

# The Lore of the Gods

## Book One:

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## Introduction

The Greek gods. The mere mention of them immediately conjures images of Zeus hurling thunderbolts, Hermes speeding through the lands on winged boots, Aphrodite entrancing men with her beauty, and even Hades ruling the souls in the Underworld. They are the essence of immortality. The conquests, epic struggles, loves, losses, and lore that surround them fill volume after volume of tome and are passed down among each generation of the mortals that worship the gods.

Greek mythology is rich in history and tales of gods, heroes, women, and monsters. Songs have recorded their exploits while bards have sung of their deeds and tragedies, the two greatest being Homer and Hesiod. These tales have captured audiences for ages.

The divinities of the Greek Mythology can be grouped into six classifications:

The first gods are the ancient element gods that made up the very fabric of the universe

- ☐ Gaia (Earth),
- ☐ Pontos (Sea),
- ☐ Ouranos (the solid dome of the Sky),
- ☐ the Ourea (Mountains),
- ☐ Khos (Air),
- ☐ Nyx (the dark mist of Night),
- ☐ Aither (the Bright Upper Air),
- ☐ Okeanos (the earth-encircling River Ocean),
- ☐ the Potamoi (Rivers), and
- ☐ Okeanides (Clouds).

The second gods are the nature spirits:

- ☐ The Naiades (Fresh Water Nymphs),
- ☐ The Stryoi (Fertility Spirits),
- ☐ The Oreiades (Tree Nymphs of the Mountains), and
- ☐ The Nereides (Sea Nymphs).

The third are the immortal human-affecting spirits known as:

- ☐ Hypnos (Sleep),
- ☐ Keres (Violent Death),
- ☐ Elpis (Hope),
- ☐ Eris (Strife),
- ☐ Ploutos (Wealth),
- ☐ Eros (Love),
- ☐ Peitho (Persuasion), and
- ☐ Tykhe (Luck).

The fourth set of gods is the Lesser Gods, including (but not limited to):

- ☐ Pan,
- ☐ Persephone,
- ☐ Helios (who also falls into the first category as the Sun),
- ☐ the Titans,
- ☐ Hekate, and others.

The fifth classification encompasses the twelve Greater or Olympian Gods who ruled and were served by all of the other divinities:

- ☐ Aphrodite,
- ☐ Apollo,
- ☐ Ares,
- ☐ Artemis,
- ☐ Athena,
- ☐ Hades,
- ☐ Hephaestus,
- ☐ Hermes,
- ☐ Hestia,
- ☐ Poseidon, and
- ☐ Zeus.

The sixth and final classification is the Giants and the Monsters, some mortal, some immortal and all unusual in appearance. Here are a few examples, but there are far more than just:

- ☐ Hydra,
- ☐ Sphinx,
- ☐ Gorgon,
- ☐ Medusa,
- ☐ Pegasus,
- ☐ Cyclops, and
- ☐ Minotaur.

For the purposes of this book, we focus primarily on the Olympian gods and their offspring. Any domains marked with an asterisk (\*) are new and should be referenced in the section on domains.

## About the Avatars

Each of the gods below has an avatar that travels the various Prime Material worlds, influencing and interacting with mortals as it deems necessary. This avatar is not the actual god itself, only a thought flung out into the cosmos that always acts in the best interests of the god itself.

**Avatar:** This figment of the god is immune to the following effects: poison, sleep, paralysis, stunning, disease, death effects, mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), ability drain, and energy drain. It possesses darkvision to a range of 120 feet and can never be surprised by any mortal not cloaked by some form of shrouding magic (such as *non-detection*). If the avatar has the ability to cast

spells, it has access to all spells of the appropriate classes (some favored spells are listed under each spellcasting class's statistics; a asterisk in the spell indicates that it is a new spell detailed in this product).

