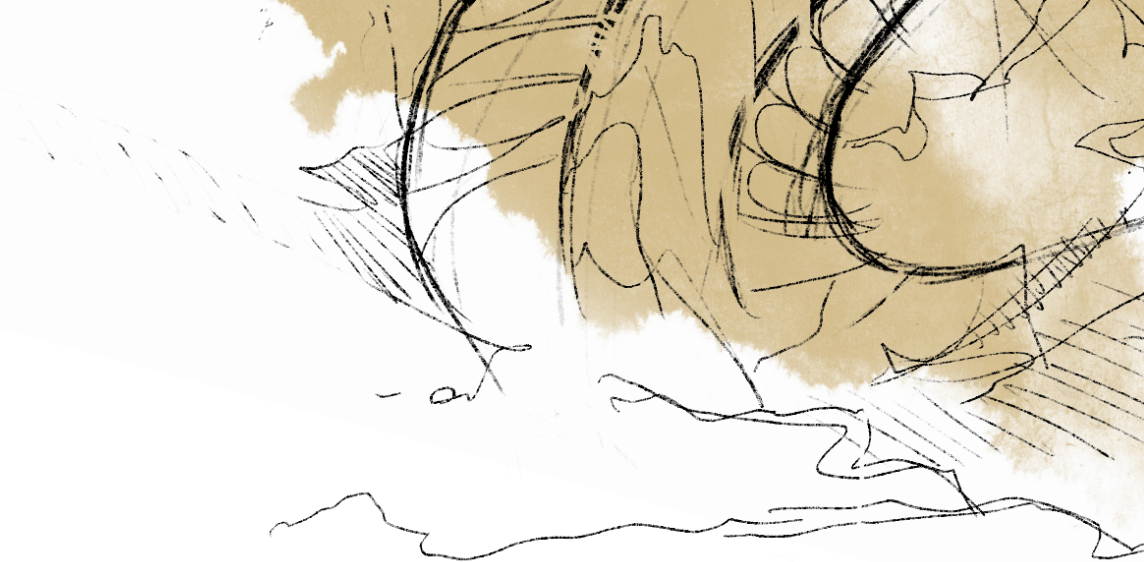
SAFETY & CONSENT

For a game to be fun and enjoyable, as it should be, it is crucial that all participants feel safe, comfortable, respected and heard. Especially in role-playing games (RPGs) where the participants simulate challenging situations with significant levels of realism and immersion, uncomfortable or even traumatic topics and situations can easily arise. Even more so in games which claim to be semi-historical, such as ours, to which people may bring their various assumptions or biases.

For this reason it is crucial for *everyone* involved in a game—players and game master alike—to share the responsibility of creating a safe and welcoming environment for all, irrespective of race, gender, sexuality, ethnicity, creed or anything else that could be used as an excuse to marginalize or exclude someone. It is also a standard and uncompromising obligation for everyone to observe good manners and etiquette, and to ensure no offensive language, profanity, invasion of privacy or any kind of harassment ever reaches the gaming space.

Land of Myth: Age of Palaces is a game set in a pseudo-historical era based on Mycenaean Bronze Age Greece, as described by the great Ancient Greek poet Homer in his renowned works the *Iliad* and the *Odyssey*. During this game's development, a lot of hard work was put into academic research that would ensure a fair representation of all aspects of life, politics, religion and technology for that period. Under no circumstances must this ever be used by anyone as an excuse for inappropriate or discriminatory behavior.

The historical reality of ancient civilizations, no matter how advanced they were, is sharply different from our reality today. When running a game and sharing a gaming space you are obliged to behave in a manner befitting 21st century sensitivities and etiquette.



Talk about things beforehand: Since this game includes potentially challenging topics, it is imperative that before the start of the game you spend a few minutes to talk about these with all participants. Clarify where everyone stands and set limits.

We have adapted the in-game social norms to match those of today, but some issues still need to be cleared with everyone in your gaming space. This game, like most fantasy games of this genre, includes violence, polytheism, sacrifices to the gods, violence to animals, etc. Take time to discuss these and ask everyone to clarify how they feel about these and where they draw the line. No one needs to explain themselves, and their position is non-debatable. Just take note of where everyone's limits are and respect them. Some subjects may have to be banned completely, e.g. animal sacrifices to the gods. While others may be acceptable by everyone if they are implied but not actually described, e.g. bloodshed and gore during combat.

Implement a Safety Tool: A simple and effective tool for setting boundaries while running the game is the 'X Card'. This is a piece of paper, index card etc., with an X drawn on it. Put it in the middle of the table or give each player their own. When someone has an issue with what is being discussed, described or happening (in the game or among the participants), they can raise or tap the card and indicate to everyone that what is happening is off limits for them. At that point it is the obligation of everyone to respect this, not ask questions, and move on with the game, skipping the topic in question.

Be Respectful! Be Cordial! Be Fair! This is the way for everyone to have fun.

ABOUT THIS ADVENTURE MODULE

What is OGL-SRD5 & What do you Need to Play this Game

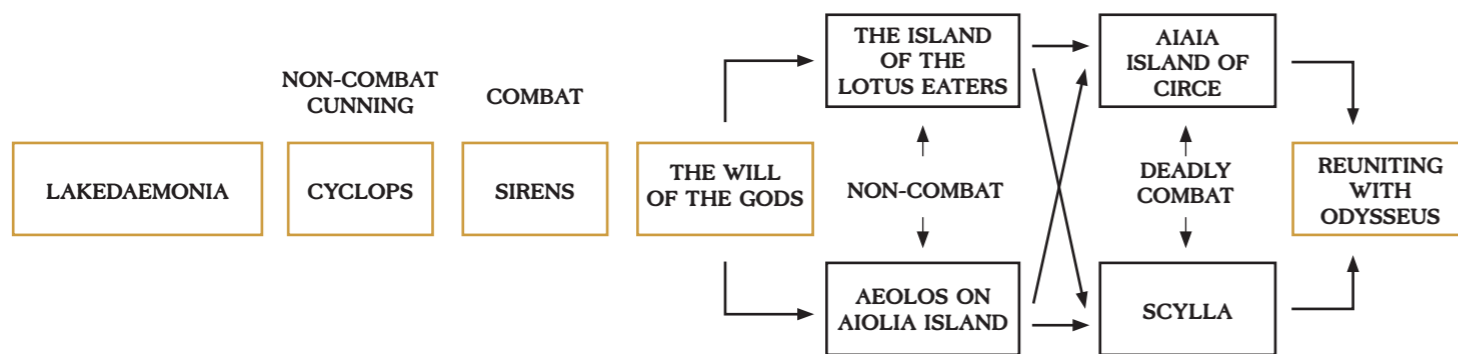
Land of Myth: Ages of Palaces™ is a role-playing game developed under the OGL-SRD5 (Open Gaming License V1.0a - System Reference Document 5.1). That means to play this game you need a set of polyhedral dice (commonly used in fantasy gaming), a pen & paper, and a copy of the (OGL-SRD5) which you can find online and download for free.

Adventure Structure

This adventure was designed as a 'one shot' (i.e. to be run in a single session) but the material packed in here could easily be extended across two or even three sessions.

The story is inspired by the first four chapters of Homer's Odyssey (known as the Telemachy) which describe Telemachos' journey to find news of his long lost father, Odysseus. We expanded the story to send Telemachos and his companions through the enchanted lands that Odysseus visited during his decade-long journey.

The diagram below shows the sequence of encounters in this adventure. Players' choices will determine which path their characters follow and how their search for Odysseus concludes.



Main Goal: The PCs primary goal is to survive all encounters and be reunited with Odysseus. There are two final encounters the PCs can face. Either they face and defeat Circe, whereupon she will tell them how to reach Odysseus on the island of the Phaeacians, or they face and defeat Scylla, which will leave them stranded, but Odysseus will arrive with a Phaeacian ship to rescue them. Whichever they face, both of the final encounters are potentially lethal!

Secondary Goal: As the PCs make choices within the encounters, and make sacrifices or libations to the gods, they may earn Divine Favour, and Kleos, Nostos & Ponos points. The amounts will differ depending on their choices, and degree of success. For this adventure, these are tracked by the Game Master, and count collectively for the group, not individually for each PC. The final totals will indicate how successful the party was in gaining the support and approval of the gods in their quest.

Traveling Between Locations: Whenever the player characters (PCs) conclude an encounter

and depart for the next adventure location, their journey will last 3d3+1 days. This is important for things such as tracking the consumption of rations and progress of healing.

This Adventure's Themes: This is not an adventure about unearthing lost treasures and looting forgotten temples, and it offers almost no random treasure or loot. This is intentional. This adventure has been designed to promote exploration and engagement with the Homeric world (society, religion, environment) and specifically with the wondrous world presented in the Odyssey. Combat is part of the answer to some of the encounters and the final encounter is potentially deadly, but not all encounters can be solved with force, and there may be consequences for its use.

THE LAND OF MYTH MECHANICS: A RULES-LIGHT VERSION

Below are all the rules and mechanics which differ from the OGL-SRD5 or are unique to Land of Myth.

NO ALIGNMENT

Greek morality and worldview lacked a clear-cut distinction between good and evil. Instead, they viewed Order and Chaos as opposing forces in the cosmos. The absence of Alignments does not mean the player characters (PCs) can run amok. PCs are expected to abide by social norms, respect the gods, avoid committing hubris and promote and protect the interests of the communities they serve. This is the real path to becoming a true Hero!

ABILITY SCORES

The six familiar Ability Scores of the OGL-SRD5 are the backbone of the game mechanics. Here is how we view them in our game:

Strength (**STR**): Physical prowess, power.

Dexterity (**DEX**): Reflexes, balance, agility, speed.

Constitution (**CON**): Physical endurance, stamina, perseverance.

Intelligence (**INT**): Intellect, deduction, logic, knowledge, memory.

Wisdom (**WIS**): Experience, observation, emotional intelligence, deeper understanding of life. For saving throws, it represents the passive stamina of your psyche.

Charisma (**CHA**): Charm, persuasion, social skills, etiquette, artistic ability. For saving throws, it represents strength of character and psyche, for resisting outside influence or attack.

Land of Myth's Ability Score modifiers are different from OGL-SRD5. This is to limit the accumulation of bonuses, and to make the game grittier and more challenging (see the Ability Score Modifiers table).

ABILITY SCORE MODIFIER TABLE

Ability Score	Modifier
3-5	-2
6-8	-1
9-11	0
12-14	+1
15-17	+2
18-20	+3
21-23	+4
24-26	+5
27-29	+6
30	+7

DIFFICULTY CLASS – TARGET NUMBER

Land of Myth uses 'Target Number' (TN) instead of Difficulty Class (DC). While it functions the same, we feel it is more intuitive, and easier for new players to remember.

MAKING A CHECK

Whenever rolling an Ability or Skill Check, the player must roll equal to or higher than the Target Number (TN) set by the Game Master.

In Land of Myth the base TN is 11, which is increased for more difficult challenges, or decreased for easier ones. If a challenge is especially easy (TN 5 or below), don't call for a check.

Success, Failure & Fail Forward

In Land of Myth there are up to 4 possible outcomes to a check: High Success, Success, Fail Forward, and Failure. A High Success is when you surpass the TN by more than five (e.g. a total of 16 on a TN 11 check). Similarly, you Fail Forward if you fail a check by five or less (e.g. a total between 6 and 10 on a TN 11 check). Rolling lower than 5 under the TN is a Fail. On a High Success, the GM can rule that not only was the task achieved, but some unexpected benefit was also obtained. On a Fail Forward, the GM should rule that the goal was achieved, but at a price. Because each situation is unique, the application or not of a High Success or Fail Forward is always at the GM's discretion. This is primarily a narrative tool that gives the GM the opportunity to produce dramatic outcomes with variable results.

Advantage & Disadvantage

Land of Myth does not use the OGL-SRD5 method of rolling 2d20. Instead, based on the situation, the GM assigns a bonus from +2 to +6 or a penalty from -2 to -6. When applying these, keep in mind that the OGL-SRD5's Advantage/Disadvantage system is roughly equal to +4/-4. As a general rule, ask players to describe their method and reason for using a specific skill before they roll the dice. Depending on their method and environmental factors, apply bonuses or penalties accordingly.

Critical Hit Damage

When scoring a critical hit, calculate the attack's maximum damage (max damage die and modifiers) then roll damage as usual and add it to the total. If you roll maximum damage, add it to the total as usual and roll again, repeating as necessary until you roll below max.

DAMAGE & HEALING

Healing in Land of Myth is not as fast or easy as in the OGL-SRD5 rules. The purpose is to make the game grittier and more challenging, but also to function as an incentive for the PCs to be creative, avoid battle when possible and, when they do engage in combat, to think tactically, make preparations and be open to retreating.

Rest: In Land of Myth, a Short Rest is 6 to 8 hours of sleep, representing your day's rest. A Long Rest is a week-long rest in a comfortable location with decent meals, which restores all lost hit points and exhaustion levels, without the need for any rolls.

Healing Rate: The healing rate of a Short Rest is based on your Constitution (CON) ability score:

CON 8 or lower: 1d4 HP per day
CON 9-11 (mod 0): 1d6 HP per day
CON 12-14 (+1): 2d6 HP per day
CON 15-17 (+2): 3d6 HP per day
CON 18-20 (+3): 4d6 HP per day

Injuries: As damage accumulates, there are three stages of injury: Wounded, Severely Wounded and Unconscious.

Wounded: A creature is left with half ½ hit points or fewer.

Severely Wounded: A creature is left with a quarter ¼ hit points or fewer.

For this adventure, these conditions are greatly minimised to keep the rules simple. These are typically used to force combatants to make morale checks or simply flee combat, or in a few cases to trigger special effects or abilities.

Unconscious: When an attack reduces a character to 0 hp they do not die outright, unless the attack's damage was equal to 50% of their total hit points. While unconscious, a character must roll Death Saves, unless stabilised by another character who makes a successful Medicine check TN (DC) 11 to bandage them up.

A note on hit points: Monsters and beasts in Land of Myth, as well as player characters over 6th level, have significantly fewer hit points than their equivalents in the OGL-SRD5 mechanics. This is to make the game grittier, make combat faster, increase the significance of injuries, promote tactical thinking and force players to find alternatives to combat.

SKILLS

There are three kinds of skills in Land of Myth: General Skills, Class Skills and Combat Manoeuvres (which for the warriors are considered Class Skills).

General Skills represent knowledge and skills that all PCs and most NPCs have. These begin at -1 and increase by one for every skill point invested.

Class Skills are specialised skills unlocked by class training. Even without investing skill points in a class skill, you are still knowledgeable about it. These begin at 0 modifier and increase by one for every skill point invested.

These are the most important new skills that we added to the game:

General Skills

Mythology (INT): Knowledge of legends, lore, the gods, renowned heroes and monsters, and important events in the Greek world.

Seafaring (WIS): In a land surrounded by sea on all sides, nearly everyone has some knowledge of boats, ships, seafaring and navigation.

Worship (CHA): Knowledge of holy rituals and religious etiquette, religious festivals, the function of temples and oracles, but above all the performance of sacrifices, libations and funerals.

Warrior Class Skill

Hunting (WIS): This skill has two functions. It encompasses the knowledge and skill required to track, ambush, trap or shoot prey with bow or spear. It also reflects their knowledge of the importance of hunting as a social event and military exercise, among warriors.

Trickster Class Skills

Pickpocketing (DEX): Perform delicate, precise tasks including unobtrusively removing small items from another's belt or pouch.

Burglary (DEX): Access a location by collecting information, infiltrating, climbing and breaking in.

Stealth (DEX): Identical to the normal Stealth skill, but as a Class Skill it grants the Trickster a higher modifier.

Detect & Remove Traps (INT): Anticipate, detect and deactivate traps. As an optional rule, highly complex traps may require both an INT check to detect and a DEX check to deactivate.

Keen Senses (WIS): Like a sixth sense, detect information about the surrounding environment beyond the basic Perception skill, including the presence of hidden passageways or unseen dangers. You do not necessarily gain knowledge of the exact nature of these.

Disguise (CHA): Disguise your appearance and demeanor.

Lip-reading (WIS): Read lips and body language to understand what someone is talking about. This requires a full view of the person's face, and does not work when viewing the subject from the side (profile).

Mimic Voice (CHA): Imitate the voice and manner of speaking of someone you have spent a few hours observing and listening to.

Begging (CHA): Roam the streets, loiter by the city gates and stalk the palaces and temples like a beggar. On a good day you can even gather 1d12 Obolos.

Juggling (DEX): Put on an entertaining show—juggle, joke and tease.

Appraisal (INT): Roughly estimate the value of something valuable, especially art and jewelry. Identify fake precious stones or metals.

Performance (CHA): A class skill indicating the trickster is professionally trained in one particular artistic skill (singing, theater or an instrument such as flute, double pipes, lyre or drum).

Seer Class Skills

Medicine (WIS): Identical to the normal Medicine skill, but as a Class skill it grants the Seer a higher modifier.

Mythology (INT): Identical to the normal Mythology skill, but as a Class skill it grants the Seer a higher modifier.

Ritual (CHA): Oversee religious rituals, festivals and cast ritual spells.

Magus Class Skills

Arcane Knowledge (INT): Knowledge and understanding of the magical arts. By default, the Magus has studied Greek magic, but this skill can be used to attempt to understand Egyptian or Mesopotamian magic.

Astronomy (INT): Knowledge of planetary movement, the seasons and the tides.

Rite (INT): Cast spells as rites or identify knowledge, materials and activities related to magical rites.

ACTIONS, REACTIONS & COMBAT MANOEUVERS

Action economy in this rules-light version of Land of Myth is similar to the OGL-SRD5 rules but not the same. Every round, each combatant can move and take action(s) and reaction(s), but there are no Bonus Actions. Instead, each round you can take either an additional action or another reaction. For example, a character could take 2 actions, 1 reaction and their movement, or they could take 1 action, 2 reactions and their movement.

Movement is 30 ft per round, broken down any way you like within your turn (no action or reaction required).

These are the various combat manoeuvres (actions and reactions) available in this rules-light module:

Attack (Melee or Range): On your turn, attack using an offensive skill or ability.

Attack of Opportunity: Warriors can attack a target when it leaves their melee weapon's reach.

Cunning Attack: Tricksters can deliver a powerful strike if one of the conditions below is met, dealing 1d6 additional damage for every 2 levels of Trickster (+1d6 for levels 1-2; +2d6 for levels 3-4, etc.). Cunning Attack requires 1 of the following:

a. The target is surprised.

b. The target cannot see you and does not anticipate your attack (e.g. you are attacking from behind or above).

c. The target is blinded or deafened, or you are invisible and the target hasn't noticed you.

d. The target is currently engaged in melee combat with another opponent, and you are attacking from behind or flanking your target.

Disengage: Move out of the melee reach of an enemy without triggering an Attack of Opportunity.

Feint: Roll a melee feint attack, forcing your opponent to use their reaction to block. If the attack roll is successful, deal minimum damage without applying damage modifiers.

Fierce Attack: Throw caution to the wind with a savage, flailing melee attack, inflicting a critical hit on a success. Rolling an actual critical hit earns you one additional damage die. If

the opponent is or becomes Wounded (½ hp) they are pushed back 5ft. The attack uses all that hero's actions and reactions that round, and takes place at the end of the heroes' turn.

Hide: Make a Stealth check to attempt to hide from an unaware enemy, or when beyond an enemy's line of sight. This requires an adequate hiding place, as determined by the Game Master. You remain hidden until you make an attack (successful or not) or an enemy finds you, usually because they are actively looking for you.

Parry: As a reaction, attempt to parry a melee attack, or a melee or ranged attack if using a shield. Make an opposed check against the attack roll of your opponent. To hit, the attacker's roll must be higher than both your Armour Class and your Parry.

Retreat: Defensively disengage from your opponent without triggering Attacks of Opportunity. Gain +1 to AC or, with a shield gain +2 to AC and you may grant 1 person within 5ft a +1 bonus to their AC. While Retreating you can only move backwards and cannot take any other actions or reactions. You may abandon the retreat at any time, at which time you lose the defensive benefits.

Run: Use one action to double the distance you can cover with your movement.

Trip: Make a melee attack against an opponent of medium size or smaller. If successful you inflict minimum damage, but force them to make a DEX saving throw where the TN is the result of your attack roll. If they fail, they fall prone.

INITIATIVE

The adventure module uses Side or Group Initiative. To determine turn order, each group in the encounter rolls a d20, going in order from highest to lowest. The acting order of each side's combatants is resolved narratively and is always at the discretion of the Game Master. If there are more than 2 sides in the encounter, roll initiative every round.

DIVINE FAVOUR

While normally Land of Myth characters individually accumulate Divine Favour to gain Tharsein Points, in this module, Divine Favour is measured as a group. Throughout the 6 scenes of this adventure it is up to the PCs to create opportunities to perform sacrifices or libations (see relevant rules below). This is tracked on the Game Master's Party form.

At the beginning of the adventure, the GM will ask each player to allocate 1 Divine Favour to a deity they feel is important to their character. This affects the Divine Assistance ability (see under Tharsein Points below).

SACRIFICES & LIBATIONS

In historical records and Homer's epic poems, the Achaean (Greeks) routinely sacrificed animals and offered libations (i.e. offerings of wine, or milk and honey, etc.) to the gods. For the purposes of the game, anything valuable such as perfumed oil, frankincense or myrrh, or even personal items, weapons and magical items are considered valid offerings. The GM may assign bonuses such as inspiration or extra Divine Favour for significant or innovative offerings (e.g. the head of the defeated Scylla or a magical item from the house of Circe).

All offerings, once placed on the altar, will disappear or evaporate in a pale blue light, usually when no one is looking. Removing any offering from an altar automatically removes 1 point of divine favour (normally this inflicts the Hubris condition, but that is not present in this rules-light module).

To determine if a sacrifice or libation was successful, a player must:

a. Expend 1 Tharsein point to attract the attention of the Gods, then make a Worship skill

check TN 12, your Glory modifier to the roll. The Glory modifier can be found on your character sheet under the Heroic Attributes section. At the end of the ritual, the libations or sacrifice disappear, but the PCs do not know if the Gods accepted the offering or not.

b. If a Seer oversees the ritual, gain 2 important benefits:

1. The Seer expends 1 Tharsein point, and characters present may expend additional Tharsein points to boost to the check by 1d6 per point.

2. After the ritual the Seer automatically knows if the offering was pleasing to the Gods. If not, they can repeat the ritual the next day and even a third time the day after that with a -2 penalty, but not a fourth time.

THARSEIN POINTS

Tharsein (θαρσεῖν) is an Ancient Greek word meaning 'have courage' or 'be bold'. As you acquire Tharsein points, you should pursue your goals knowing that the Gods are on your side!

Heroes can spend Tharsein Points to gain one of the following effects, and Seers can use them for magic (see Magic and Spellcasting). Combat benefits can be gained once per round (or per encounter if specified) by using a free action or reaction to trigger the effect. Note that some allow you to expend more than 1 point at a time to increase the effect:

Perform Sacrifice or Libation: To perform a Sacrifice or Libation, a participant must expend 1 Tharsein point. When performed by a Seer, participants can offer additional Tharsein points to boost the sacrifice or libation roll by 1d6 per point. (see Sacrifices & Libations).

Boost A Roll: Boost a roll (Attack, Damage, Ability or Skill check) by 1d6 per point expended. You can boost your roll or an ally's.

Buy a Saving Throw: Magic is uncommon and dangerous, so very few spells give free Saving Throws. If a spell allows a saving throw, you may expend a Tharsein point in order to roll a save, or you fail the save automatically. A spell's text will provide additional details.

Unstoppable: Once per encounter, when you roll maximum damage, expend a Tharsein point to roll again and add it up as if it was a critical hit. If you roll maximum damage again, add it up and reroll again, etc.

Impose Penalty to a Roll: Once per encounter, reduce an opponent's roll (Attack, Ability or Skill check, or Saving Throw) by 1d6 for each point you expend.

Take an Action Out of Turn: Before an opponent starts their action, if you have an unused action slot that round, expend 1 Tharsein point to act before them on their turn.

Use Special Ability: Most special abilities require spending one or more Tharsein points.

Be A Hero: Cooperate with your Game Master to attempt an implausible, heroic action using one of your skills. The GM will suggest a TN, then you roll the check. Additional Tharsein points from you or your allies give a 1d6 boost per point.

Divine Assistance: Once every 3 days, you may expend 3 Tharsein points to call upon a deity for aid. Multiple PCs (or NPCs) can contribute Tharsein points, and the GM will usually call for a Worship check. If successful, the GM describes how the deity assists you. You may only petition deities with whom you have Divine Favour and you have a +1 bonus to your check for every Divine Favour point above 1.

Cheat Death: Once a day, when making Death Saves, expend 1 Tharsein point to automatically gain 2 successes.

HOSPITALITY SCENES: A STRUCTURED SOCIAL ENCOUNTER

In this module, we're unveiling a new mechanic for Land of Myth: Age of Palaces that allows you to run structured social encounters (like Hospitality or Court scenes) based on the descriptions found in Homer's epics.

Hospitality is an important theme in both in the Iliad and the Odyssey. Ancient societies highly valued social contracts like hospitality that ensured one's survival far away from home. The Greeks, like many ancient (and medieval) societies believed that any stranger who appeared at your doorstep could be a god, and even if they weren't, the gods would be closely watching how you treated them.

Structure of social encounters: Social encounters are structured Skill Challenges where the PCs must accumulate a number of successes before they accumulate a number of failures (usually 3). Every participating PC and NPC must make at least 1 Move before the end of the encounter, but only one character from each side (guests & hosts) can make a move in each scene (so there can be scenes where only one side, or where no one makes any moves). Role-playing is a key aspect of these encounters, which could take priority over die-rolling and guide the GM to lower or increase the TN for each check.

Accumulating more successes than the minimum required by the challenge, means the overall success of the encounter is even greater.

Rolling a critical failure (1) results in accumulating a failure as well as negating one success.

In the end, the GM decides the success of the encounter based on the group's successes and failures.

Social Action Points: At the start of a Hospitality Encounter every PC and NPC has 1 social action point (except the Host who has unlimited social action points). Parties with fewer than 7 PCs also have a communal pool of additional points so the party has a total of 7. Players can use inspiration or Tharsein points as additional social action points to initiate moves, or to boost checks (1d6 per point).

Expend a social action point to make a move of your choice. Role-play the interaction either in character or simply by narrating your thinking and actions. Based on your description and feedback from your fellow players, the GM assigns a TN and you make a skill check. As always, the base TN is 11, which the GM adjusts if needed. Some moves match a skill, e.g. making an Entertain move to recite a poem, would use your Performance skill. Your Glory modifier could apply to various situations during a social encounter.

MOVES

These moves are available during Hospitality encounters. Remember that these are primarily cues for role-playing and cannot be resolved by simply making a roll:

Supplicate: Kneel before your host and ask for their help (usually seeking hospitality).

Orate: Make a speech.

Praise or Give Blessing: Give 1 Tharsein point as an inspiration point to someone else (PC or NPC).

Make A Toast: Express gratitude during the meal.

Entertain: Sing, tell a story, joke around, etc. Success adds 1 social action point to your party's pool.

Flatter: Complement a NPC. If successful, earn 1 inspiration point to use next time you talk to them.

Read the Room: Understand the room's prevailing sentiment, the topics of conversation and

discover any hidden undercurrents.

Excuse Yourself: Leave the table without offending the host when they have been too generous with their hospitality and forgotten that the guests are tired and in need of rest.

Tell A Lie: Deceive those around you. Lying is uncommon and frowned upon in these social occasions so make sure it is a risk worth taking—failure can cost you.

Compel To Act: Engage someone who has been avoiding you, thereby forcing them to make their move as soon as possible. Your target must have an available move, otherwise you cannot compel them.

Make A Libation or Sacrifice: Evoke or appease a deity. Often takes place both during dinner and before departure.

Hospitality Scenes*

Listed below is the suggested scene order according to the Homeric epics. The players and game master will collaboratively narrate the scenes that apply (you are not required to use every scene for every Hospitality encounter), choosing in which scene, which if any characters (guests &/or hosts) will make a move.

Every hospitality encounter begins when the PCs arrive at the threshold of the potential host, so the opening scene is usually initiated by the guests. The host then decides whether to admit the guests or send them away. Note that sending guests away is very rare among civilized peoples (Greeks, Egyptians, Mesopotamians, Phaeacians etc.) but very common among Wilderness and other peoples (e.g. the Cyclopes, nymphs, etc.).

Scene Sequence

Arrival at Threshold (be greeted by a dog at the door, waiting to be acknowledged)

Supplication

Reception (host notices the visitors, hesitates, rises from seat, bids the guests welcome, attends to their horses, takes their spears, and leads them in)

Host Seats the Guests

Feast Takes Place

After-Feast Drinks

Identification (host questions the guests, guests identify themselves)

Exchange of Information (host gives information & guests bring news from afar)

Entertainment

Guests Pronounce Blessing on Host

Host or Guests make a Libation to the Gods

Guests Ask to be Excused & Host Prepares Beds at the Portico†

(†guests are always given beds close to the entrance)

Departure Preparations

Host offers Gifts

Departure Libations

Departure Omen

Guests Escorted Out

*Credit is due to the amazing book by Steve Reece, *The Stranger's Welcome: Oral Theory and Aesthetics of the Homeric Hospitality Scene* (University of Michigan Press, 1993)

MAGIC & SPELLCASTING

Spellcasting in Land of Myth has been significantly altered from the OGL-SRD5 to reflect the flavour of sorcery in Ancient Greek mythology and the Homeric world. Magic in the Land of Myth is uncommon and not very powerful. Some aspects of Theurgy (divine magic) are common, like divination or low level healing, but anything more is rarely encountered.

Spellcasting in Land of Myth:

- Seers do Theurgy (divine magic), using Tharsein points to cast spells.
- Magi do Sorcery, using Aether Points to cast spells
- Spells are grouped in Methodi, the equivalent of Schools in OGL-SRD5. The Methodi function like Class Skills. To be able to cast spells from a Methodus you need to become proficient by expending skill points.
- The level you can cast a spell at is determined by how many skill points you have invested in that Methodus and not by your character's level.
- Both Theurgy & Sorcery spells can go up to 9th level, but spells of 7th to 9th level can only be cast as rituals and will not concern us here.
- Spellcasting mechanics do not change whether you are using Tharsein or Aether points, but these points are earned in different ways.
- To cast a spell, read the spell's description to determine its cost in Tharsein or Aether points, and its Spell Target Number (Spell TN). The Spell TN usually matches the level of the spell or the level you want to cast the spell at (e.g. a Level 1 spell typically has Spell TN 1, a Level 4 spell typically has Spell TN 4).
- You may spend additional points (maximum 2) to gain additional d6s to increase your chances of successful spellcasting. Then roll your d6s and see if the result is equal to or higher than the Spell TN. If yes the spell is successful, if not the spell malfunctions (see below).
- You can never expend more than 3 points to cast a spell. However, the Magi may expend up to two additional Metatropic points (for a total of 5) in order to manipulate the spell effect (extend range, area of effect or duration, or increase damage). These extra points are expended when the spell is cast, and are lost if the spell fails, but do not give additional d6s for the spellcasting.
- Because spells have an inherent chance of failing during casting, Saving Throws are rarely free. To buy a Saving Throw, the spell's victim must expend a Tharsein or Aether point.
- While the spell's description tells you how it works, most spells are intentionally a little open ended to allow the spellcaster to give the spell a shape and flavour that suits them.
- Spells with prolonged effects may require concentration. If they do, no other spells can be cast while maintaining concentration. Such spells can be ended or dismissed as a free action at any time.
- There are no free spells like Cantrips or 0 Level Spells.
- Spells do not require components.

- When a spell fails roll on the below table:

1	A pulse of force explodes, centered on the caster. It is soundless, odorless and carries a blue static charge. Everyone within 60ft is knocked prone.
2	The caster is incapacitated for 1 round.
3	The spells range is halved or doubles
4	Minor explosion in the air within 5ft of the caster. Everyone within 5ft including the caster takes 1d4 points of damage.
5	A cloud of smoke rises from the caster's hands.
6	There is a very bright flash
7	The spell is cast but not in the intended location or direction.
8	One random person or creature within 60ft (the caster not included) suffers -2 penalty on all rolls and checks for 1 round
9	The spell fails, but the caste does not lose the Tharsein or Aether points used in casting it.
10	The spell takes effect normally but with double damage or duration.

Spell descriptions are listed on the Character Sheets of the spellcasters (Seer & Magus).

COINS & MONEY IN LAND OF MYTH: AGE OF PALACES

The most common coinage in the Age of Palaces is the silver Drachmas, the bronze Obolos and the copper Khalkos, with most daily items costing no more than a couple Obolos. The golden Mna is a rarer coin, used by the aristocracy for larger expenses and trade. However, as the most valuable metal is bronze (used for weapons and armours), the most valuable 'coin' is the Talanton. A very large and heavy slab of bronze, weighing 8.5kg (almost 19lbs.) shaped like an ox-hide. It is used only for hoarding wealth and saving for times of war, for exchanging gifts between royalty, and other rare occasions of political and diplomatic significance.

Coins	Talanton	Mnes	Drachma	Obolos	Khalki
Talanton* (bronze)	1	60	6,000	36,000	288,000
Mna (gold)	1/60	1	100	600	4800
Drachma† (silver)	1/6,000	1/100	1	6	48
Obolos (bronze)	1/36,000	1/600	1/6	1	8
Khalkos (coppers)	1/288,000	1/4,800	1/48	1/8	1



TELEMACHOS AND HIS QUEST

**All player characters have the following information*

Telemachos is the son of Odysseus, the famous hero of the Trojan War and King of Ithaka, an island kingdom in the Ionian Sea. Once Troy had been sacked and the decade-long war had ended, Odysseus set sail for Ithaka. But before he and his companions could make it around the southern end of the Peloponnese, a strong northern wind blew them off course, sending them on a perilous journey across enchanted lands. When they did not arrive at Ithaka and with no news of their whereabouts, Odysseus and his warriors were soon presumed dead, forever lost to the sea.

As the years went by, a group of suitors from eminent families of the region descended on Odysseus' palace, all hoping to marry the newly widowed Penelope. The suitors showed no respect for the family, for Penelope, or for the rules of hospitality. Instead, they greedily overstayed their welcome, eating and drinking through the palace's stores, disrespecting the family and blackmailing Penelope.

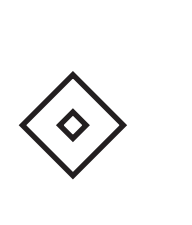
Telemachos, only a newborn when his father left for Troy, had grown into a young teenager by the time the suitors arrived. Now, finishing the second decade of his life, he feels that he must step up and claim his place as head of the household. He wants to kick the suitors out of the palace, protect his

mother and his heritage and bring closure to the mystery of his missing father.

With help from the goddess Athena, who was always fond of his father and had helped him throughout the Trojan War, Telemachos found a ship and a crew of volunteers. They sailed to Pylos where he visited the palace of the sage king Nestor, looking for news of his father's fate. Having no news to offer, Nestor gave Telemachos a chariot and instructed his son Peisistratos to escort him, as guide and companion, to Lakedaemonia (Sparta) to find king Menelaus and queen Helen.

Soon after Telemachos' departure from Ithaka, Ctimene, Odysseus' sister and wife of Eurylochos (a prominent yet often disloyal companion of Odysseus) visits Ithaka and learns about his journey. She immediately sets off to meet him at Pylos, accompanied by Halitherses the Seer and Phemia the Bard, who would rather search for their king than spend their days with the suitors. Once in Pylos, king Nestor gives them horses and directs her to follow her nephew to Lakedaemonia.

That's where our story begins, at the royal court of king Menelaos and queen Helen, where Odysseus' son Telemachos and Nestor's son Peisistratos have just arrived.



By the time this scenario begins, Odysseus is the sole survivor from all his companions and soldiers (four ships set off from Troy). For the past seven years Odysseus had been kept captive by the beautiful nymph Calypso, on her magical island. Calypso is very much in love with Odysseus, and promised him everlasting youth and happiness if he stayed with her. However, all Odysseus could think of was his home, Ithaka and his wife, Penelope.

Just as Telemachos sets off on his journey, Zeus ordered Calypso to release Odysseus. Grudgingly she obeys and instructs Odysseus to make a raft and sail away. After nearly drowning in a storm sent by Poseidon, Odysseus is washed ashore on Scheria, the island of the Phaeacians, where he will stay until Telemachos finds him.

A Note About the Player Characters

If there are fewer than six players, ensure Telemachos and Halitherses are among the characters played. The adventure is built around Telemachos' journey and requires Halitherses as a mediator to the gods. Unless of course, you and your players decide to improvise!



The

AT LAKEĐAEMONIA THE COURT OF MENELAOS & HELEN*

*Nowadays, Lakedaemonia is better known as Sparta

ARRIVAL

Through the intervention of the goddess Athena, Telemachos and Peisistratos are delayed and Ctimene and her companions catch up with them just as they are arriving at the palace in Lakedaemonia.

LOCATION OBJECTIVES

1. Bring the group together and introduce all the PCs.
2. Receive information from Helen about Odysseus and the next step of the journey.
3. Receive gifts from Menelaos and Helen.
4. Introduce the structure and etiquette of Hospitality Scenes.

LOCATION BACKGROUND

This kingdom was the dowry of Helen, the most beautiful woman in the world and daughter of Zeus. When it was time for her to choose a husband, all the greatest Mycenaean kings and heroes arrived or sent emissaries, attracted by her renowned beauty and the wealth of Lakedaemonia. Tyndareos, Helen's step father, became afraid that any choice she made would cause a quarrel among the suitors, but Odysseus offered to help. He proposed that all the suitors take an oath against anyone who disputed Helen's choice. So, Helen chose Menelaos, and thus all the suitors were oath-bound to support Menelaos when Paris abducted her, setting in motion the Trojan War.

LOCATION DESCRIPTION

The Palace stands imposing atop a hill overlooking the fertile plain of Lakedaemonia. The Eurotas river runs at the foot of the hill, with sprawling olive trees and patchwork fields reaching as far as the eye can see. The hill is fortified by thick walls (*nowadays called Cyclopean, for the immense size of the stone blocks used*), surrounding the rooms and buildings which form the palatial complex. The buildings have dry stone walls (built without mortar), which are typically plastered and then painted. All the main palace walls are richly decorated with geometric patterns, scenes of hunting, fishing, celebrating, or mythological scenes showing the adventures of the gods.

GODS

SUPPORTING

1. Athena is constantly on the side of Telemachos and his companions.
2. If everything goes as planned they should receive a gift from Menelaos, connected to god Hephaestos (see below), and a gift from Helen, connected to god Zeus.

OPPOSING

Poseidon will oppose their plans when he becomes aware of the expedition.

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

1. Libations must be made during dinner according to the Hospitality Scene etiquette.
2. Libations must be made in the morning, before departure.

No Divine Favour will be earned here, since this is the opening scene and the party has not departed for their quest.

NPCS

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

1. **MENELAOS** is the king of Lakedaemonia, by marriage to Helen. He is also the brother of king Agamemnon of Mycenae, the leader of the Achaeans in the Trojan War who, upon returning from Troy, was brutally murdered by his wife Clytemnestra and her lover Aegisthos.