## Aphrodite

*Goddess of Love, Desire and Beauty; Goddess of Fertility*

**Alignment:** Chaotic Good

**Domain:** Good, Love\*

**Symbol:** Dove, Myrtle Tree, Rose, and Swan

**Traditional Allies:** Ares, Adonis, Eros (son), Hercules (half-brother), and Hephaestus

**Traditional Foes:** Monstrous humnoids and undead monsters that seek to corrupt or destroy any natural beauty.

**Divine Artifact:** *Girdle of Rapture, Staff of Magnificence*

**Favored Weapon:**

Mace, Quarterstaff

**Favored Class:** Bard

**Benefits:** Clerics and bards of Aphrodite gain +1 bonus to all Charisma-related checks.

The events of Aphrodite's birth have been shrouded in mystery. The bard Homer claims she is the daughter of Zeus and the oceanid Dione. A different bard, Hesiod, tells a much different tale. According to him, the titan Cronus severed a part of his father, Ouranos, and flung it into the sea. From the blood and foam, Aphrodite rose a fully-grown woman and floated to the shore on a giant seashell. This would make her one of the ancient elemental gods rather than an Olympian god as told by Homer.

Aphrodite is married to Hephaestus, and is known for having numerous affairs with gods and mortals. Among those are Ares and the mortal Adonis, who was killed by Ares. She is widely

known for using her wiles to gain the upper hand in the political arena of the gods. Only Artemis, Athena and Hestia are immune to Aphrodite's charms.

**Avatar Of Aphrodite, Female Human**

**BRD20 CR 20; Size:** M **Type:** Humnoid; **HD** (20d6)+80; **hp** 200; **Init** +4 (Dex); **Speed** 30'; **AC** 26 (fluffed 22, touch 19), **SA:** Bardic music 20/day, Bardic knowledge; **Vision:** Darkvision 120' **AL:** CG; **Saves:** Fort +10, Ref +16, Will +16; **Str** 22, **Dex** 18, **Con** 18, **Int** 19, **Cha** 27

**Weapons:** **Mace +5 (Light/Bane (Monstrous humnoids)/Disruption/Holy)** +27/+22/+17 **melee Dmg:** 1d6+11 **Crit:** 19-20/x2 **Spec:** +2

better vs. designed foe and does +2d6 bonus damage, undead hit must make Fort save (DC 14) or be destroyed, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, **Unarmed Strike** +21/+16/+11 **melee Dmg:** 1d3+6 **Crit:** 20/x2

### Artifacts of the Gods that the Avatar may possess:

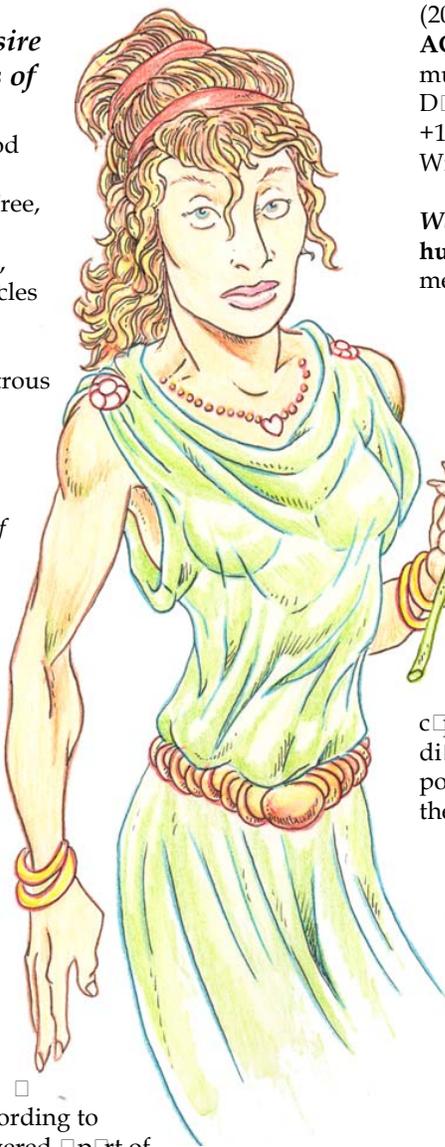
#### *Aphrodite's Staff of Magnificence:*