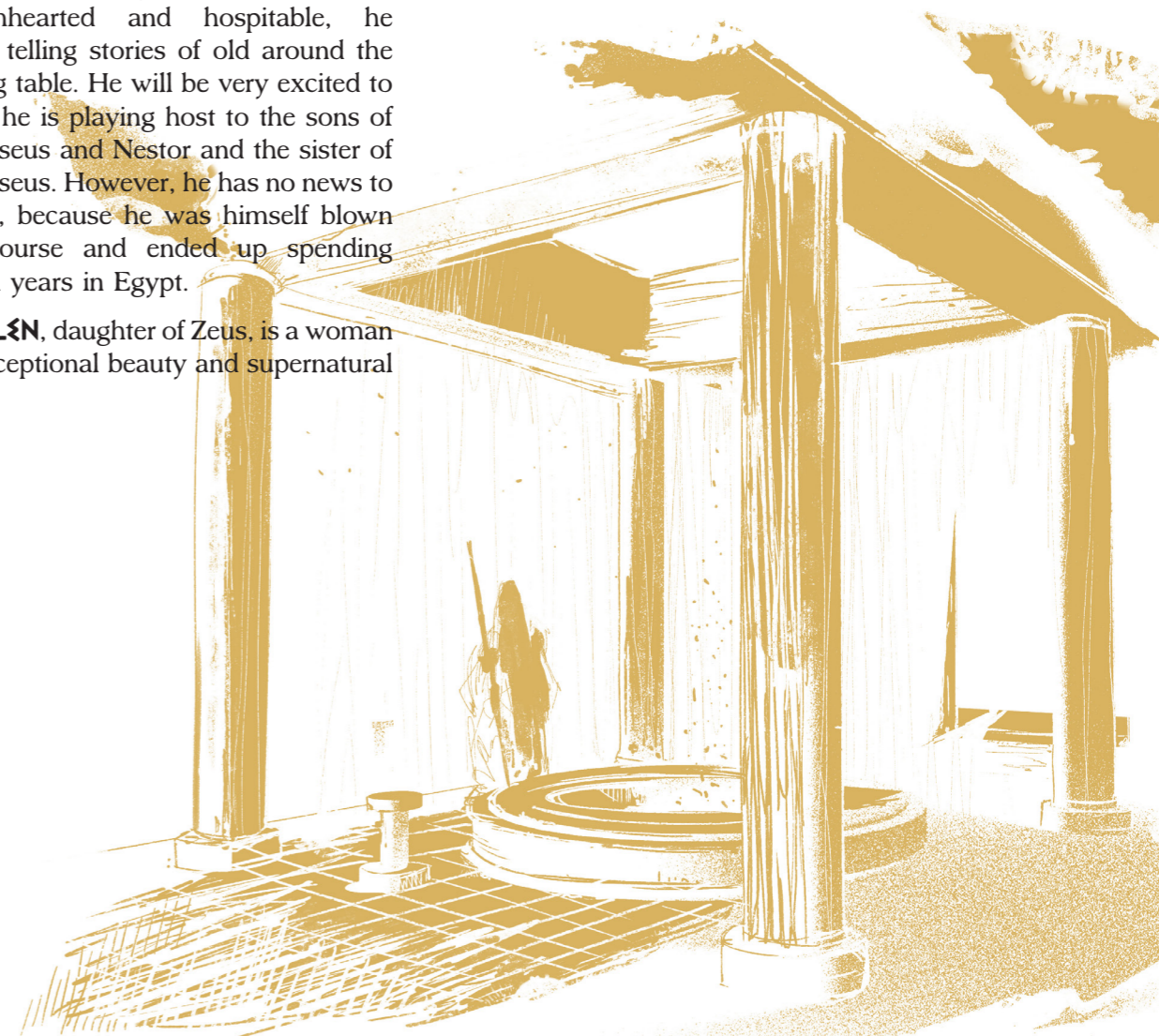
Warmhearted and hospitable, he loves telling stories of old around the dining table. He will be very excited to learn he is playing host to the sons of Odysseus and Nestor and the sister of Odysseus. However, he has no news to share, because he was himself blown off course and ended up spending seven years in Egypt.

2. **HELEN**, daughter of Zeus, is a woman of exceptional beauty and supernatural

insight. Although not a seer, she has been likened to a sorceress for her ability to see through deceptions and disguises, and to know things that no other mortal seems to know.

As soon as Helen sees the PCs she will know who they are and why they have come. Unless prompted, she follows hospitality etiquette and does not ask questions until everyone has had their dinner. Once they finish their meal, **she reveals that she knows who they are and gives them the information they are seeking.**

Below is the information Helen will give to the PCs. Share this information with the players when appropriate:



“On their return voyage, Odysseus and his men were blown off course. Fate brought them to the savage and desolate island of the cruel Cyclopes. In their attempt to escape, Odysseus and his men blinded the Cyclops Polyphemos, who called upon his divine father Poseidon to curse them. From that day on Poseidon has been preventing Odysseus and his companions from returning to his beloved home, causing them to face incredible perils and challenges, in enchanted lands.”

When the opportunity arises Helen will take Ctimene aside to prepare her for the possibility that, after twenty years lost at sea, her husband may not be alive.

Last but not least, Helen instructs that, before their departure they must make a libation to the Grey-Eyed Athena, asking her to show them the way to the island of the Cyclopes. They must sail with a small merchant ship* to avoid attracting Poseidon's attention. They must not use the large ship that Telemachos used to sail from Ithaka to Pylos.

(*see the Ulunurun shipwreck)

3. ΕΤΕΟΝΕΥΣ is a palace herald and was one of the companions of Menelaos in the Trojan War. Eteoneus is available to assist the PCs with any technical and mundane issues in preparation for their journey (such as supplies, weapons, tools, etc.)

4. ΘΕΩΡΙΣ, Fifth Handmaid of Helen: Helen has five handmaidens: Adraste, Alkippe, Phylo, Alkandre & Theoris, a Greek sorceress from Thessaly* whom Helen met during her stay in Egypt. When discussing the upcoming journey, Helen proposes that Theoris, who is skilled in the magical arts of Thessaly witches, join them.

(*Thessaly is in central Greece, famously ruled by the Myrmidons)

INTERESTING ITEMS

1. After dinner, as part of the Hospitality Scene, Menelaos will offer Telemachos a gift: *‘A mixing bowl for wine, all wrought of silver but rimmed with hammered gold. Made by the god Hephaestos himself, and given to Menelaos by Phaidimos, king of Sidon.’*

Special Abilities:

A. Once per day you may fill the bowl with water and drink it to regain 3d4 hit points.
B. Once per day, if you pour a libation of wine or milk and honey from this bowl you gain +3 bonus to your Worship skill check or to the Seer's Sacrifice & Libation ability. The bonus becomes a +5 if the libation is dedicated to Hephaestos.



2. Helen will give the party her personal golden distaff*.

Special Abilities:

A. Once per day, when you make a successful melee attack against an opponent, you may call upon Zeus and release a small lightning strike that deals 3d8 damage. You may use this ability again by spending one Tharsein point.
B. Once per encounter, when you make a successful melee attack against an opponent, you may call upon Zeus and stun your opponent. The target is stunned for 1 round. At the start of each of your turns they roll a WIS saving throw TN 12 to see if they recover from the effect. The effect has a maximum duration of 3 rounds. You may use this effect again in the same encounter by spending a Tharsein point.

(*a distaff is a very very short staff, ornately decorated, which is used in spinning wool or flax fiber)



SPECIFIC THREATS

There are no threats in this location.

ABOUT YOUR VESSEL

A trading vessel with one mast and two cargo holds, your ship can carry over 25 tonnes of cargo. The ship's layout is shown under the Sirens Encounter (page 35). The following items are onboard the ship as you board at Lakedaemonia:

Rations: 15 days of rations for the entire party (2 meals a days each). Make sure you track this between encounters.

Javelins: 30 javelins.

Arrows: 10 sets of 12 arrows.

Shields: 5 spare shields.

Swords: 3 spare swords.

Perfumed Oil: One of the most highly treasured products of Mycenaean Greece! Small, ceramic bottles, ornately decorated, carrying refined olive oil scented with essential oils and exotic resins such as Frankincense and Myrrh. A gift fit for kings!

AWARDING KLEOS, NOSTOS AND PONOS

Because this is not an encounter, no Kleos, Nostos or Ponos points are awarded, except to Ctimene:

Ctimene: Upon hearing the news of her husband's possible demise, she receives 20 Ponos points. (After two decades of her husband missing, she is most likely not shocked by the news.)

THE JOURNEY TO THE ISLAND OF THE CYCLOPES

THE LIBATIONS

A successful libation to the goddess Athena is required for the following transition to take place. If their libation is refused (failed check) or they forget to do it, they will sail aimlessly until one is performed successfully. They may attempt it twice a day. If they are unsure why they are not progressing, Halitherses will have a prophetic dream of a sea nymph reminding him that the Gray-Eyed goddess is awaiting her libation.

THE TRANSITION INTO THE ENCHANTED WILDERNESS

Following instructions to sail south into the open sea (unlike the usual journeys that follow the coast), the first dusk brings a thick fog that envelops the ship. Everyone onboard must make a CON save TN 20. Those who fail the check fall unconscious until the next morning. Those who make the check still fall unconscious but share a dream of a large, grey owl flying over the ship and landing on the bow as they sleep. The ship moves through the thick fog, traveling all through the night until dawn, when the fog breaks and the ship glides onto a sandy beach.

When the PCs awake, their little ship is beached in a sandy cove. Interestingly, the cove entrance has several large rocks that protrude from the sea, making navigation into the cove very challenging. Overlooking this area is a low mountain where sheep can be heard grazing on the distant slopes.

ISLAND OF THE KYKLOPES

**Where the party must offer sacrifices to Poseidon*

LOCATION OBJECTIVES

1. Locate the mountaintop altar and offer sacrifices to Poseidon.
2. Optionally: Encounter Polyphemos. Do not offend Poseidon any further by severely injuring or killing Polyphemos.
3. Optionally: Recover the magical items strewn about the cave (see Cave map).

LOCATION BACKGROUND

This island is home to the dreaded Cyclopes. It is here Odysseus and his men landed when they were blown off course and fell victims to the savagery of the Cyclops Polyphemos. When they blinded him in their attempt to escape, Polyphemos cursed them, asking his father Poseidon to kill them.

LOCATION DESCRIPTION

THE ISLAND

This is a rugged island. Its mountain is covered with low thyme bushes and rocky outcrops before the slopes give way to the southern lowland meadows. To the north and east, a thin forest of pine trees extend all the way to the coastline. Most cyclopes live here except for Polyphemos, who lives secluded in a cave to the west.

POLYPHEMOS' CAVE

On the mountain's western face, north of where the PCs land, is the cave of

Polyphemos. It contains some useful items, but it is not necessary for the PCs to visit.

*A way to speed up the location is to allow the PCs to discover the hidden side-entrance as they are climbing the mountain on their way to the ancient altar.

THE ANCIENT ALTAR

A massive slab of flawlessly smooth stone sits perfectly level, held off the ground by three natural rocks sculpted into smooth, round pillars. There are no inscriptions or symbols, except for a thin circle carved around a central hole. The hole, exactly over the middle pillar, extends deep into the mountain. When a sacrifice or libation is performed and the liquid (wine, wine and honey, milk and honey, or blood if it's an animal sacrifice) enters the drain, the thin circle shines brightly for 3d4 minutes.

GODS

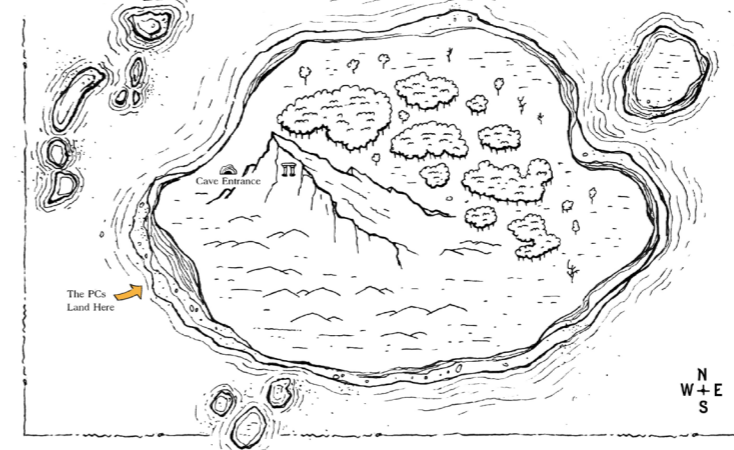
SUPPORTING

Athena, the heroes' main patron, who successfully petitioned Zeus to agree it is time Odysseus' ordeal comes to an end. Hephaestos will provide aid if called upon using the wine bowl of Menelaos.

OPPOSING

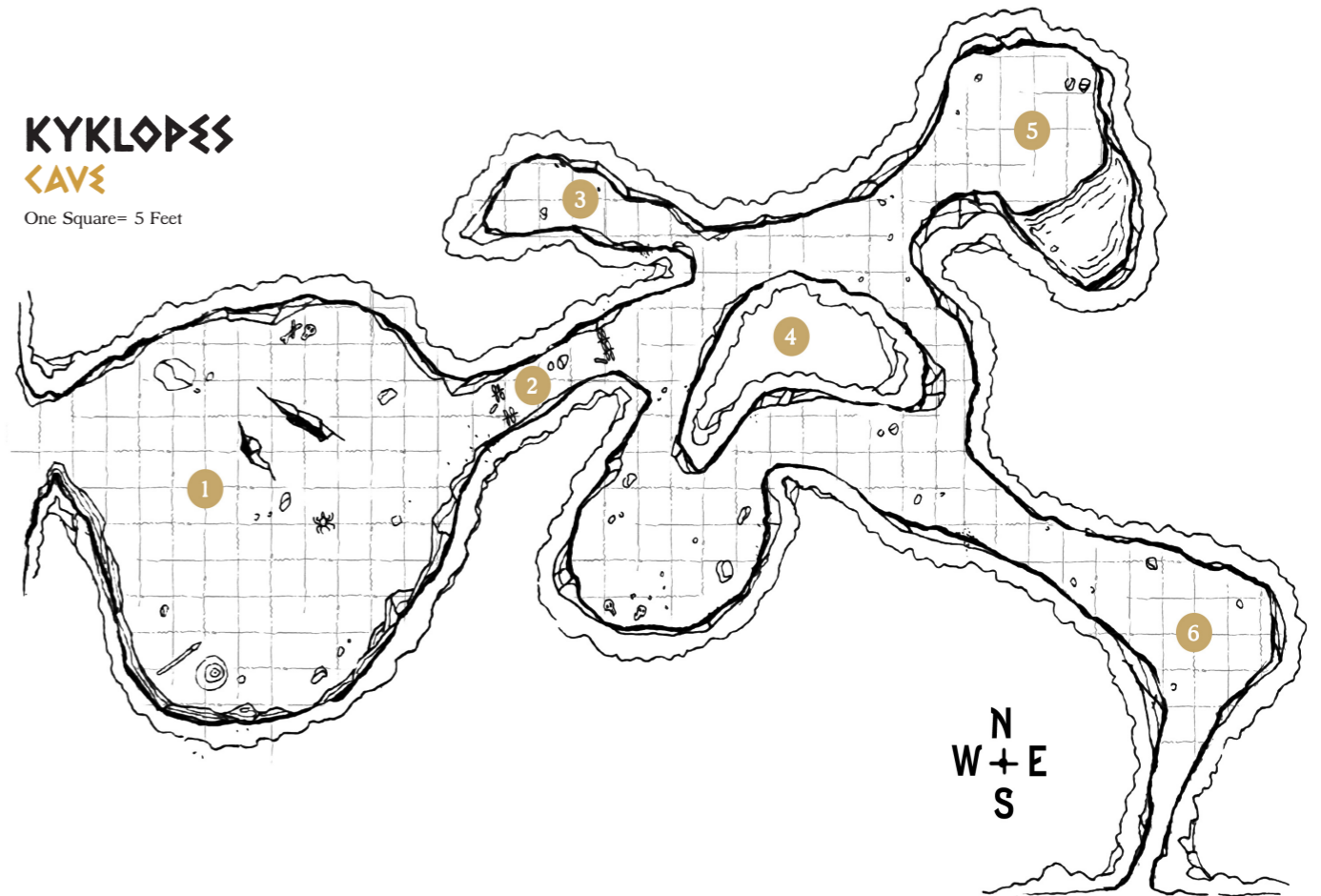
The encounters on this island will attract the attention of Poseidon. He is keen to oppose

KYKLOPES ISLAND



KYKLOPES CAVE

One Square = 5 Feet



them if given grounds—he still holds a grudge against Odysseus. However, as Athena has gained the support of Zeus, Poseidon will be cautious.

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

Before they leave the island, the PCs must make a sacrifice to Poseidon at the ancient mountaintop altar. This sacrifice has two progressive Target Numbers (TN):

1. TN (12): The sacrifice is successful and the party earns 1 Divine Favour with Poseidon.
2. At TN 15: The party earns 1 Divine Favour with Poseidon, and each PC earns 1 temporary Tharsein point.

NPC'S

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

POLYPHEMOS, THE CYCLOPS: In the decade since encountering Odysseus, Polyphemos has learned how to lead his life blind. However, it has not been easy. After his defeat he was shunned by the rest of his kind, forcing him to lead a lonely and difficult life. He is less aggressive than he used to be and he will not fight to the death.

INTERESTING ITEMS

See the description of the cave for more details (rooms 3 & 5).

SPECIFIC THREATS

The primary threat is Polyphemos, but only if he catches the PCs stealing his sheep or prying in his cave (particularly rooms 1 & 2).

POLYPHEMOS (CYCLOPS)

medium human

Patron God: Poseidon

AC: 14

HP: 90 / Wounded ½: 45 / Severely

Wounded ¼: 22

Movement: 40ft

Tharsein Points: 2

STR	DEX	CON	INT	WIS	CHA
22	11	20	8	6	9
+4	0	+3	-1	-1	0

Senses: Blindsight 40ft radius (After a decade living blind he has adapted well.)

Languages: Greek

CR: 7 (300 Kleos, 100 Nostos, 100 Ponos)

Blind: Polyphemos has -4 when attacking a creature more than 10ft away. Whenever chasing a creature there is a 20% chance he heads in the wrong direction, 40% if there are multiple opponents.

Old Age: Polyphemos is old and tired, so he will not fight to death. Instead, when he becomes Severely Wounded (¼ of hit points) he will run off to a different cave (which may be inhabited by another Cyclops).

Attack Actions: 1 per round

Punch (2 per round): Att: +6 to hit; reach 10ft; one target. Dmg: 3d6+4 bludgeoning

Throw Boulder (1 per round): Att: +3 to hit; range 50ft/200ft; area 10 sq.ft.; Dmg: 5d8 bludgeoning

Reactions: 1 per round

Once per round, upon taking damage, Polyphemos may attempt to scare his foes away by screaming in rage. Anyone within 15ft must make a WIS Save TN 11 or involuntarily move away 10ft. This movement does not trigger Attacks of Opportunity.

MYTHICAL ACTION

Earthshaker (1 per round)

Polyphemos is the son of the god Poseidon who, among other things, rules over earthquakes.

At the end of an opponent's turn, Polyphemos can shake the earth by stomping heavily on the ground. Anyone standing within 100ft must make a DEX Save TN 10 or fall prone. For anyone walking or running, the DEX Save is TN 12.

Lair Bonus: If Polyphemos uses Earthshaker in his cave, rocks fall from the ceiling. Everyone present (foe or ally) has a 1 in 8 chance of getting hit by falling debris for 1d8 dmg.

AWARDING KLEOS, NOSTOS, PONOS

Successfully completing the sacrifice to Poseidon grants each PC 100 Nostos points. Failure earns them 50 Ponos points.

Finding the lost items in the cave grants 10 Kleos points to each PC involved.

Driving Polyphemos from his cave grants 30 Kleos points to each PC involved.

Killing Polyphemos grants 100 Ponos points to each PC involved, and they lose 2 Divine Favour with Poseidon.

LEAVING THE ISLAND OF THE KYKLOPES

When the sacrifice to Poseidon is complete, the PCs should prepare to leave the island, either leaving immediately or spending the night and sailing at dawn. When the PCs return to their ship, a beautiful sea nymph will walk out of the sea and approach them. **This is Io, the nymph who saved Odysseus from drowning and helped him reach the island of the Phaeacians.** She is here because she felt sorry for Odysseus and wishes to help him and she is also keen to inform the PCs whether their sacrifice to Poseidon was successful (*if not see note c. below*). Use the below text as a guide:

"Hello, friends of Odysseus. Are you looking for him? Have you come to take him home? I spoke to him only a few days ago, when I rescued him from the storm Poseidon sent to drown him. He is safe now, he's being looked after on the island of the Phaeacians. That should be your destination if you wish to be reunited. Sail the path set by the Pleiades for several days, but be careful! Poseidon will test you and may even try to block your way."

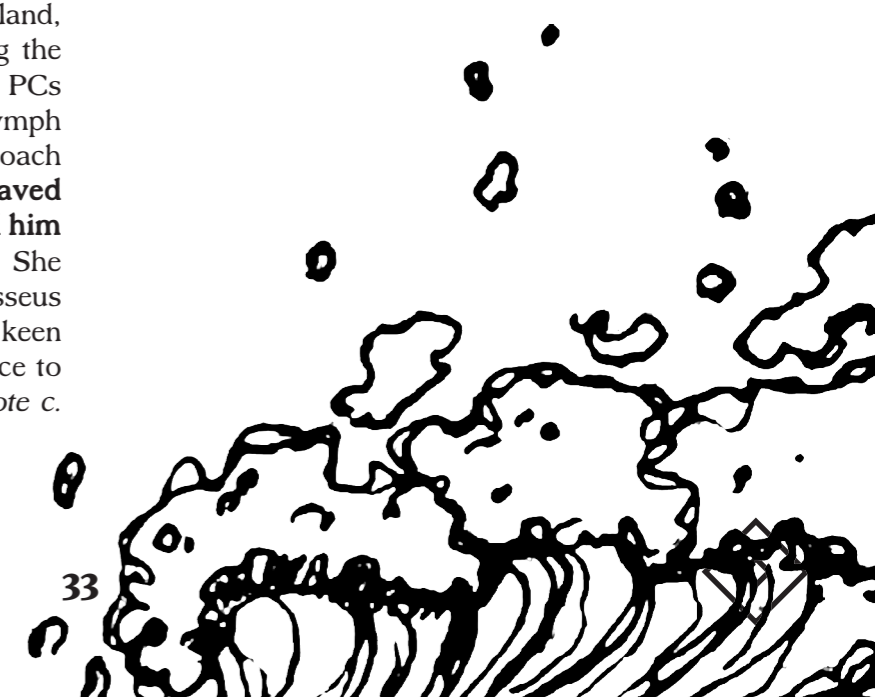
When Io has returned to the sea and the PCs have pushed their vessel back into the sea, roll (3d3+1) to determine the duration of the journey to their next.

Note that:

a. The next destination will be determined by how the PCs interpret the 'Omen by the Gods' encounter (*see below*).

b. Before the Omen, the PCs will encounter the Sirens (*see next encounter*). But neither of these events will extend the length of the journey beyond what you rolled.

c. If the libation to Poseidon fails the Game Master earns one Challenge Point to use anytime until the end of the adventure. Advise the players about this point and explain that the GM may use it whenever they wish to turn a successful roll of a PC into a failure.



SIRENS

SEA VOYAGE ENCOUNTER

**The Sirens (Seirenes according to the Greek spelling) are three women transformed by the goddess Demeter into giant birds with human heads. Their names are: Aglaophonos, Aglaope & Ligeia*

LOCATION OBJECTIVES

1. The PCs are being tested by Poseidon, facing some of the challenges Odysseus and his companions had to face. This is intended to be challenging, not lethal, but will become very dangerous if too many PCs fail their saving throws.

2. A secondary but important challenge is for the PCs to identify the Sirens and their association with the goddess Persephone. If they do, the Seer and the Sorceress recall Siren feathers have magical properties, so they should collect as many feathers as they can (see the Sirens' description below for more details).

ENCOUNTER BACKGROUND

Sirens were handmaidens of the goddess Persephone. When Persephone was abducted by Hades, her mother Demeter transformed them into human-headed birds and sent them to fly across the world in search of her daughter. Unable to locate Persephone anywhere, they eventually gave up and settled on the beautiful, flower-covered island of Anthemoessa. From there they attack passing sailors and try to snatch them to their island, which is now littered with the bones and rotting corpses of unfortunate mariners. When Odysseus sailed here, he had been forewarned by the sorceress Circe, so they were prepared. As per Circe's instructions, all the men plugged

their ears with wax so they wouldn't be charmed by their song. But Odysseus, who wanted to listen to their enchanting song, asked his companions to tie him to the mast so that he wouldn't try to jump off the ship and drown.

ENCOUNTER DESCRIPTION

SIRENS' TACTICS

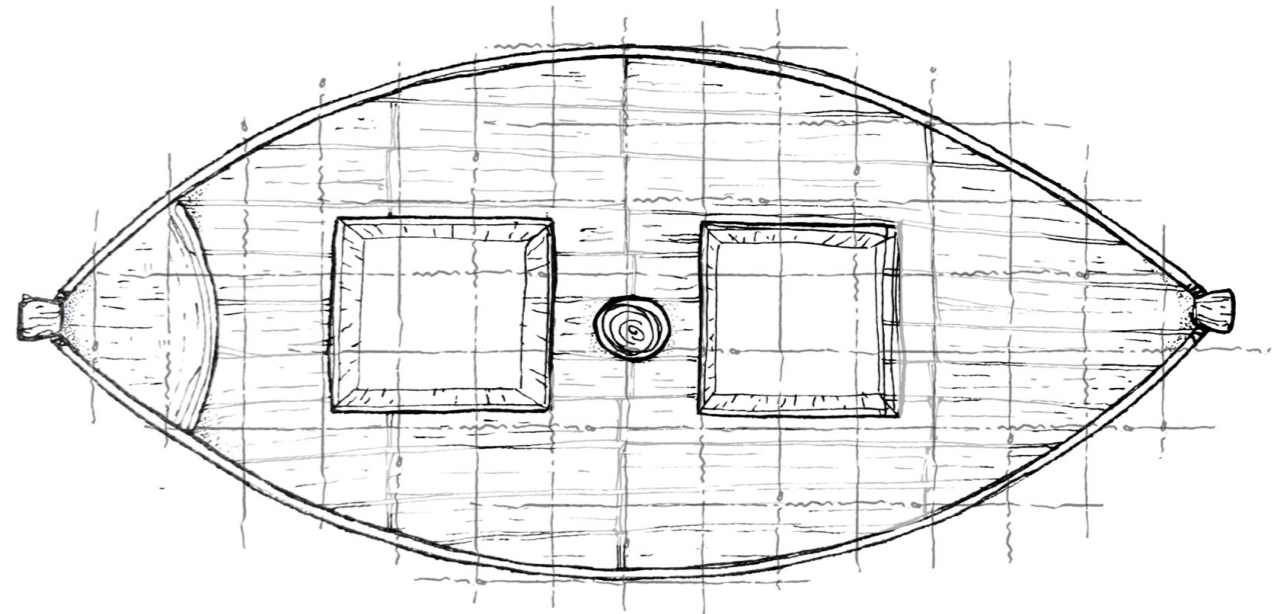
The Sirens attack at dusk. They take high vantage positions around the ship, out of melee range (e.g. the mast, the bow, the stern) and try to charm at least one person.

Once someone is charmed, they try to lure them into jumping overboard, so all three may attack them in the water, grabbing them with their talons and flying off with them. If attacked, or if someone tries to stop their victim from jumping into the sea, two of the three will attack.

If a Siren becomes Severely Wounded (i.e. at 1/4 hit points) she will abandon the fight, usually switching places with the Siren who has not participated in combat yet, and will attempt to charm someone from a safe distance.

If 2 Sirens become Severely Wounded they all abandon the fight and fly into the darkness.

THE DECK



One square = 5 Feet

GODS

SUPPORTING

Although Athena is the main patron of the PCs, during this encounter she has turned her attention elsewhere.

OPPOSING

Poseidon is now aware of the PCs and their quest. He does not want to be too hostile, in fear of attracting the wrath of Zeus, but he does send the Sirens to attack.

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

After the encounter is a good opportunity to offer a libation to the gods. If they offer the sacrifice specifically to Poseidon, their check has a -2 penalty.

NPCS

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

No NPCs involved other than the Sirens.

INTERESTING ITEMS

Siren feathers have magical properties (see Sirens' description).

SPECIFIC THREATS

The 3 Sirens.

SIRENS

Patron Goddess: Persephone
AC: 15
HP: 63 / Wounded ½: 31 / Severely Wounded ¼: 15
Movement: 20ft; fly 40ft
Tharsein Points: 1

STR	DEX	CON	INT	WIS	CHA
14	13	12	9	10	15
+1	+1	+1	0	0	+2

Senses: Darkvision, Perception +3

Languages: Greek

CR: 3 (60 Kleos, 10 Nostos, 10 Ponos)

Opportunistic: They begin by all using their enchanting song to charm the sailors into jumping overboard.

They only attack if they are attacked, or if someone tries to prevent the charmed victims from jumping overboard.

They will not fight to the death. If Severely Wounded they retreat and only use their Enchanting Song ability. If 2 are Severely Wounded, they all fly away and abandon their efforts.

Drop Feathers: Sirens drop 1d4 feathers when Wounded (½ hp). Depending on where she is when she receives the strike, the feathers may fall on the ship's deck or in the sea. After that, each hit has a 1 in 6 chance to dislodge 1d4 more feathers.

Siren Feathers: Placing a feather on the skin of an unconscious person automatically stabilises them. They can also be used in Death Magic rituals.

Attack Actions: 1 per round

Claw Attack (2 per round): Att: +5 to hit; reach 5ft; one target; Dmg: 2d6 slashing

Special Action: Enchanting Song (1 per round)

The Siren sings an enchanting song which, to every mortal, sounds like the sweetest of melodies. All humans within 100ft must make a CHA Save TN 11 or be enchanted. If 2 Sirens are singing, save at -1, if all 3 are singing save at -2. While enchanted, the victim has one goal: to jump overboard and swim away from the ship.

Each round a Siren can either sing or attack, not both. If all Sirens who are singing are hit in the same round, any enchanted victims roll a new saving throw. A human who succeeds their saving throw is no longer enchanted and now has +4 to saving throws against the Sirens' Enchanting Song.

If the victim jumps into the sea all the Sirens stop singing, breaking the enchantment, and immediately fly to the victim to grab them. To grab a victim all 3 must pass a STR check TN 11, then they will fly away into the darkness. As a reaction, the victim can try to evade 1 Siren with an opposed Athletics (STR) check.

Special Reaction: Defend your Sister (1 per round)

When a Siren becomes Wounded (½ hp), one of her sisters within 20ft of the attacker may fly straight onto the attacker without triggering Attacks of Opportunity. The human must make a TN 12 DEX check or fall prone.

AWARDING KLEOS, NOSTOS, PONOS

50 Kleos and 50 Nostos point to each PC who contributes to defeating the Sirens.

50 Ponos points to each PC for every PC who is captured or drowns.



AN OMEN FROM THE GODS

**In Ancient Greece, interpreting the flight, song and activities of birds, especially large birds such as hawks and eagles, was the most common way of obtaining omens from the Gods.*

OBJECTIVES

1. Observing the flight of the birds described below and deciding whether the sign was favourable or not. Unbeknownst to the PCs or the players, this determines which location they arrive at next.

BACKGROUND

Ornithomancy, is the most widely practiced form of Omen reading in the Greek world. Due to their ability to fly, birds are thought to be able to communicate with the Gods and thus, act as their messengers. There is extensive evidence in the ancient texts—including the Iliad and the Odyssey—of Seers seeking omens in the flight, songs, actions and orientation of the birds. An eagle, the bird of Zeus, flying with power and dominance, was considered a favourable omen. On the other hand, the crow was an unfavourable omen. According to one myth, the crow was originally white until one day it delivered bad news to Apollo. In a fit of rage Apollo scorched the crow and it turned black.

THE FLIGHT OF THE EAGLE

During travel, notify Halitherses that he spots an eagle flying toward their ship. Unless occupied, other PCs can spot it with a TN 12 Perception check.

Read the following description to the players:

"The eagle is flying on your right, to the west. You're in open water, with no land nearby. The eagle reaches your ship and starts circling overhead. It circles 3 times then flies off to your left. Suddenly it dives toward the sea and uses its talons to catch a fish swimming near the surface. The eagle pitches upward, but the fish is fighting to escape and soon it slips from the eagle's talons, landing on the deck of your ship. The eagle circles one more time, then flies back to where it came."

With this information, the PCs must vote (preferably secretly) on whether this omen was favourable or unfavourable. If there is a tie, Halitherses' vote is the tie breaker. Characters not present during the flight may vote, provided the other PCs describe what happened.

RESULT

Favourable: The next morning they reach Aiolia, the Island of King Aeolos.

Unfavourable: The next morning they reach the Island of Lotus Eaters.

Continue to the appropriate section of the scenario.

AIOLIA

ISLAND OF KING AEOLUS, GOD OF THE WINDS

LOCATION OBJECTIVES

1. Re-establish good relations with king Aeolus (see Location Background)
2. Petition king Aeolus for hospitality and provisions
3. Receive provisions and gift(s)

ENCOUNTER BACKGROUND

Aiolia is the floating island of king Aeolus, god of the winds. Here, Aeolus has his grand palace where he lives with his six sons and six daughters. Every day, the king, his children and many guests partake in a great feast in the king's hall. When Odysseus first arrived here king Aeolus was very friendly and hospitable—he and his family delighting in listening at Odysseus' stories from Troy. After spending a month there, Odysseus departed with a gift from Aeolus: a bag in which he had trapped all the stormy winds except the western wind.

This wind was going to lead

Odysseus and his men back to Ithaka. After nine days and nights of travel they finally saw Ithaka, but Odysseus was overcome with fatigue and fell into a deep sleep. His men, thinking the bag of Aeolus contained gold and silver, greedily opened it and released all the winds. A great storm broke out, blowing the ship all the way back to Aiolia. Hearing what had happened, Aeolus understood they had been cursed by a god and turned them away.

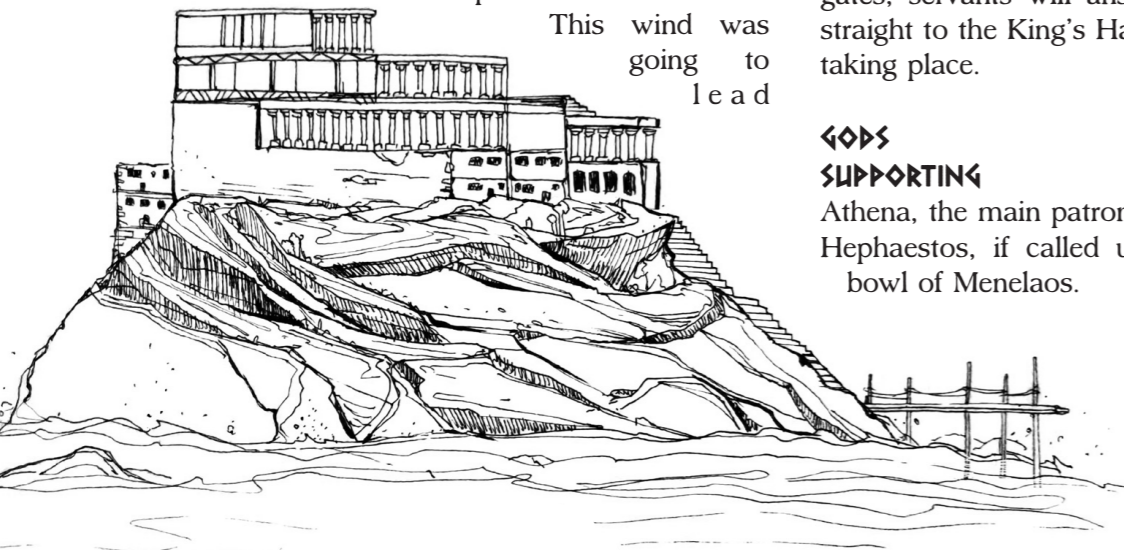
LOCATION DESCRIPTION

This is a small rocky island with barely enough space for the large palace of Aeolus. From its small pier, steps lead up to the gates of the ancient palace. Its architecture is similar to the Minoan palaces in Crete, with several levels built on top of each other. At the very top, with the most magnificent view, is the King's Hall—a large, roofed courtyard with a peristyle. When the PCs knock on the gates, servants will answer and lead them straight to the King's Hall where the feast is taking place.

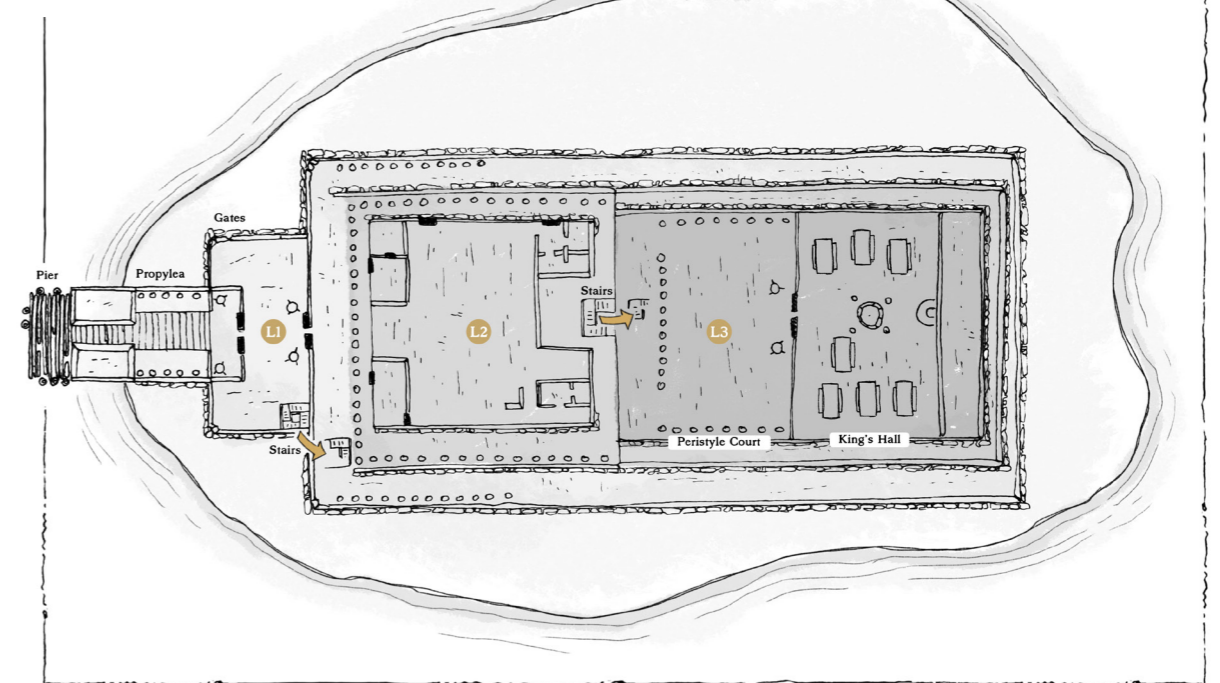
GODS

SUPPORTING

Athena, the main patron of our heroes.
Hephaestus, if called upon with the wine bowl of Menelaos.



AIOLIA ISLAND



OPPOSING

Poseidon is ready to throw obstacles at the PCs, but has very little influence on this island as it's the domain of another deity.

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

Sacrifices or libations here will only take place in accordance with Hospitality Scene rules (see Land of Myth Mechanics).

NPCS

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

AEOLUS, GOD OF THE WINDS: Aeolus is a kindhearted god, who will not bear a grudge. When the PCs arrive he immediately knows who they are, but in keeping with hospitality etiquette he will not reveal their identities, but will allow them to identify themselves after the feast.

Given his encounter with Odysseus he is reluctant to provide aid beyond meal and lodging, because he doesn't want to oppose Poseidon. However if the PCs win the

sympathy of him and his family during the hospitality scene, and the libations of the PCs are favourable, Aeolus will change his mind.

SONS:

- Agathyrnos
- Astyochos
- Androcles
- Iocastos
- Pheraemon
- Xuthus

DAUGHTERS:

- Aeole
- Astycrateia
- Dia
- Hephaestia
- Iphthe
- Periboea

Aeolus, his family and guests relish stories from distant lands, as well as music and songs. Everyone will encourage the PCs to share stories from their journey so far, or to perform a poem or a song.