This is a +5 staff crafted of solid gold capped with a ruby roughly three inches in diameter that channels Aphrodite's divine power. The wielder of this staff is granted the following benefits (at 20th level):

- Immunity to all mind-influencing effects.
- Dispell evil* at will.
- Charm person* and *charm monster* at will.
- Hold person*, *hold anim* and *hold monster* at will.
- Holy aura* (upon the wielder) at will.
- Holy smite* at will.
- Prismatic sphere* - 3/day
- Prismatic spray* - 3/day
- Prismatic wall* - 3/day

#### *Girdle of Rapture:*

The girdle resembles a light sash made of the finest gold weaved interwoven with a variety of precious stones including diamonds, sapphires, rubies, emeralds and topazes. This divine artifact carries the full power of Aphrodite's allure, charm, and irresistible attraction. The wearer of this item is granted the following benefits (at 20th level):





- Immunity to all mind-influencing effects.
- *Mists of ecstasy* – 3/dy (No saving throw allowed – The wearer is completely immune to all effects, even if in telepathic contact with the victim.) (see New Spells)
- *True resurrection* – 1/dy
- *Miss charm* – 3/dy (No saving throw allowed.)

**Languages:** Can communicate with any creature capable of language.

**Skills and Feats:** Appraise +27, Bluff +28, Climb +13, Concentration +11, Decipher Script +19, Gather Information +31, Hide +11, Knowledge (Arcane) +24, Knowledge (Nature) +24, Knowledge (Religion) +14, Listen +21, Move Silently +19, Perform +18, Spellcraft +19, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Combat Casting, Craft Wondrous Item, Improved Critical (Mace (Light)), Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Weapon Finesse (Mace (Light)), Weapon Focus (Mace (Light))

**Possessions:** *Belt of giant strength* +4, *boots of speed*, *cloak of charisma* +6, *harp of charming*, *leather* +5 (*Spell Resistance* (SR19)/*Glimered*), *mace* +5 (*Light/Bane* (Monstrous humanoid)/*Disruption/Holy*), *ring of protection* +5, *wind of cure moderate wounds*, *wind of magic missile* (9th-level caster), *wind of silence*

**Favored Spells:** **Bard:** 4/6/6/6/6/5/5: 0-level: *dancing lights*, *daze*, *ghost sound*, *open/close*; 1st-level: *charm\**, *charm person*, *cure light wounds*, *expeditious retreat*, *identify*, *protection from evil*; 2nd-level: *blur*, *cure moderate wounds*, *daylight*, *hold person*, *magic mouth*, *suggestion*; 3rd-level: *bestow curse*, *cure serious wounds*, *dispel magic*, *freedom\**, *remove curse*, *summon monster III*; 4th-level: *break enchantment*, *cure critical wounds*, *dismiss*, *hold monster*, *neutralize poison*, *rainbow pattern*; 5th-level: *dream*,

*false vision*, *greater dispelling*, *healing circle*, *misdread*; 6th-level: *geas/quest*, *miss haste*, *plane shift*, *smitten\**, *summon monster VI*.

## Apollo

**God of Light; God of Prophecy; God of Music; God of Healing; God of Truth; Protector of Flocks and Cattle; Patron of Shepherds; God of Town and Communities; God of the Sun; God of Archery**