INTERESTING ITEMS

Before they depart, Aeolus will follow hospitality etiquette and give the PCs a gift. If the PCs have behaved inappropriately they receive an amphora of very good wine. If they have behaved according to the hospitality etiquette they will receive:

1. A Lightning Bolt in an Amphora

This is a storm's lightning, trapped by Aeolus in an amphora vase. As Aeolus, or one of his children will explain, there are two way to use this:

a. Point it toward a target and break the amphora's clay seal, releasing the lighting bolt for 5d6 damage.

b. Throw the amphora among several targets and randomly distribute five

1d6 dice of damage among the targets. To randomize the damage, assign each target a number and roll a corresponding die. For example, in a group of seven, roll a d8 five times (re-rolling results of 8). Especially in small groups, targets can take multiple d6 dice of damage.

If the PCs entertain Aeolus' family and guests with stories or songs, they will also want to give the PCs parting gifts. Choose 1-3 gifts and decide who gives what to who and try to match the gifts to role-playing instances during the hospitality scene:

2. Bowstring of Chance: This bowstring magically adjusts to fit any bow. For each successful ranged attack with this bowstring, you roll a 1d8. On an 8, deal an additional 1d8 damage. On a 4, deal an additional 1d4 damage.

3. Lyre strings of Valour: Although originally intended for a lyre, these strings magically fit any stringed instrument. While playing music with these strings, you or anyone you wish within earshot (50ft) can make 1 roll (attack, ability check, skill check, saving throw) with a +4 bonus.



4. Talisman of Athena: A protective talisman bearing the owl of Athena. Hanging this talisman on your shield (traditionally on the inside next to the handle) grants +2 on all shield parries, shield pushes and shield attacks. Additionally, once per encounter, making a successful parry may inflict 1d6 damage on your opponent.

Specific Threats

The palace has guards, but the PCs will not be forced into a fight with them. Even if the PCs misbehave and disrespect the hospitality etiquette, they are treated with politeness and restraint but will not receive any of the magical gifts.

PALACE GUARDS

Ten to twenty (10+1d10) guards at any given time.

Patron God: Aeolus

Size: Medium

AC: 13

HP: 30 / Wounded 1/2: 15 /

Severely Wounded 1/4: 7

Movement: 30ft

Tharsein Points: 1

STR	DEX	CON	INT	WIS	CHA
13	15	14	11	12	9
+1	+2	+1	0	+1	0

Senses: Perception +3

Languages: Greek

CR: 1/2 (20 Kleos, 50 Nostos, 10 Ponos)

Actions: 1 per round

Spear: Att: +3 to hit; reach 10ft; one target.

Dmg: 1d8+3 piercing

Javelin: Att: +4 to hit; range 30/120; one target. Dmg: 1d6+4 piercing

Reaction (1 per round)

Shield Parry: Attempt to block an attack. Make an opposed check against their Attack roll (Strength for melee attacks, Dexterity for ranged attacks).

AWARDING KLEOS, NOSTOS, PONOS

Successful completion of the hospitality encounter awards 100 Kleos and 100 Nostos points to each PC. Failure awards 100 Ponos and 50 Nostos points and also means that the PCs do not receive none of the gifts.

LEAVING THE ISLAND OF AIOLIA

Once the departure libations have been made, everyone gathers at the pier to see the PCs off. As the PCs board, Aeolus approaches holding two pigeons, one in each hand, and says:

"It seems Poseidon has one more test in store for you. The best help I can give is to allow you to choose your fate. Would you rather face a terrible sea monster or a cunning goddess? The pigeon in my right hand will show you the way to the sea monster, while the one in my left hand will show the way to the goddess."

And as soon as he finishes his sentence, he releases the pigeons. Everyone looks up as they fly away, the first heading northeast to the sea monster and the second southeast to the goddess. The PCs now have to discuss which way they go to continue their journey. Roll 3d3+1 to determine the length of the sea voyage till the next destination.

If the players choose the sea monster go to *Scylla's Lair* on page 48

If the players choose the sorcerers go to *Circe the Sorceress* on page 54

THE ISLAND OF THE LOTUS EATERS

LOCATION OBJECTIVES

1. Replenish the ship's dwindling supplies.
2. Overcome the island's enchantment, which seeks to trap the crews of passing ships.
3. Seek clues and information from the sailors living in the village of Captain Eumenes (see NPCs).

LOCATION BACKGROUND

This enchanted island came into existence through the sheer magical force of the Wilderness. The land itself is enchanted—those who arrive here slowly lose all will to leave and progressively lose all memories of their past life. The island has built up a 'population' of residents after years of attracting passing ships.

LOCATION DESCRIPTION

As you approach, the volcanic mountain is visible, fumes rising from the caldera, dominating the southeast of the island. The island itself is covered in a thick, luxuriant forest, echoing with strange birds and beasts. Every cove and beach is littered with the broken, rotting or sunken hulls of ships that were left beached or moored by crews that went inland, never to return. Some are very old with only the keel of the ship still visible, whereas others are fairly recent and still in good condition.

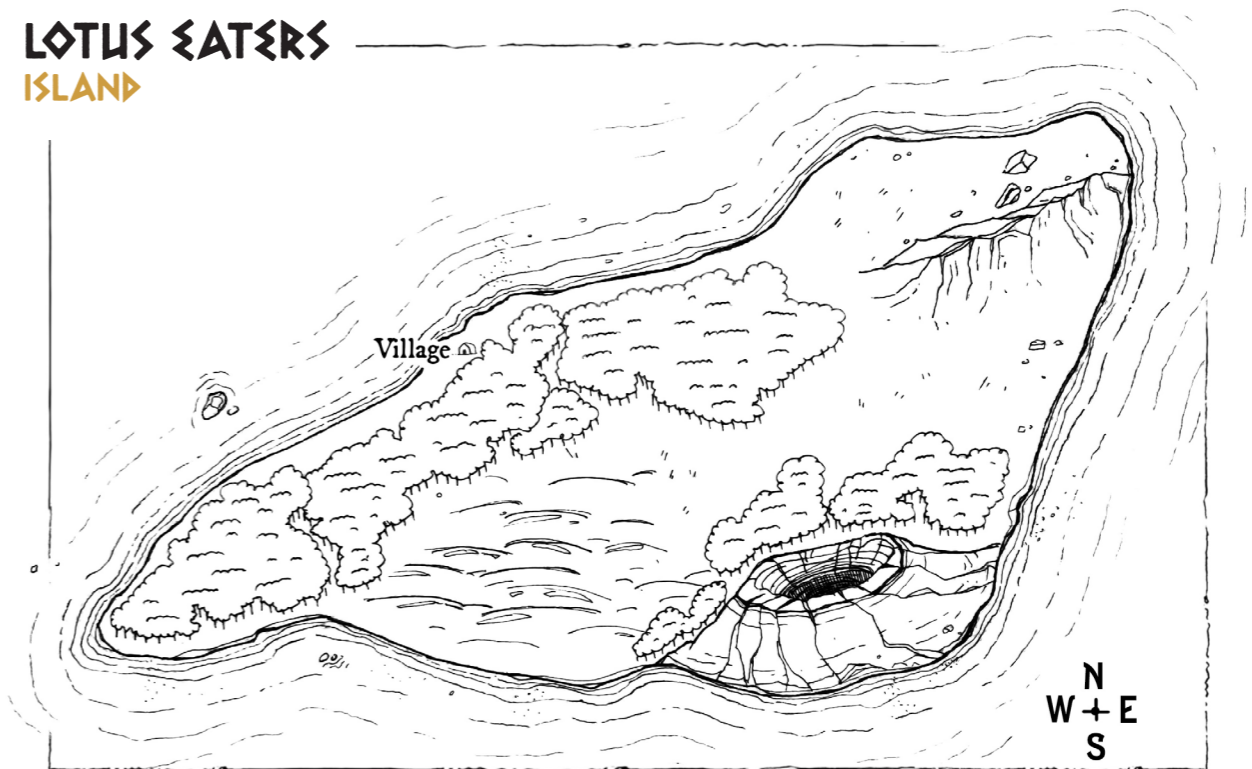
The island, with its many small streams and lakes, is rich in game and edible fruits and plants—a few days of hunting and foraging would easily supply the PCs with the necessary provisions. Of all the island's fruit, none is more abundant, juicy and richly perfumed than the lotus fruit. However, this is the most dangerous to eat (see Specific Threats).

The huge volcano to the southeast is very active and frequently spews rivers of lava. Poisonous fumes constantly rise from its caldera and from cracks all over the mountain. These fumes form a toxic fog that covers the volcano and descends into the surrounding area. Depending on the weather conditions this toxic fog can travel further inland (see Specific Threats).

THE VILLAGE

A collection of makeshift huts and shacks, some made of local forest material, others made of salvaged materials from the stranded ships on the nearby beaches. One building stands out—the living quarters of Captain Eumenes, built using the broken-off bow of a ship, turned upside down and richly decorated with spoils from the shipwrecks.

LOTUS EATERS ISLAND



GODS

None of the Greek gods has a foothold, temple or altar on this island. Although theurgy (divine magic) does work, the Divine Assistance ability from the Tharsein points does not. Nonetheless, the PCs may attempt making a sacrifice and/or libation (see Sacrifices & Libations below).

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

PCs may offer sacrifices or libations on this island, but have a -4 penalty to their check. However, if successful, the PCs earn 2 Divine Favour points with the god or goddess they dedicated the sacrifice to.

NPCS

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

There are numerous (5d10 x5) sailors stranded here, most for so long that both their memory and ability to socialise with other people have been sapped out by the Wilderness.

There is an exception to this, however: a small community of sailors who have rallied around Captain Eumenes, where several sailors have managed to maintain a clear head by not spending all their days or nights on the island. These people came from different ships, but each noticed the strange behaviours which overtook their shipmates and realised that the island was a trap. Captain Eumenes has become addicted to the lotus fruits, affecting his mind and

memory and causing delusions, yet he is still widely respected both for his fairness and sword fighting skills.

HUNTING & FORAGING: A SKILL CHALLENGE

This skill challenge determines how successful the PCs are at foraging and how long it takes them to gather their provisions.

To succeed the PCs need to accumulate 4 successes before they accumulate 3 failures. Each PC must choose a skill they are proficient with, to use in their search for provisions and explain how they apply it in their search. Players using the same skill (e.g. Survival or Nature) must explain how they use the skill differently.

Accumulating 4 successes without any failures indicates they gathered all the provisions within 1 day. Each failed skill check indicates 1 more day is spent hunting, fishing and foraging.

If they fail (by getting 3 failures), two problems arise. First, they did not gather the provisions required for their journey, so at their next destination they all have -10 hit points and -1 to all rolls (attacks, damage, skill & ability checks). Additionally, having spent 4 days on the island it is increasingly likely they fall victim to the island's enchantment (see Specific Threats).

ACQUIRING INFORMATION

To gather information on where to go next, the PCs should also visit the village and initiate a basic hospitality scene. This hospitality scene is different from previous scenes because these people have forgotten what it means to receive and entertain guests, so it is up to the PCs to remind them.

To succeed the PCs need to initiate 3 successful Social Interactions TN 12 (see Hospitality Scene under The Land of Myth Mechanics) which will motivate the locals to remember the etiquette and act accordingly. To receive credible information, the PCs must identify themselves and explain who they are looking for. If they do not, the sailors won't know what information to share (even if the checks are successful). Remember (and remind the players) that

Hospitality Scenes are primarily reliant on role-playing before checks, especially in this abnormal situation.

If the scene is resolved successfully, use the text below as a guide to the information the PCs receive:

"After some time sharing wine and stories, two sailors approach. 'Can we have a few words?' they ask. Once they sit and introduce themselves (names: Eudamos & Lamnios), they say 'You are in luck, one of the immortals must be favouring you. Before we were washed onto this island we made landfall on another, equally wicked and dangerous place, ruled by a powerful sorceress. She captured several of our men with her magic, turning them into wild animals. It was there that we heard the sorceress speak of the time she spent in the company of the cunning Odysseus until she had to send him off. That's where you need to go if you are looking for him!' And they proceed to give you navigational instructions to this island."

If the PCs fail in the hospitality scene, use the below text as a guide to the information the PCs will receive:

"As the night progresses and men begin to fall asleep, Captain Eumenes approaches to take a seat next to you. 'So, you are looking for a man named Odysseus?' he says doubtfully. 'If that is the course you wish to pursue then brace yourselves because you have a tough journey ahead. Last I heard he had passed the island of the terrible monster Scylla! That is where he was last seen, but I do not envy you.' He proceeds to give you the navigational instructions, before he adds, 'Be brave!'"

SPECIFIC THREATS

Below are descriptions of the island's various threats. If you are running this adventure as a one-shot (single session), pick the one that will be the most fun based on how the group decides to go about their tasks.

The Land: For each day spent on the island the PCs must make a CHA saving throw TN 10 with a cumulative penalty of -1 per day (i.e. -1 on the first day, -2 on the second, etc.).

Success: That PC remains in their current state.

Failure: That PC progresses to the next level of enchantment (see table of Levels of Enchantment).

On the 4th day, they must roll the CHA saving throw every 8 hours (unless 24 hours have been spent off the island).

The Lotus Fruit: This enchanted fruit is imbued with the island's essence and can be found practically everywhere. Upon eating a lotus fruit the PC automatically accumulates one failed save and progresses one step down the enchantment table. The effect is immediate and their behaviour changes noticeably.

Each level of enchantment requires more time be spent away from the island before its effects wear off. You can also remove one level of enchantment by using a remove curse spell.

LEVELS OF ENCHANTMENT TABLE

- | |
|---|
| 1. As you go about your day, you keep forgetting your immediate task or goal until reminded. If no one is there to remind you, you become occupied with your surroundings. Wears off after 12 hours off-island. |
| 2. You lose the will to leave the island. If asked, you want to stay and burst into tears if someone removes you from the island, but you will not resist. Both levels wear off after 24 hours off-island. |
| 3. You now aggressively resist attempts to remove you from the island. You attack, but only to cause minimum damage and push them away. You forget how and why you arrived on the island and any tasks or goals. All levels wear off after 36 hours off-island. |
| 4. You now forget your family, friends and home, as well as any memories older than 1 year. Your companions seem familiar but you do not remember their names. All levels wear off after 48 hours off-island. |
| 5. Accumulating 5 failed saves completely wipes your memory until 1d4+2 days are spent away from the island. |

Random Encounters: Every 4 hours on the island (especially in the forest), roll on the random encounter table to see if there are any unexpected events.

LOTUS-EATERS ISLAND RANDOM ENCOUNTER TABLE

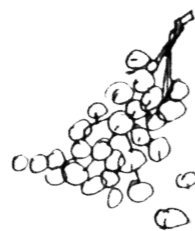
1	Wilderness beast (see below)
2	Brief thunder storm. No hunting for the rest of the day.
3	No interruptions
4	Wandering locals (see below)
5	No interruptions
6	Wilderness beast (see below)
7	No interruptions
8	Wandering locals (see below)
9	Fog of toxic volcanic fumes (see below)
10	Wilderness beast (see below)

WILDERNESS BEASTS

Roll 1d6 or pick a Wilderness beast from the list, and roll 1d6 to determine its reaction (1-2 hostile, 3-4 indifferent, 5-6 friendly):

- 1 Boar
- 2 Crocodile
- 3 Giant Spider
- 4 Panther
- 5 Poisonous snake
- 6 Tiger

If combat ensues, use the relevant stats from the OGL-SRD5, modified as follows: +2 AC, 150% Hit Points, increase Attack and Damage modifier by +1, resistance to non-magical weapons. All creatures will run off once Wounded (i.e. lose half of their hit points).



WANDERING LOCALS

The locals are addicted to the lotus fruit. They want any lotus fruit gathered by the PCs, and will appreciate it being shared freely. While not hostile, if the PCs become hostile and violent, roll 1d6 for Reaction to determine whether they attack (1-2 hostile), linger around (3-4 indifferent), or run off (5-6 friendly).

THE VOLCANO'S POISONOUS FUMES

When someone encounters the volcano's poisonous fog they must roll a CON saving throw or become poisoned (see OGL-SRD5 condition). For every hour spent within the poisonous fog they must repeat the CON saving throw. Repeated failures progress their condition from poisoned, to incapacitated, to stunned, to unconscious (see OGL-SRD5 conditions) before dying.

Anyone enchanted by the island (see above) pays no attention to the fog presence or its effects, even as they spend time in it. As a result the victims frequently die.

AWARDING KLEOS, NOSTOS, PONOS

1. 100 Kleos & 200 Nostos points for successfully completing the Hunting & Foraging skill challenge.
2. 50 Ponos points for every failure during the Skill Challenge and 250 Ponos points if they fail the entire Skill Challenge.
3. 100 Nostos points for acquiring the information from the sailors at the village.
4. 100 Kleos points for a successful sacrifice or libation to the gods, while on the island.



SCYLLA'S LAIR

LOCATION OBJECTIVES

- i. The PCs must defeat Scylla. Only then will they be able to leave the island.
- ii. Bonus Objective: Locate and identify the shields and weapons of the companions of Odysseus who died here.

LOCATION BACKGROUND

This cluster of small rocky islets is the lair of the sea monster Scylla. Scylla was once a beautiful nymph who had attracted the love of the sea god Glaucus. However, the sorceress-goddess Circe was also in love with Glaucus and when she realised that Glaucus' affections were directed to Scylla, she used her magic to turn Scylla into a horrible monster.

On his journeys, Odysseus came up against Scylla after leaving Circe's island. Circe had warned him about the monster and had explained how he should sail his boat to avoid it. Still though, Scylla managed to snatch six of his crewmen and devour them.

LOCATION DESCRIPTION

THE ISLAND

These rocky islets rise sharply out of the sea and are surrounded by treacherous shoals and unpredictable currents. Many ships and sailors have made this place their watery grave. On all sides one can see the broken remains of ships' hulls marking the dangerous shallow waters.

On the northwestern side of the largest islet there is a blowhole periodically spewing water. On the southeastern side there is an entrance to a cave. There is also an underwater entrance to another cave, on

the southeastern side of the second largest islet (D). These caves are where Scylla and her Telchines minions have their lairs.

GODS

SUPPORTING

Athena is keen to see the heroes overcome this last obstacle before they get reunited with Odysseus.

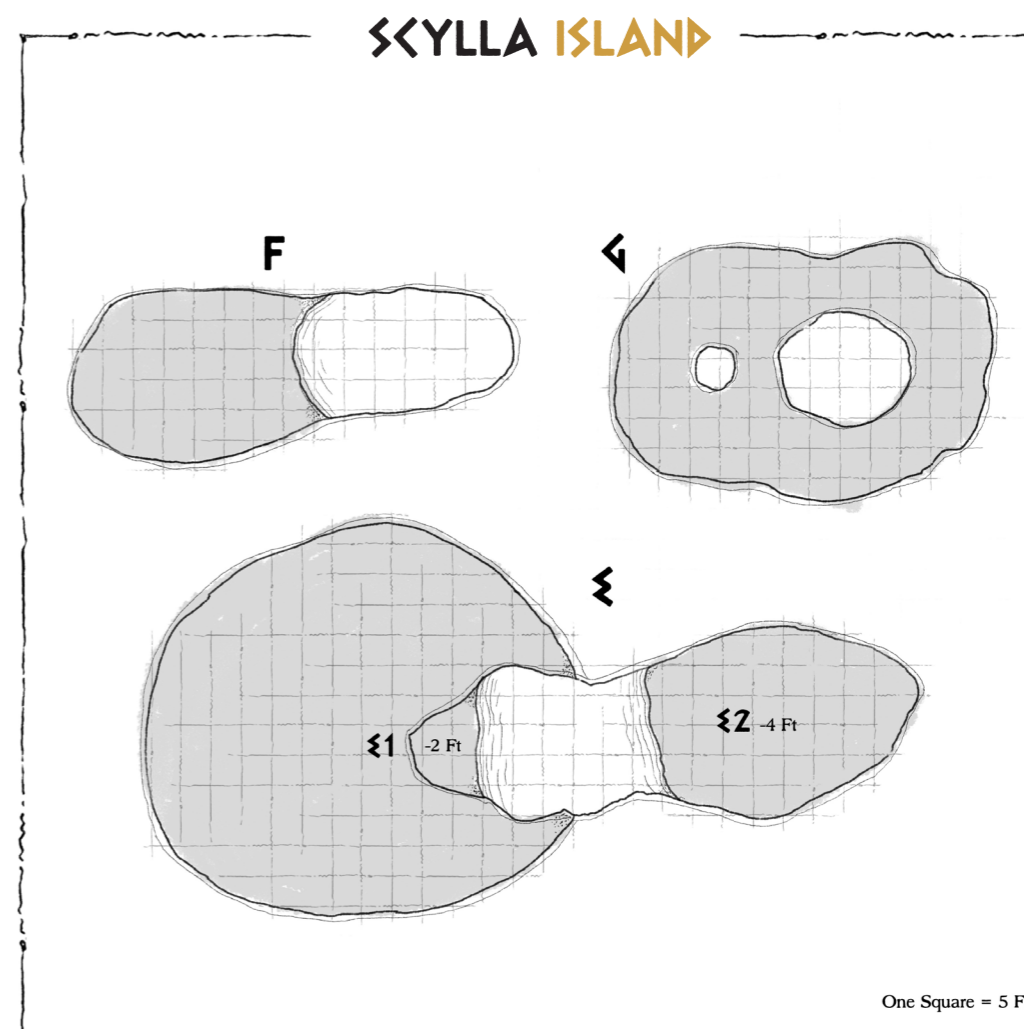
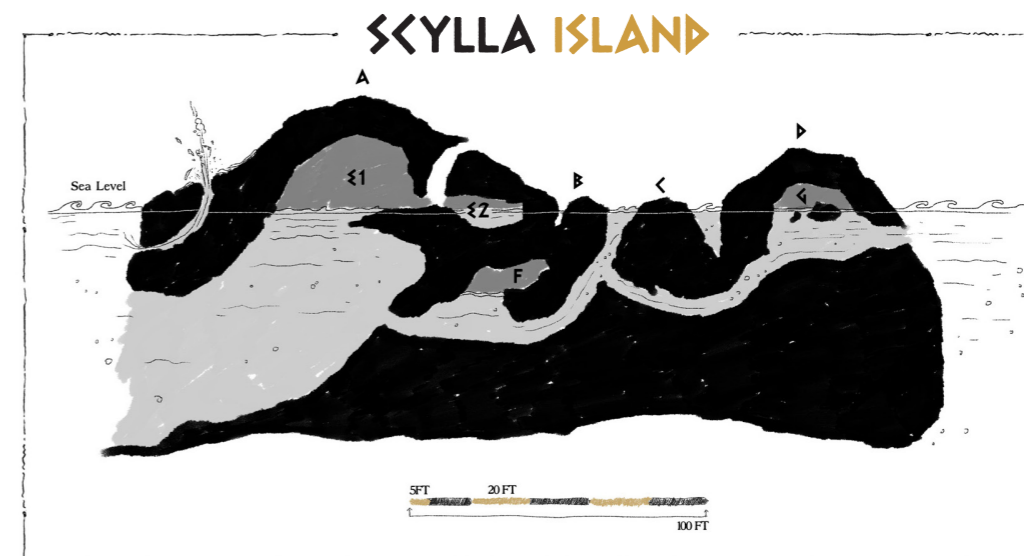
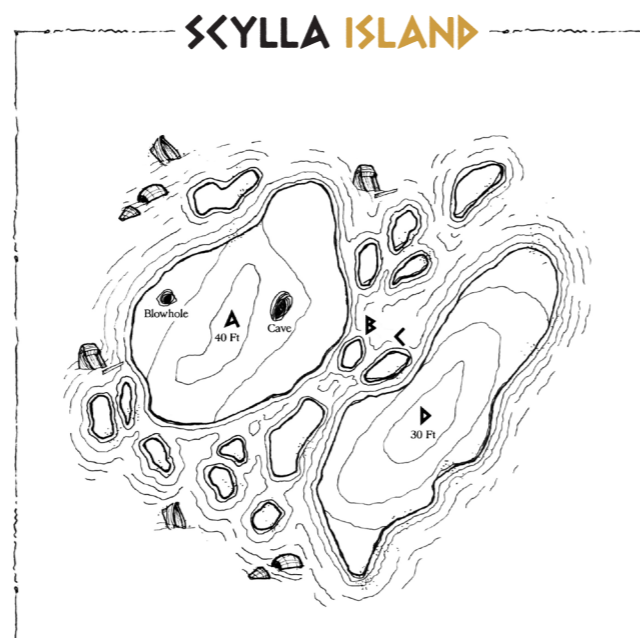
OPPOSING

Poseidon sees this as his last chance to prevent the PCs from reaching Odysseus.

SACRIFICES & LIBATIONS

(DIVINE FAVOUR)

This encounter does not require a sacrifice, but if the PCs survive the skirmish, they could take advantage of their victory to make an offering and attempt to earn Divine Favour.



NPCS

WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

The only living creatures here are Scylla and a group of Telchines who act as her minions.

INTERESTING ITEMS

The area around and in-between the rocks and the islands is littered with shipwrecks. In the second of the two chambers (E2) there's an assortment of mostly broken jars and amphora, tools, weapons, shields and pieces of armour which are rusting away in the seawater. If the PCs defeat Scylla, it is here that, with the help of Athena, the PCs may find the swords and shields of those crewmen of Odysseus who perished here.

SPECIFIC THREATS

Terrain: Blowhole

Every round there is 30% chance the blowhole will eject water. When it expels water, anyone within 5ft of the blowhole must make DEX save TN 12 or be knocked prone. If you are engaged in melee combat with the Scylla when you are knocked prone, she gains an Attack of Opportunity.

SCYLLA & CORAL DOGS

Scylla can swim between every rock and islet in this area and sometimes even glides on to the edge of a shoals. Her Coral Dogs can

SCYLLA

Scylla is a huge monster, that has the tail of a fish, the torso of a giant female humanoid, and the front half of two dogs growing out of her waist.

Patron God: Ceto

Poseidon's Gift: Although Poseidon is not her patron god, he has given to Scylla a giant trident made of coral. Scylla uses in combat and to sink ships the trident also allows her to summon 1d3+2 Coral Dogs a day (see stats below).

Size: Huge

AC: 16 (natural armour)

HP: 135 / Wounded 1/2: 67 /

Severely Wounded 1/4: 33

Movement: swim 60ft

Tharsein Points: 2

STR	DEX	CON	INT	WIS	CHA
25	13	20	15	15	5
+5	+1	+4	+2	+2	-2

Damage Resistance: From

non magical weapons

Senses: Darkvision

Languages: Greek

CR: 9 (500 Kleos, 300 Nostos, 200 Ponos)

Vicious: Scylla's only goal and motivation is to kill and devour its opponents. She will never abandon a fight.

Actions: 2 per round (two trident attacks or two bite attacks, or a combination)

Trident of Shipwrecking:

Melee Att: +7 to hit; reach 10ft; one target;

Dmg: 2d10+5 piercing.

Range Att: +5 to hit; range 40/80; one target; Dmg: 2d10+5 piercing. Scylla rarely throws her trident against targets on land. But if she does, one of her Coral Dogs will fetch it for her. Scylla does not use the range attack if she has no Coral Dogs available.

When attacking a ship using the Trident, Scylla makes an attack against the hull of the ship. (In this adventure the ship's hull has AC 15). If the attack is successful the hull is compromised and the ship begins to sink.

Dog Bite: Att: +5 to hit; reach 10ft; one target; Dmg: 2d6 slashing

Reaction

Bloodfrenzy: When a target becomes Wounded (1/2 hp) from an attack by Scylla, Scylla gains a free bite attack which she has to make before the end of her turn, against one opponent within her reach.

Mythical Action

Swiping Attack: Once per round at the end of someone else's turn Scylla can use her Swiping Attack. Using either her trident or her fishtail, Scylla tries to throw her targets off balance by swiping a 15ft cone with the point of origin always at edge of the water. Anyone within the affected area must make a DEX save TN 13 or fall prone.

Lair Bonus: Whenever Scylla uses her Tail Attack inside her lair (Cave E1) and a target falls prone, if a Coral Dog is within 5ft of the prone target, it makes an attack of opportunity.



CORAL DOGS

**Enchanted wilderness creatures of the deep seas. These giant gods are made of brightly coloured, luminescent coral and are in the shape of a dog with fish fins on their spine and flanks and a fish tail.*

Size: Large

AC: 15 (natural armour)

HP: 50 / Wounded 1/2: 25 / Severely Wounded 1/4: 12

Movement: 30ft; swim 30ft

Tharsein Points: 1

STR	DEX	CON	INT	WIS	CHA
20	13	13	9	12	6
+4	+1	+1	0	+2	-1

Damage Immunity: Water

Senses: Darkvision 30ft

Languages: none

CR: 6 (100 Kleos, 0 Nostos, 0 Ponos)

Actions: 1 per round

Dog Bite: Att: +5 to hit; reach 5ft; one target; Dmg: 2d6 slashing

Pack Tactics: When a Coral Dog attacks a target who is already engaged in melee combat with another opponent, it gains +3 to Attack.

Optional:

Bury the bones: When an opponent falls unconscious or dead, a Coral Dog might try to drag them into the water and take them to cave F or G on the map, whichever is closer.

DEFEATING SCYLLA

If Scylla is defeated, goddess Athena will try to help the PCs recover the weapons of Odysseus' crewmen, who were killed by Scylla.

When passing outside cave E2 make a Perception check TN 12 to notice the pale blue glow emanating from the pond.

In the seawater pool of cave E2, amidst the rusting and rotting weapons, the broken jars and amphora, 6 weapons will begin to glow (2 swords & 4 spears). Lifting them out of

the water will transform them from rusty and crumbling to their original state. Anyone touching these items will immediately know where they came from.

AWARDING KLÉOS, NOSTOS, PONOS

i. Killing Scylla earns each PC 300 Kleos and 300 Nostos points. For each Coral Dog each PC earns 50 Kleos points.

ii. For every PC killed, the survivors earn 100 Ponos points.

iii. Every PC who dropped unconscious earns 50 Ponos points.

iv. Discovering the lost weapons of Odysseus' deceased companions earns each PC 50 Nostos and 100 Ponos points.

ÉPILOGUE: RESCUED BY THE PHAÉACIANS

Since their boat was sunk by Scylla, the PCs are now stranded on these islands.

Allow the PCs some time to consider possible solutions, and perhaps to make a sacrifice or libation and call upon a god or goddess. Unbeknownst to them Athena has already informed Odysseus who is on his way, with a Phaeacian ship, to rescue them and return to Ithaka. When appropriate use the following text as a guide for the conclusion:

"The sun will soon be setting. You are hungry and cold, and none of your provisions survived the shipwreck. As you are pondering the possibility of dying a slow and inglorious death on this weather-bitten rocks, you spot the black sail of a ship heading to your direction. As it's closing in you see a man standing on the prow of the ship, his gaze fixed on you. Soon the ship is upon you, the oarsmen dipping their oars to slow down and turn the large ship, and the man at the bow cries out to you:

"My son! My sister! My friends! What joy have the gods given me!!"

It's Odysseus."



CIRCE THE SORCERESS

LOCATION OBJECTIVES

i. Defeat Circe and the Nymphs, without killing Circe and get the information on how to reach Odysseus.

LOCATION BACKGROUND

This is the home of Circe, the great of sorceress. When Odysseus arrived here, some of his crewmen fell victim to her spell and were transformed into swine. With the help of the god Hermes, Odysseus was able to avoid her tricks and force Circe to take an oath not to harm him. Then, with the magical herb moly that was supplied by Hermes, Odysseus broke the spell and returned his men back to human form. Odysseus spent a year on her island, before eventually being instructed by Circe to travel to the Underworld, to talk to the dead Seer, Teiresias.

LOCATION DESCRIPTION

THE ISLAND

This small island is a flat top hill rising from the sea. There is only one sand beach on the western side, which is the only place to safely run a ship onto the beach. The flat top is dominated by a thick forest, and on the eastern side there is smoke rising from a dwelling. From the beach there is a path climbing to the flat top, marked by two

large, stone pillars, standing 9ft tall.

THE FOREST

The forest is unusually rich and full of life for such a small size. There is a path leading to the dwelling on the opposite side of the island. As soon as the PCs get on this path, the Nymphs will approach them trying to charms them.

CIRCE'S PALACE

This is a beautiful but humble abode. A single storey building, with a grand entrance on an otherwise traditional house. Nothing gives away the power of its residents.

Room 1: This is the main hall of Circe. Her throne and her magical loom are both in this room and this is where she spend the majority of her day with the nymphs who attend to her. Most hours of the day, the double doors leading to the courtyard are left open, and the wild beasts of Circe lie down on steps.

Room2: This is a secondary room used for running the household chores and cooking the food. Circe will rarely be found here.

Room 3: Pantry

Room 4: Storage room

Room 5: This room does not appear to have been in use recently. Various old household items, chests and jars are piled up around the room.

Room 6: This is Circe's private chamber

GODS

SUPPORTING

Hermes is the primary god who supports the PCs in this encounter.

Athena is always by the side of the PCs

Opposing

Poseidon is opposing the players and is directing the four nymphs to turn Circe against the PCs.

SACRIFICES & LIBATIONS (DIVINE FAVOUR)

No sacrifice in this location, unless the PCs create the opportunity for one.

NPCS: WHO THEY ARE, WHAT DO THEY WANT, WHAT ARE THEY DOING NOW

Circe, The Sorceress: Circe enjoys trapping wayward seafarers and transforming them into wild beasts. However, after spending a year together, she grew fond of Odysseus and allowed him and his companions to go, even giving them instructions on how to continue their journey home. Under normal circumstances she would not be hostile toward the PCs if they would identify themselves (perhaps in a manner similar to a hospitality scene). The four nymphs under Poseidon's instructions, will prompt Circe to attack them and try to prevent any communication between the two sides. However, Circe may still notice the resemblance between Ctimene or Telemachos and Odysseus (see below, Circe's stats).

Four Nymphs: These nymphs have been sent here by Poseidon to ensure Circe does not realise that this group is related to Odysseus. However, they will not necessarily fight to the death.

The Wild Beasts (Enchanted): Circe has several wolves and lions which seem to coexist peacefully in her courtyard. Prompted by Circe they will attack, but otherwise they are just lying around. These beasts are enchanted sailors, transformed into animals. When killed the spell breaks and they return to their human form.

INTERESTING ITEMS

The Loom of Circe: Anything woven using this loom has magical properties. At the moment next to the loom are to blankets:

1. Blanket of Rest: Sleep 3 hours wrapped in this blanket and you complete a Short Rest.
2. Blanket of Cold Protection: By wrapping yourself in this blanket and you become immune to cold damage or cold related effects..

SPECIFIC THREATS

The threats are Circe, the 4 nymphs and the wild beasts. Roll 1d4 to determine how many beasts are present in the courtyard when you arrive.

CIRCE

Patron God: Helios

Size: Medium
AC: 16 (magical)
HP: 90 / Wounded 1/2: 45 / Severely Wounded 1/4: 22
Movement: 30ft
Tharsein Points: 5

STR	DEX	CON	INT	WIS	CHA
12	15	15	19	15	16
+1	+2	+2	+3	+2	+2

Senses: Perception +3; Insight +5
Languages: Greek
CR: 7 (300 Kleos, 100 Nostos, 100 Ponos)

Familiar Face: Every round Circe spends within 20ft of Telemachos or Ctimene and she is in clear view of them she makes an INT check TN 13. If successful she recognises the resemblance to Odysseus. If outside of combat she makes the same check with TN 10.

Actions: 2 per round (2 attacks or 1 attack and 1 spell)

Staff: Att: +3 to hit; reach 5ft; one target. Dmg: 1d6+2 bludgeoning

Circe's Dagger of True Aim: When used for a thrown (range) attack this dagger has a +3 bonus to Attack and Damage. If Circe does not pick it up it returns to her belt at the end of every round.

Melee: Att: +3 to hit; reach 5ft; one target. Dmg: 1d4+1 piercing

Range: Att: +7 to hit; range 20/60; one target. Dmg: 1d4+5 piercing

SPELLCASTING

Aether Points: 21

Circe has proficiency in 3 Methodi:

Metamorphosis (transmutation): Spelle Level 6

Apatē (illusion, deception): Spell Level 3

Necromancy: Spell Level 3

Memorised Spells:

Turn Man Into Beast

metamorphosis

Aether dice: 2 for 4th level; 3 for 6th level

Spell TN: 4 for 4rd level; 6 for 6th level

Casting Time: 1 action

Range: Touch

Duration: 3rd level up to 10 min; 5th level up to 20 min

Concentration: No

Saving Throw: The victim may expend a Tharsein or Aether point to buy a CON saving throw TN 13. If they don't or the save fails they transform and get a free save after 2 min, which they repeat every 2 min as necessary.

Effect: If the spell is successful, the caster touches one human who transforms partially or fully, into one of the following boar, lion, raven or wolf. To touch an unwilling person, make opposed DEX checks.

Cast at 3rd level: Only the head and leg from the knee down change into those of the selected animal.

Cast at 5th level: The victim fully transforms into the selected animal.

While transformed, the victim can see and think normally, but they cannot speak or understand language. For the stats of these animals, see the OGL-SRD5.

Mirror Image

Apatē

Aether dice: 1 for 2nd level

Spell TN: 2 for 2nd level

Casting Time: 1 action

Range: Self

Duration: 10 rounds

Concentration: No

Saving Throw: n/a

Effect: see the 2nd level Mirror Image spell from OGL-SRD5. Casting at 3rd level (Spell TN 3) adds two more duplicates.

Invisibility

Apatē

Aether dice: 1 for 2nd level

Spell TN: 2 for 2nd level

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Concentration: Yes

Saving Throw: n/a

Effect: see the 2nd level Invisibility spell from OGL-SRD5.

Darkness

Apatē

Aether dice: 1 for 2nd level

Spell TN: 2 for 2nd level

Casting Time: 1 action

Range: 60ft

Duration: 10 rounds

Concentration: No

Saving Throw: n/a

Effect: see the 2nd level Darkness spell from OGL-SRD5, but note that this version of the spell does not require concentration and the area of effect is 20ft radius.