**Alignment:** Lawful Good

**Domain:** Fire, Good, Healing, Law, Music\*, Sun

**Symbol:** Bow, Crow, Dolphin, and Laurel Tree

**Tradition Allies:** Artemis and Poseidon

**Tradition Foes:** Cyclops

**Divine Artifact:** *Silver Bow of True Strike*

**Favored Weapon:** Bow

**Favored Classes:** Bard, Paladin, Ranger

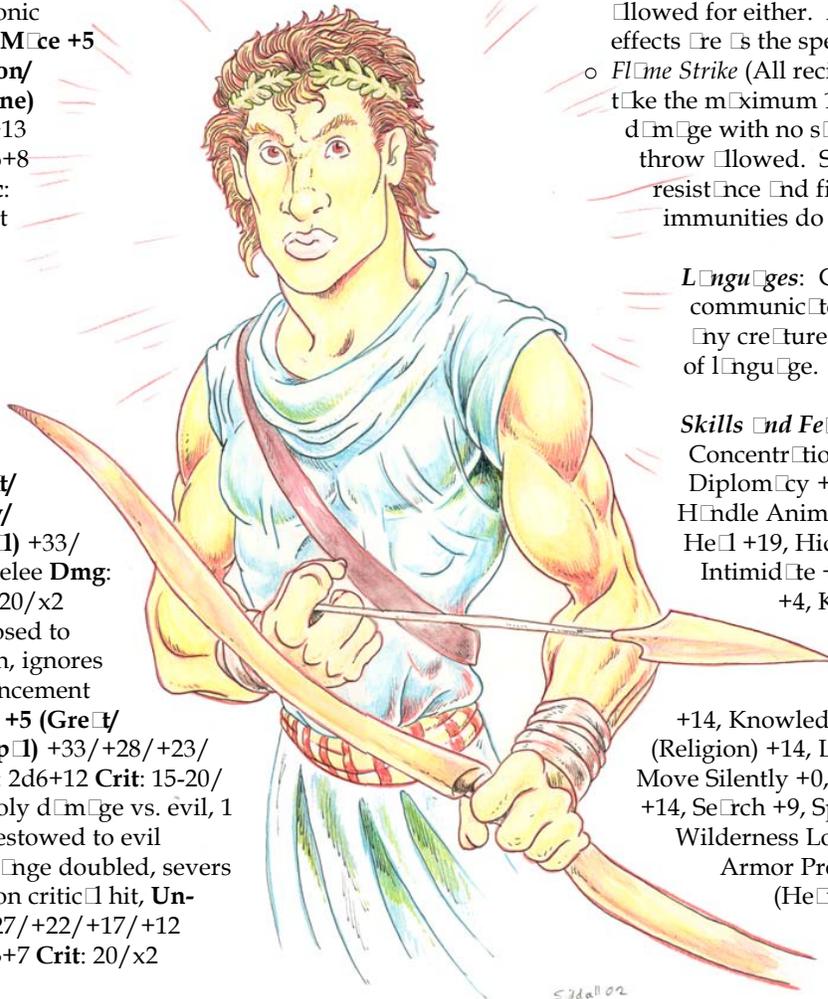
**Benefits:** Clerics and favored classes of Apollo gain an inherent +1 attack bonus against Cyclops and also proficiency in any single type of bow (if not already class-related proficient).

Apollo is son of Zeus and Leto and twin brother to Artemis. He is worshipped for many different qualities and capacities and is considered to be the most influential god of all of the Olympians. He represents order, harmony and civilization in a way that no other Olympian can match; yet he is also considered to be a very severe god capable of sudden death with his magical bow and arrows. He has the power of Prophecy and can transfer that power to others if will. He is also considered the god of music and credited with the invention of the flute and the lyre, although some bards claim Hermes is the inventor of the lyre. Apollo is also known to be a protector of flocks and cattle and often will have romantic encounters with shepherdesses and lovely nymphs. Because he is considered to be the god of towns and communities, no new settlements may be founded without consulting with his Oracle first. Each day, Apollo must harness his chariot with four horses and drive the sun across the sky.

One of his most famous children, Asclepius, became the greatest physician of all with the ability to restore life. Some called him the god of healing, though his gift to restore life, proved to be his undoing and Zeus slew him with a thunderbolt. Angry that his father had killed his own favorite son, Apollo took vengeance against the cyclops, maker of the thunderbolts. Zeus, in a fit of rage, would have thrown his own son to Tartarus had Leto not pleaded for their son's life.