Asphodel Meadows

Necromancy

Aether dice: 1 for 3rd level

Spell TN: 3 for 3rd level

Casting Time: 1 action

Range: 60ft

Duration: 1 action

Concentration: No

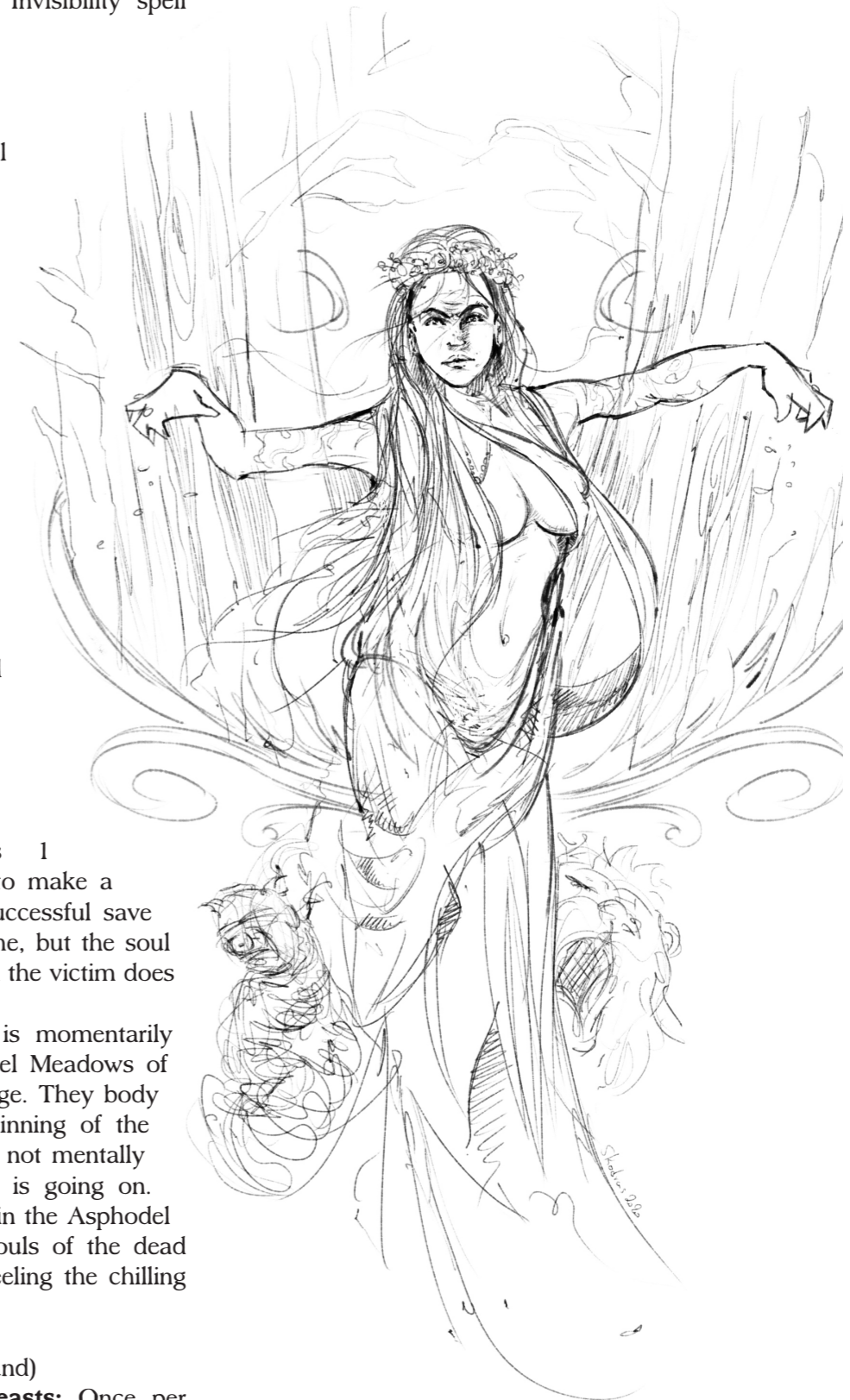
Saving Throw: Costs 1

Tharsein or Aether point to make a WIS save TN 14. On a successful save the damage is still the same, but the soul returns instantaneously and the victim does not get paralyzed.

Effect: The target's soul is momentarily transported in the Asphodel Meadows of Hades suffering 2d6 damage. Their body is paralyzed until the beginning of the victim's next turn and it is not mentally present or aware of what is going on. The soul spends this time in the Asphodel Meadows, watching the souls of the dead walking into Hades and feeling the chilling presence of death.

Mythical Action (1 per round)

Mistress of the Wild Beasts: Once per round, at the end of another creature's round, when Circe takes any damage, she can trigger the Wild Beast's Pounce reaction.



NYMPHS

There are 4 Nymph handmaidens of Circe, who are in liege with Poseidon. Their goal is to prevent Circe from talking to the PCs and recognising who they are.

Patron God: Poseidon

Size: Medium

AC: 12

HP: 30 / Wounded 1/2: 15 /

Severely Wounded 1/4: 7

Movement: 30ft

Tharsein Points: 2

STR	DEX	CON	INT	WIS	CHA
10	15	13	11	15	18
0	+2	+1	0	+2	+3

Senses: Perception +5

Languages: Greek

CR: 1 (30 Kleos, 30 Nostos, 10 Ponos)

Actions: 1 per round (2 dagger attacks or 1 spell ability)

Dagger: Att: +3 to hit; reach 5ft/range 20/60; one target. Dmg: 1d4+2 piercing

Nymph Charm: The nymph targets one person that she can see within 30ft. The target must succeed on CHA save TN 15 or be charmed. The target will zealously follow any instructions from the Nymph. If the nymph or its allies do or suggest anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 6 hours, or until the nymph dies, or moves at list 1 mile away from the target, or dismisses the charm as a free action. If a target's saving throw is successful, they have a +4 bonus on subsequent attempts by the nymphs, within the same day. A nymph may only charm one person at a time.

Communicate with Animals: The nymph can telepathically communicate with any animal or beast.

Spell Abilities*

(*see spell descriptions in OGL-SRD5)

At will: Druidcraft, Pass Without Trace

3/day: Entangle

1/day: Spike Growth

WILD BEASTS (ENCHANTED)

*These are enchanted sailors transformed into beasts by Circe. At any given time there are 1d4 in the courtyard.

Patron God: none

Size: Medium

AC: 13

HP: 27 / Wounded 1/2: 13 /

Severely Wounded 1/4: 6

Movement: 30ft

STR	DEX	CON	INT	WIS	CHA
16	15	13	6	12	8
+2	+2	+1	-1	+1	-1

Senses: Perception +4

Languages: understand Greek

CR: 1 (0 Kleos, 20 Nostos, 80 Ponos)

Low Morale: When a Wild Beasts becomes Wounded (1/2 hp) make a WIS save TN 13. If they fail they abandon the fight and hide in the forest. If they succeed, repeat the save when they become Severely Wounded (1/4 hp) TN 16.

Human Soul: When a Wild Beast drops to 0 hit points, they falls unconscious and turn back to their human form. Start rolling Death Saves normally.

Actions: (1 per round)

Bite: Att: +3 to hit; reach 5ft; one target.

Dmg: 1d8+2 piercing

Claw: Att: +3 to hit; reach 5ft ; one target.

Dmg: 1d6+2 piercing

Reaction (1 per round)

Pounce: As a reaction, when ordered by Circe a wild beast will run and pounce on a target. The target must be between 10ft and 20ft away. Make a claw attack and if successful the target must make a DEX save TN 12 or fall prone. If the target fails the save by more then 5 (i.e. rolls 6 or lower) they are now grappled.

AWARDING KLEOS, NOSTOS, PONOS

i. Defeating Circe without kill her earns each PC 300 Kleos and 300 Nostos points. Each defeated Nymph earns 80 Kleos points.

ii. For every PC killed, the survivors earn 100 Ponos points.

iii. Every PC who fell unconscious earns 50 Ponos points.

iv. Discovering the lost weapons of Odysseus' deceased companions earns each PC 50 Nostos and 100 Ponos points.

IF CIRCE DIES

If the PCs kill Circe before she has the chance to tell them how to reach Odysseus on the island of the Phaeacians, use the Epilogue from the Scyall encounter (see page 52).

IF CIRCE RECOGNISES TELEMACHOS OR CTIMENE

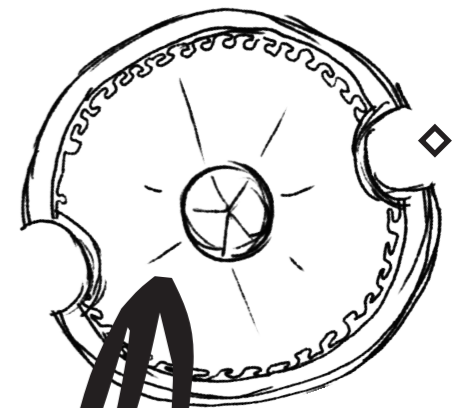
Circe will offer the PCs hospitality and will tend to any injuries they have with magical healing herbs. She will not be particularly troubled or regretful for fighting against the PCs or the death of any of her wild beast. She will gladly allow the PCs to stay for as long as they want, but she will not offer to give them instructions to Odysseus, unless they specifically ask her to.

When appropriate, use the below text as a guide for her instructions:

"Are you sure you wish to leave my friends? You know you can stay here for as long as you like! Time and age will not affect you while you are here, sharing my food and my house. Well, if you are certain that this is what you want, all you need to do is board your ship and sail. When you are in the open sea, tie around your ship's mast this scarf I've woven on my loom, and follow the direction the scarf flies toward. In three days and three nights you will arrive in Scheria, the island of the Phaeacians, where king Alkinoos holds his court."

EPILOGUE

With Circe's scarf flying on your mast you make your way across the open seas. More than once the scarf flew against the wind, pointing you to the right direction. After three days and nights of rough and stormy seas there is a break in the weather and as the sun is rising you can see a lush, green island on the horizon. As you approach, a wide beach opens up before you with a river flowing into the sea. As you bring your ship to the beach, a man with a weather-worn face and a big smile is walking toward you. He looks familiar and as you look closer you realise, it's Odysseus!



Character's Name **TELEMACHOS** Played By _____

Class **Trickster** Ancestry **Son of king Odysseus of Ithaca** Background **Noble**

Place of Birth **ITHACA** Place of Residence **ITHACA**

HEROIC ATTRIBUTES

LEVEL **5**

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____

Your Goal for this Session _____

STRENGTH 14 +1

DEXTERITY 17 +2

CONSTITUTION 13 +1

INTELLIGENCE 8 -1

WISDOM 15 +2

CHARISMA 10 0

THARSEIN

Total **3**

Current _____

AETHER

Total _____

Current _____

WEAPONS

	Attack	Damage	Range	Wear
Sword	+3	1d8 +1	5ft	
Dagger	+3/+5	1d4 +1/+2	5ft or 20/60	
Bow	+5	1d6 +2	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet		Small Shield	+1	10
Forearm Guards	+1			Total with shield 19 without shield 16
Shin Guards				
Linothorax Armour	+2			

- ### GENERAL SKILLS
- (these modifiers do not include the ability modifier)
- +2 Acrobatics (dex)
 - 1 Athletics (str)
 - +2 Deception (cha)
 - 0 Insight (wis)
 - 1 Intimidation (cha)
 - +1 Investigation (int)
 - 0 Medicine (int)
 - 1 Mythology (int)
 - 1 Nature (int)
 - Perception (wis)
 - 1 Performance (cha)
 - +3 Persuasion (cha)
 - 1 Riding (dex)
 - +3 Seafaring (wiz)
 - Stealth (dex)
 - +1 Survival (wis)
 - +2 Worship (cha)

- ### TRICKSTER CLASS SKILLS
- (these modifiers do not include the ability modifier)
- +2 Pickpocketing (dex)
 - +1 Burglar (dex or wis)
 - +3 Stealth (dex or wis)
 - +1 Detect/Remove Trap (int)
 - +1 Keen Senses (wis)
 - +1 Disguise (cha)
 - 0 Lip-reading (wis)
 - 0 Mimic Voice(cha)
 - 0 Begging (cha)
 - 0 Juggling (dex)
 - 0 Appraising (int)

- ### TRICKSTER COMBAT MANOEUVRES
- +2 Melee Attack (str)
 - +3 Range Attack (dex)
 - +1 Parry (dex)
 - +4 Cunning Attack (dex)
 - 0 Disarm (dex)
 - 0 Feint (wis)
 - 0 Retreat (str)
 - +1 Trip (dex)

Hit Dice **5d8**

Hit Point Total **34**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) **17hp**

Severely Wnd (1/4hp) **8hp**

Unconscious (0hp) **0hp**

Death Saves **Success** _____

Exhaustion **Failure** _____

SAVING THROWS

STR +1 INT -1

DEX +2 WIS +2

CON +1 CHA 0

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Fast Attack (1 per encounter; 1 action)
Expend 1 Tharsein point. As a reaction, when an opponent is about to make a melee attack against you make a melee attack against them fist. Use DEX modifier for this attack. If you succeed and your damage causes them to become Wounded (1/2 hp) or Severely Wounded (1/4 hp) they must make a CON save TN 11 or their melee attack against you automatically fails.

Dirty Trick (1 per encounter; 1 action)
Expend 1 Tharsein point. Make a melee or range attack roll against a target. If you succeed you do not roll damage, but the target is now blinded or deafened.

Character Background

TELEMACHOS

You are the son of Odysseus, the king of the island kingdom of Ithaca. Your father left for Troy 20 years ago when you were a newborn, and you have never seen him. In his absence you father's palace has been run down by suitors seeking to take your mother on marriage. You are cunning and quick thinking like your father – or so everyone tells you. As you are turning 20 and become a man, you need to find the truth about your father.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	6,000	
Mna	100	
Drachma	1	
Obolos	1/6	
Khalkos	1/48	

Magical Items

Prophecies Received

Character's Name **CTIMENE, Queen of Same** Played By _____
 Class **Warrior** Ancestry **Daughter of king Laertis of Ithaca** Background **Noble**
 Place of Birth **PYLOS** Place of Residence **Island of SAME**

LEVEL 5

HEROIC ATTRIBUTES

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH 15 +2

DEXTERITY 17 +2

CONSTITUTION 14 +1

INTELLIGENCE 8 -1

WISDOM 10 0

CHARISMA 13 +1

THARSEIN

Total _____

Current _____

AETHER

Total _____

Current _____

WEAPONS

	Attack	Damage	Range	Wear
Spear	+4	2d6 +2	10ft	
Sword	+4	1d8 +2	5ft	
Dagger	+4/+7	1d4 +2	5ft or 20/60	
Shield	+4	1d6 +2	5ft	
Bow	+7	1d6 +2	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Medium Shield	+2	10
Forearm Guards	+1			Total with shield 18 without shield 16
Shin Guards	+1			
Scale Armour	+3			

- GENERAL SKILLS** (these modifiers do not include the ability modifier)
- +2 Acrobatics (dex) +1 Medicine (int) -1 Riding (dex)
 - +1 Athletics (str) -1 Mythology (int) +1 Seafaring (wiz)
 - 1 Deception (cha) -1 Nature (int) +1 Stealth (dex)
 - +1 Insight (wis) -1 Perception (wis) 0 Survival (wis)
 - 1 Intimidation (cha) 0 Performance (cha) +1 Worship (cha)
 - 1 Investigation (int) -1 Persuasion (cha)

- WARRIOR COMBAT MANOEUVRES** (these modifiers do not include the ability modifier)
- +2 Melee Attack (str) +1 Defence (dex)
 - +5 Range Attack (dex) +1 Shiled Cover (dex)
 - +2 Parry (dex or str) +1 Shield Push / Attack (str)
 - +2 Counter Attack (dex) 0 Retreat (dex)
 - 0 Fierce Attack (str)
 - 0 Feint (wis)

Shield Cover: Requires medium or large shield. You kneel to take 3/4 cover behind your shield, gaining +5 to AC & DEX saves, but cannot move nor make attacks. You may use 1 action to stand up and in this round you can only move half your speed. While in cover, one more creature of Medium size or smaller can take 3/4 cover behind you. This creature can make ranged attacks or cast spells.

Shield Push: User your shield to push a target away or knock him prone. Make an opposed skill check vs. the opponent's DEX save. On a success the target is pushed back 10ft, while on a success by more than 5 they are knocked prone.

Hit Dice 5d10

Hit Point Total 37

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 18hp

Severly Wnd (1/4hp) 9hp

Unconscious (0hp) 0hp

Death Saves Success _____ Failure _____

Exhaustion _____

SAVING THROWS

STR +2 INT -1

DEX +2 WIS 0

CON +1 CHA +1

ACTION ECONOMY

Movement 30ft

Actions Slots 3

(1 Action & 1 Reaction + 1 slot to use as either)

- WARRIOR CLASS SKILLS**
- +3 Hunting (dex or wis)
 - 0 Charioteering (dex)
 - 0 Mounted Combat (dex)
 - 0 Tactician (int)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Second Wind (1 per encounter; 1 action)
 Expend 1 Tharsein point to regain 1d10 hit points plus your CON modifier.

Keen Hunter (1 per encounter; 1 action)
 Expend 1 Tharsein point. When you make a range attack using a bow you also add your Hunting skill modifier to the attack roll and gain +1d8 damage. If the attack is successful you target must make a CON save TN 10 or be incapacitated until the beginning of your next turn.

Character Background

CTIMENE, Queen of Same

You are the daughter of old king Laertis of Ithaca and the sister of king Odysseus. You husband, Eurylochos of Same, left with Odysseus to fight in the War of Troy and it's been 20 years since you last saw or heard from either of them. In your husband's absence you took over the reigns of the island kingdom of Same and your rule has been one of prosperity and justice.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	6,000	
Mna	100	
Drachma	1	
Obolos	1/6	
Khalkos	1/48	

Magical Items

Prophecies Received

Character's Name **PEISISTRATOS (male)** Played By _____
 Class **Warrior** Ancestry **Son of king Nestor of Pylos** Background **Noble**
 Place of Birth **PYLOS** Place of Residence **PYLOS**

HEROIC ATTRIBUTES

LEVEL **5**

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +3	Fate Points 0		+2

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH 17 +2
DEXTERITY 14 +1
CONSTITUTION 15 +2
INTELLIGENCE 8 -1
WISDOM 13 +1
CHARISMA 10 0

THARSEIN
 Total **3**
 Current _____

AETHER
 Total _____
 Current _____

WEAPONS

	Attack	Damage	Range	Wear
Spear	+6	2d6 +2	10ft	
Sword	+6	1d8 +2	5ft	
Dagger	+6/+3	1d4 +2/+1	5ft or 20/60	
Shield	+6	1d6 +2	5ft	
Javelin	+3	1d6 +1	30/120	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Large Shield	+3	10
Forearm Guards	+1	*large shield has -3 on DEX Saves		
Shin Guards	+1			Total with shield 19
Scale Armour	+3			without shield 16

- ### GENERAL SKILLS
- (these modifiers do not include the ability modifier)
- ◊ 0 Acrobatics (dex)
 - ◊ +2 Athletics (str)
 - ◊ 0 Deception (cha)
 - ◊ -1 Insight (wis)
 - ◊ +1 Intimidation (cha)
 - ◊ -1 Investigation (int)
 - ◊ 0 Medicine (int)
 - ◊ -1 Mythology (int)
 - ◊ -1 Nature (int)
 - ◊ +1 Perception (wis)
 - ◊ -1 Performance (cha)
 - ◊ -1 Persuasion (cha)
 - ◊ +1 Riding (dex)
 - ◊ -1 Seafaring (wiz)
 - ◊ 0 Stealth (dex)
 - ◊ 0 Survival (wis)
 - ◊ +3 Worship (cha)

- ### WARRIOR COMBAT MANOEUVRES
- (these modifiers do not include the ability modifier)
- ◊ +4 Melee Attack (str)
 - ◊ +2 Range Attack (dex)
 - ◊ +2 Parry (dex or str)
 - ◊ +2 Counter Attack (dex)
 - ◊ +3 Fierce Attack (str)
 - ◊ 0 Feint (wis)
 - ◊ +1 Defence (dex)
 - ◊ +1 Shielded Cover (dex)
 - ◊ +3 Shield Push / Attack (str)
 - ◊ 0 Retreat (dex)

Shield Cover: Requires medium or large shield. You kneel to take 3/4 cover behind your shield, gaining +5 to AC & DEX saves, but cannot move nor make attacks. You may use 1 action to stand up and in this round you can only move half your speed. While in cover, one more creature of Medium size or smaller can take 3/4 cover behind you. This creature can make ranged attacks or cast spells.

Shield Push: User your shield to push a target away or knock him prone. Make an opposed skill check vs. the opponent's DEX save. On a success the target is pushed back 10ft, while on a success by more than 5 they are knocked prone.

Shield Attack: The Shield Attack is an upgrade of the Shield Push. Make an attack using your shield. If the attack roll is successful, rolling damage and then if you want make the opposed check for the shield push.

Hit Dice **5d10**
 Hit Point Total **42**

Temporary hp _____
 Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 21hp

Severly Wnd (1/4hp) 10hp

Unconscious (0hp) 0hp

Death Saves Success Failure

Exhaustion

SAVING THROWS

◊ STR +2 -1 INT ◊
 ◊ DEX +1 +1 WIS ◊
 ◊ CON +2 0 CHA ◊

ACTION ECONOMY

Movement **30ft**
 Actions Slots **3**
 (1 Action & 1 Reaction + 1 slot to use as either)

- ### WARRIOR CLASS SKILLS
- ◊ +1 Hunting (dex or wis)
 - ◊ +2 Charioteering (dex)
 - ◊ 0 Mounted Combat (dex)
 - ◊ +1 Tactician (int)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Second Wind (1 per encounter; 1 action)
 Expend 1 Tharsein point to regain 1d10 hit points plus your CON modifier.