**Avatar of Apollo, Male Human**  
**P**laidin20 **CR** 20; **Size:** M **Type:** Humanoid;  
**HD** (20d10)+80; **hp** 280; **Init** +4 (**Dex**); **Speed**  
 20'; **AC** 29 (fluffooted 28, touch 16), **SA:**  
 Detect Evil, Divine Grace, Divine Health,  
 Lay on Hands 100 hp/day, Aura of Cour-  
 age, Smite Evil 1/day, Remove Disease 6/  
 week, Turn Undead 8/day, Special Mount;  
**Vision:** Darkvision 120' **AL:** LG; **Saves:** Fort  
 +21, Ref +15, Will +15; **Str** 24, **Dex** 18, **Con**  
 18, **Int** 18, **Wis** 19, **Cha** 20

**Weapons:** **Dagger (Admantine/Thrown)**  
 +25/+20/+15/+10 10'/P ranged **Dmg:**  
 1d4+8 **Crit** 19-20/x2, **Longbow +5 (Bane**  
**(Gints)/Shocking Burst/Thundering/**  
**Distance)** +29/+24/+19/+14 200'/P ranged  
**Dmg:** 1d8+5 **Crit:** 20/x3 **Spec:** Range  
 increment doubled, +2 better vs. designed  
 foe and does +2d6 bonus damage, +1d6  
 electric damage, on critical hit deals extra  
 electricity damage (+2d10), +1d6  
 sonic damage, on critical  
 hit deals extra sonic  
 damage (+2d8), **Mace +5**  
**(Light/Disruption/**  
**Holy/Admantine)**  
 +28/+23/+18/+13  
 melee **Dmg:** 1d6+8  
**Crit:** 20/x2 **Spec:**  
 Undead hit must  
 make Fort save  
 (DC 14) or be  
 destroyed, +2d6  
 holy damage  
 vs. evil, 1  
 negative level  
 bestowed to  
 evil wielder,  
**Sword +5 (Great/**  
**Brilliant Energy/**  
**Dancing/Mithril)** +33/  
 +28/+23/+18 melee **Dmg:**  
 2d6+12 **Crit:** 17-20/x2  
**Spec:** Can be loosed to  
 attack on its own, ignores  
 armor and enhancement  
 bonuses, **Sword +5 (Great/**  
**Holy/Keen/Vorpal)** +33/+28/+23/  
 +18 melee **Dmg:** 2d6+12 **Crit:** 15-20/  
 x2 **Spec:** +2d6 holy damage vs. evil, 1  
 negative level bestowed to evil  
 wielder, threat range doubled, severs  
 opponent head on critical hit, **Un-**  
**armed Strike** +27/+22/+17/+12  
 melee **Dmg:** 1d3+7 **Crit:** 20/x2



**Artifact of the Gods that the Avatars may possess:**

**Apollo's Silver Bow of True Strike**

This favored weapon of Apollo is an elegant longbow crafted from pure silver with the following properties:

- No range limitations. If the wielder can see the target, it is subject to being hit.
- True Strike it will.
- Heal it will.
- Flaming Burst upon critical hit.
- Can turn normal non-magical arrow into an Arrow of Slaying (any type) - 1/day.
- Once per day, upon successful attack, the wielder may choose either of the following effects:
  - Sunburst (All recipients take the maximum damage of 3d6 and Undead take the maximum 25d6 damage with no saving throw allowed for either. All other effects are as the spell.)
  - Flame Strike (All recipients take the maximum 15d6 damage with no saving throw allowed. Spell resistance and fire immunities do apply.)

**Languages:** Can communicate with any creature capable of language.

**Skills and Feats:**  
 Concentration +24,  
 Diplomacy +20,  
 Handle Animal +8,  
 Heal +19, Hide +1,  
 Intimidate +8, Jump  
 +4, Knowl-  
 edge  
 (Nature)

+14, Knowledge  
 (Religion) +14, Listen +9,  
 Move Silently +0, Ride  
 +14, Search +9, Spot +14,  
 Wilderness Lore +10;  
 Armor Proficiency  
 (Heavy),  
 Armor  
 Profi-  
 ciency