Nestor's Wisdom (1 per encounter; 1 action)
 Expend 1 Tharsein point. Your father's wisdom and wartime experiences have been passed on to you. You spot an enemy's movement before they have done it. Choose one ally who can target your opponent and give them a free attack which they must make now.

Character Background

PEISISTRATOS
 You are the son of the most respected sage-king Nestor of Pylos. Your father was one of the Argonauts, later fought the centaurs and took part in the hunt of the Calydonian boar, before setting off to fight in Troy. You have been raised with your fathers stories of his wondrous exploits and have learned from his wisdom, and pity.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	7 100	
Drachma	50 1	
Obolos	30 1/6	
Khalkos	30 1/48	

Magical Items

Prophecies Received

Character's Name **HALITHERSE** Played By _____

Class **Seer** Ancestry **Son of Ithacians** Background **Agricultural**

Place of Birth **ITHACA** Place of Residence **ITHACA**

LEVEL 5

HEROIC ATTRIBUTES

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +1	Fate Points 0		+1

Your Goal for this Questing Season _____

Your Goal for this Session _____

STRENGTH 15 +2

DEXTERITY 10 0

CONSTITUTION 13 +1

INTELLIGENCE 14 +1

WISDOM 8 -1

CHARISMA 17 +2

THARSEIN

Total **8**

Current _____

AETHER

Total _____

Current _____

WEAPONS

Weapon	Attack	Damage	Range	Wear
Sword	+2	1d8	5ft	
Dagger	+2/+5	1d4 0/+3	5ft or 20/60	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet	+1	Small Shield		8
Forearm Guards	+1			Total without shield 12
Shin Guards				
Linothorax Armour	+2			

- GENERAL SKILLS** (these modifiers do not include the ability modifier)
- | | | |
|--------------------------|------------------------|----------------------|
| ◇ -1 Acrobatics (dex) | ◇ +4 Medicine (int) | ◇ -1 Riding (dex) |
| ◇ -1 Athletics (str) | ◇ +3 Mythology (int) | ◇ -1 Seafaring (wiz) |
| ◇ +2 Deception (cha) | ◇ -1 Nature (int) | ◇ -1 Stealth (dex) |
| ◇ +1 Insight (wis) | ◇ +1 Perception (wis) | ◇ -1 Survival (wis) |
| ◇ +1 Intimidation (cha) | ◇ -1 Performance (cha) | ◇ 0 Worship (cha) |
| ◇ -1 Investigation (int) | ◇ 0 Persuasion (cha) | ◇ _____ |

- SEER CLASS SKILLS TV** (these modifiers do not include the ability modifier)
- | | |
|---------------------|---------------------------------|
| ◇ +2 Medicine (int) | ◇ +2 Sacrifice & Libation (cha) |
| ◇ 0 Mythology (int) | ◇ +1 Begging (cha) |
| ◇ +3 Ritual (cha) | ◇ _____ |

- SEER COMBAT MANOEUVRES**
- ◇ +2 Melee Attack (str)
 - ◇ +3 Range Attack (dex)
 - ◇ +1 Parry (dex)

- SPELLCASTING**
- Seer Spellcasting Ability for Divination & Sacrifices/Libations is Charisma
- Apotropaic 3 Spell Level
 - Epiclisis 2 Spell Level
 - Gnosis 3 Spell Level
 - Phaenomena 2 Spell Level
 - Therapeutic 2 Spell Level

Hit Dice **5d6**

Hit Point Total **22**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) **11hp**

Severely Wnd (1/4hp) **5hp**

Unconscious (0hp) **0hp**

Death Saves **Success**

Exhaustion **Failure**

SAVING THROWS

◇ STR +2	◇ +1 INT
◇ DEX 0	◇ -1 WIS
◇ CON +1	◇ +2 CHA

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Divination (1 per day; 15-60 min Ritual)
 Expend min 1 Tharsein point for a spelcasting 1d6.
 When you attempt a divination you need to determine the precise subject or question and what is for you the desirable outcome. You need to discuss these among all the PCs and the GM.
 Then the GM needs to determine:
 a. How plausible is the desired outcome,
 b. How invested are the gods in this issue (supporting & opposing gods).
 Based on these the GM determines the TN (base TN 11).
 The Seer makes a Ritual check and everyone involved, including the seer may expend Tharsein to boost the roll. However, rolls of 1 or 6 are dismissed and only 2 to 5 are added to the check. Determine whether the result is a Fail, Fail Forward, Success or High Success and adjust your narrative accordingly.

Character Background

HALETHERSES

You can still remember the reign of old king Laertis, the father of Odysseus. A great and fair king he was. What a curse befell him, to have his son survive 10 years of war in Troy but disappear in the sea on his return voyage. You have remained loyal to both Penelope, Odysseus' wife and to their son Telemachos, and like all of them, you want to see Telemachos taking control of his heritage before the damned suitors spend it all away.

SPELLS

Bless
 apotropaic
Tharsein dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 30ft
Duration: 2 rounds
Concentration: No
Saving Throw: No
Effect: You gain a bonus to attacks, skill checks, ability checks and saving throws, equal to half the level of the caster (round down, min 1).

Banish Curse
 therapeutic
Tharsein dice: 1
Spell TN: 3
Casting Time: 1 action
Range: touch
Duration: instantaneous
Concentration: No
Saving Throw: No
Effect: Choose to remove from the affected target one of the following conditions: Charmed, Cursed, Frightened or Charmed

Earthquake
 phaenomena
Tharsein dice: 2
Spell TN: 3
Casting Time: 1 action Range: 60ft
Duration: instantaneous
Concentration: No
Saving Throw: Free DEX save TN 14
Effect: Choose a 25ft radius area to be struck by an earthquake. The ground breaks up and permanently becomes difficult terrain. Anyone with the area of effect when the spell is cast must make a DEX save TN 13 or fall prone.

Light
 evocation
Tharsein dice: effect 1: 1; effect 2: 2
Spell TN: effect 1: 1; effect 2: 3
Casting Time: 1 action
Range: effect 1: 10ft; effect 2: 20ft
Duration: effect 1: 10 rounds (1 min); effect 2: instantaneous
Concentration: No
Saving Throw: effect 1: no; effect 2: 1 Tharsein or Aether point, DEX save TN 12 for half damage.
Effect: You produce light. If you choose the weak version of the spell (effect 1) you cause one object the size of an apple to glow brightly with pale light (10ft bright and 10ft dim light). If you choose the powerful version of the spell (effect 2) you emit a ray of scorching light, on one target for 2d6 damage. You may expend up to 2 additional Tharsein points to increase the damage by 1d6 per point.

Protect
 apotropaic
Tharsein dice: 1
Spell TN: 2
Casting Time: 1 action Range: 20ft
Duration: 10 rounds (1 min) Concentration: No
Saving Throw: No
Effect: Choose either 10 temporary hit points, or a free saving throw against spells and magical effects.

Restore Health
 therapeutic
Tharsein dice: 1
Spell TN: 1
Casting Time: 1 action
Range: touch
Duration: instantaneous
Concentration: No
Saving Throw: No
Effect: The target recovers 1d8+1 hit points. You may expend up to 2 additional Tharsein points to increase the healing by 1d6 per point.

Strike Fear
 epiclisis
Tharsein dice: 1
Spell TN: 2
Casting Time: 1 action Range: 50ft
Duration: 3 rounds
Concentration: No
Saving Throw: 1 Tharsein or Aether point, WIS save TN 12
Effect: The target becomes frightened of any person, item or effect of your choice

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	- 100	
Drachma	70 1	
Obolos	30 1/6	
Khalkos	50 1/48	

Magical Items

Prophecies Received

Character's Name **PHEMIA** Played By _____
 Class **Trickster - Bard** Ancestry **Daughter of CEPHALLENIANS** Background **Vagabond**
 Place of Birth **CEPHALLONIA** Place of Residence **Island of ITHACA**

HEROIC ATTRIBUTES

LEVEL **5**

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +2	Fate Points 0		+1

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH 10 0
DEXTERITY 17 +2
CONSTITUTION 13 +1
INTELLIGENCE 8 -1
WISDOM 14 +1
CHARISMA 15 +2

THARSEIN
 Total **3**
 Current _____

AETHER
 Total _____
 Current _____

WEAPONS

	Attack	Damage	Range	Wear
Sword	+2	1d8	5ft	
Dagger	+2/+5	1d4 0/+3	5ft or 20/60	
Bow	+5	1d6 +3	80/320	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base+Dex
Helmet		Small Shield		9+2
Forearm Guards	+1			Total with shield 15 without shield 14
Shin Guards	+1			
Linothorax Armour	+2			

- ### GENERAL SKILLS
- (these modifiers do not include the ability modifier)
- +2 Acrobatics (dex)
 - 1 Athletics (str)
 - +2 Deception (cha)
 - +1 Insight (wis)
 - 1 Intimidation (cha)
 - 1 Investigation (int)
 - 0 Medicine (int)
 - 1 Mythology (int)
 - 1 Nature (int)
 - Perception (wis)
 - 1 Performance (cha)
 - 0 Persuasion (cha)
 - 1 Riding (dex)
 - 1 Seafaring (wiz)
 - Stealth (dex)
 - 0 Survival (wis)
 - +1 Worship (cha)

- ### TRICKSTER CLASS SKILLS
- (these modifiers do not include the ability modifier)
- +2 Pickpocketing (dex)
 - 0 Burglar (dex or wis)
 - +3 Stealth (dex or wis)
 - +1 Detect/Remove Trap (int)
 - +2 Keen Senses (wis)
 - +2 Disguise (cha)
 - +2 Lip-reading (wis)
 - +1 Mimic Voice(cha)
 - +1 Begging (cha)
 - +2 Juggling (dex)
 - 0 Appraising (int)

- ### TRICKSTER COMBAT MANOEUVRES
- +2 Melee Attack (str)
 - +3 Range Attack (dex)
 - +1 Parry (dex)
 - +4 Cunning Attack (dex)
 - 0 Disarm (dex)
 - 0 Feint (wis)
 - 0 Retreat (str)
 - 0 Trip (dex)

Hit Dice **5d8**
 Hit Point Total **36**
 Temporary hp _____
 Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) 18hp
Severly Wnd (1/4hp) 9hp
Unconscious (0hp) 0hp
Death Saves Success
 Failure
Exhaustion

SAVING THROWS

◇ STR 0 ◇ INT -1 ◇
 ◇ DEX +2 ◇ WIS +1 ◇
 ◇ CON +1 ◇ CHA +2 ◇

ACTION ECONOMY

Movement **30ft**
 Actions Slots **3**
 (1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

Charmshield (1 per encounter; 1 action)
 Expend 1 Tharsein point. As an action, begin playing music or singing. Every ally within 30ft who can hear you, gets a free saving through against being charmed, frightened, or any similar
 Charmshield requires concentration. While playing music you cannot take other actions or reactions. If you receive damage you need to make a CON save TN 11 or the effect breaks.

Fast Attack (1 per encounter; 1 action)
 Expend 1 Tharsein point. As a reaction, when an opponent is about to make a melee attack against you make a melee attack against them fist. Use DEX modifier for this attack. If you succeed and your damage causes them to become Wounded (1/2 hp) or Severely Wounded (1/4 hp) they must make a CON save TN 11 or their melee attack against you automatically fails.

Character Background

PHEMIA
 You have served in the court of king Odysseus for as long as you can remember, faithfully standing by queen Penelope as the years went by, waiting for her husband's return. You watched Telemachos grow up amidst the chaos and the disrespect the suitors brought on the royal palace and you have resented them for that. Nothing would please you more, than to see king Odysseus return and drive every one of them into the sea.

Player Notes

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	- 6,000	
Mna	- 100	
Drachma	70 1	
Obolos	50 1/6	
Khalkos	50 1/48	

Magical Items

Prophecies Received

Character's Name **THEORIS** Played By _____
 Class **MAGUS (THESSALY SORCERESS)** Ancestry **Daughter of Sorceresses** Background **Mentee**
 Place of Birth **IOLCOS** Place of Residence **LAKEDAEMONIA**

LEVEL
5

HEROK ATTRIBUTES

KLEOS	NOSTOS	PONOS	HONOR
Earned This Season	Earned This Season	Earned This Season	+5 to -5 starting at +1
Glory mod. +1	Fate Points 0		+1

Your Goal for this Questing Season _____
 Your Goal for this Session _____

STRENGTH
15 +2

DEXTERITY
10 0

CONSTITUTION
13 +1

INTELLIGENCE
14 +1

WISDOM
8 -1

CHARISMA
17 +2

THARSEIN
Total **8**
Current _____

AETHER
Total _____
Current _____

WEAPONS

	Attack	Damage	Range	Wear
Sword	+3/+6	1d4 +1/+2	5ft or 20/60	
Dagger	+6	1d6 +2	80/320	
Makhaira	+3	1d6 +1	5ft	

ARMOUR PIECES & SHIELDS

Item	AC mod	Item	AC mod	AC Base
Helmet		Small Shield	+1	8
Forearm Guards	+1			Total without shield 12
Shin Guards	+1			
Linothorax Armour				

- GENERAL SKILLS** (these modifiers do not include the ability modifier)
- | | | |
|--------------------------|------------------------|----------------------|
| ◇ +2 Acrobatics (dex) | ◇ +3 Medicine (int) | ◇ -1 Riding (dex) |
| ◇ -1 Athletics (str) | ◇ +1 Mythology (int) | ◇ -1 Seafaring (wiz) |
| ◇ 0 Deception (cha) | ◇ +3 Nature (int) | ◇ +1 Stealth (dex) |
| ◇ +1 Insight (wis) | ◇ 0 Perception (wis) | ◇ +1 Survival (wis) |
| ◇ -1 Intimidation (cha) | ◇ -1 Performance (cha) | ◇ -1 Worship (cha) |
| ◇ +2 Investigation (int) | ◇ -1 Persuasion (cha) | ◇ _____ |

- MAGUS CLASS SKILLS** (these modifiers do not include the ability modifier)
- ◇ +3 Arcane Knowledge (int)
 - ◇ +1 Astrology (int)
 - ◇ +3 Rite (int)

- MAGUS COMBAT MANOEUVRES**
- ◇ +2 Melee Attack (str)
 - ◇ +4 Range Attack (dex)
 - ◇ +2 Parry (dex)

- SPELLCASTING**
 Seer Spellcasting Ability for Divination & Sacrifices/Libations is Charisma
- Apotropaic 3 Spell Level
 - Epiclisis 3 Spell Level
 - Goetia 3 Spell Level
 - Physis 2 Spell Level
- The available spells are at the back of this character sheet.

Hit Dice **5d6**

Hit Point Total **24**

Temporary hp _____

Current hp (injuries) _____

Injury Scale

Wounded (1/2hp) **12hp**

Severly Wnd (1/4hp) **6hp**

Unconscious (0hp) **0hp**

Death Saves Success _____ Failure _____

Exhaustion _____

SAVING THROWS

◇ STR +1	+2	INT	◇
◇ DEX +2	-1	WIS	◇
◇ CON +1	0	CHA	◇

ACTION ECONOMY

Movement **30ft**

Actions Slots **3**

(1 Action & 1 Reaction + 1 slot to use as either)

DIVINE FAVOUR BOONS & SPECIAL ABILITIES

True Arrows (1 per day; 15-60 min Ritual)
 When you or an ally is making a range attack with a bow, expend 1 Aether point and earn a +6 bonus to attack and +4 to damage.

Character Background

THEORIS
 Your family moved to the Peloponnese from the foothills of the enchanted mountain of Pelion, home of the centaurs. Growing up, you mother and aunts taught you their secrets of sorcery. When you showed talent in it, they agreed to send you off to be taught by a real sorceress from Thessaly. Then the Trojan war came and your father joined the forces of king Eumelos of Phrae who sailed with the Atrides (king Agamemnon and king Menelaos). When the war ended and your father did not returned, you begun searching for news, eventually reaching Mycenae and then Lakedaemonia. In Lakedaemonia, Queen Helen recognised immediately your magical talent and offered you a place in her court, which you accepted.

SPELLS

Aura of Protection
 apotropaic
Aether dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 30ft
Duration: 3 rounds
Concentration: No
Saving Throw: No
Effect: Every target gets +2 bonus to AC and to DEX saves.

Call Upon Nature
 epiclisis
Aether dice: 1
Spell TN: 1
Casting Time: 1 action
Range: 60ft
Duration: 1 hr
Concentration: No
Saving Throw: No
Effect: You call upon the spirits of nature around you (trees, springs, lakes, rivers, sacred sights, etc). A translucent, ghost-like figure of rough humanoid shape appears. You can communicate with it telepathically to exchange very basic information and to give it very basic orders. When the spell expires or it drops to 0 hit points it vanishes:

Nature Spirit
 AC: 18
Hit Points: 15
Movement: 50ft (it can pass through physical objects and barriers, but it cannot carry other items through). Energy Drain (melee): Att: +5; one target; reach 10ft; Dmg: 1d6 energy drain

Poison Ivy
 physis
Aether dice: 1
Spell TN: 1
Casting Time: 1 action
Range: 60ft
Duration: 10 rounds (1 min) Concentration: No
Saving Throw: Free STR save TN 12
Effect: Choose a 15ft radius area to set a trap of poison ivy which will wrap around the legs of anyone trying to cross. The area becomes difficult terrain. Anyone entering the area, or beginning their turn there takes 1d6 poison damage and must make a STR save TN 12 or become restrained. They may repeat the saving throw at the beginning of their next turn.

Push Back
 apotropaic
Aether dice: 1 for 1-3 targets; 2 for 4-6 targets
Spell TN: equal to the number of targets Casting
Time: 1 action
Range: 10ft
Duration: Instantaneous
Concentration: No
Saving Throw: No
Effect: Choose the appropriate number of targets. You stomp your foot on the ground and your targets get pushed back 10ft and each received 1d6 damage.

Scorpions & Centipedes Swarm
 physis
Aether dice: 2
Spell TN: 3
Casting Time: 1 action
Range: 350ft
Duration: 10 rounds (1 min)
Concentration: No
Saving Throw: Free CON save TN 12 Effect: You summon all the scorpions and centipedes within range to converge in a 20ft radius area centered at a point of your choice within range. Every time someone begins their turn within the area, they take 3d6 poison damage, or half that if they succeed in the CON save TN 12. If someone receives damage three times, they become poisoned for 5 turns.

Weave an Enchantment
 goetia
Aether dice: 1
Spell TN: 2
Casting Time: 1 action
Range: 60ft
Duration: 30 min
Concentration: Yes
Saving Throw: 1 Tharsein or Aether point, CHA save TN 12 after the first 1 min. Effect: You need to maintain visual contact with your target either physically or through magical means. You begin whispering things which they hear as if you were standing next to them. Choose one effect, Charmed or Frightened, and the source of the target's affection or fear.

Coinage

	Value in Drachma	Treasures, Gems & Artefacts
Talantom	-	6,000
Mna	2	100
Drachma	100	1
Obolos	50	1/6
Khalkos	50	1/48

Magical Items

Prophecies Received



GAME MASTER'S FORM

TELEMACHOS – Player's Name:

CTIMENE – Player's Name:

PEISISTRATOS – Player's Name:

HALITHERSES – Player's Name:

PHEMIA – Player's Name:

TELEMACHOS – Player's Name:

GROUP DIVINE FAVOUR

Zeus	◇◇◇◇◇	Ares	◇◇◇◇◇
Poseidon	◇◇◇◇◇	Artemis	◇◇◇◇◇
Hera	◇◇◇◇◇	Demeter	◇◇◇◇◇
Aphrodite	◇◇◇◇◇	Dionysus	◇◇◇◇◇
Athena	◇◇◇◇◇	Hermes	◇◇◇◇◇
Apollo	◇◇◇◇◇	Hephaestus	◇◇◇◇◇

HEROIC ATTRIBUTES

KLEOS

NOSTOS

PONOS

Earned This Season

Earned This Season

Earned This Season

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