



Arête

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



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This book requires the use of **Old-School Essentials**.

Fighter, Magic-User and Thief found in **Old School Essentials Classic Fantasy Rules Tome**.

Acrobat, Barbarian, Bard, Paladin, and Ranger found in **Old School Essentials Advanced Fantasy Player's Tome**.

Special thanks to Dungeonmaster **Heather Porter**, who ran the "Greek Monsters" game that inspired this at Gary Con in 2022.



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What is Arete?

Arete means excellence, goodness, or virtue. The *arete* of something is the highest quality state it can reach. It's related to *aristos*, meaning "the best," which is where the word "aristocracy" comes from.

Hector has *arete*, because he is the best warrior that a man can be. Penelope also has *arete*, because she is the best wife that a woman can be. In Plato's *Allegory of the Cave*, the ideal form of a thing is its *arete*, the goal that everything is trying to get to.

Mythic Greece

This adventure takes place in mythic Greece, a land of centaurs galloping through glades, gods and demigods walking the earth and terrifying monsters prowling upon poor peasants.

The Monsters

The mighty **Nemean Lion**, the terrifying **Stymphalian Birds**, the massive **Lernaean Hydra**, the powerful **Minotaur**, the rampaging **Erymanthian Boar** and of course **Cerberus** must all be defeated or slain.

The Heroes

The acclaimed heroes and demigods of legend have banded together to save the land from the predation of monsters. Their number includes **Atalanta** the swift, **Bellerophon** the brave, **Hector** the stalwart, **Orpheus** the romantic, **Penthesilea** the protector, **Perseus** the tamer, **Medea** the scorned and **Theseus** the king.

The Story

Hades is not happy. Cerberus has escaped from Hades and its powerful presence has caused the creatures of mythic Greece to go wild with murderous rage. Entire towns have been wiped out and travelers rarely dare to venture out into the wild.

Even worse, far Hades, the halls of the dead have grown too crowded and there is little room for more souls. Hades promises great rewards for any who can bring Cerberus back to the land of the dead, and great punishment if it is not returned.

MAP OF MYTHIC GREECE



THE POLIS



The monsters need to be defeated, quickly, but without some knowledge of what they're getting into things might go badly for the heroes. Gaining information will be vital to their success.

Should the player characters wish to talk to any regular villagers, use the tables on page 8 to generate someone for them to talk to and learn rumors from.

Page 9 has specific NPCs they might wish to seek out.

POLIS NPCs

Dice Roll	Homeland	Occupation	Trait
1	Corinthian	Sailor	Dour
2	Athenian	Athlete	Cheerful
3	Spartan	Citizen	Busybody
4	Theban	Doctor	Curious
5	Delphian	Scientist	Ponderous
6	Macedonian	Philosopher	Brooding
7	Persian	Playwright	Mysterious
8	Halicarnassusian	Architect	Jumpy
9	Rhodian	Hoplite	Silent
10	Miletusian	Priest	Aggressive

POLIS RUMORS

Dice Roll	Rumor
1	The Nemean Lion cannot be hurt by mortal weapons.
2	The only way to defeat those birds is to scare them away.
3	One of the hydra heads is immortal.
4	Magic does not work on Cerberus.
5	To fight the Minotaur you should bring some yarn.
6	The Erymanthian boar is nasty but just a big animal.
7	They say the Minotaur has the sharpest axe in Greece.
8	The poo of the Stymphalian Birds is poisonous.
9	Hephaestus made a special noisemaker for Herakles. I wonder what it was for?
10	The Hydra isn't afraid of anything. Except maybe a little fire.

MALE NAMES

Dice Roll	Name
1	Acacius
2	Achaikos
3	Aeschylus
4	Agapetos
5	Agathinos
6	Akakios
7	Basileios
8	Chares
9	Cosmas
10	Dareios
11	Euthymios
12	Galenos

FEMALE NAMES

Dice Roll	Name
1	Agape
2	Agatha
3	Aikaterine
4	Berenike
5	Chrysanthe
6	Eudocia
7	Glaphyra
8	Hypatia
9	Isidora
10	Korinna
11	Leontia
12	Myrto

VILLAGE NPCs

The Archon



AC 7 [12] (leather armor), HP 1, Att 1 x dagger (1d4), THAC0 19 [0], MV 90' (30'), SV D13 W14 P13 B16 S15, AL Chaotic, STR 9 INT 14 WIS 11 DEX 10 CON 10 CHA 14, Items None

Xenophon the Archon gives missions and provides information. He can provide two rumors from the rumor table. If asked, he will suggest going after the Minotaur first.

"Hades is mad and that means we all must live in fear. If his dog can be returned, we'll survive. If not, we are all doomed."

The Crafter



AC 4 [15] (chainmail), HP 5, Att 1 x polearm (1d10), THAC0 19 [0], MV 60' (20'), SV D8 W9 P10 B13 S12, AL Lawful, STR 15 INT 12 WIS 13 DEX 14 CON 9 CHA 11, Items None

Anaximenes can turn materials into weapons or armor for a fee.

- Cork Armor - 200 gp per person
- Feather plate - 1000 gp per person
- Lion Hide - 100 gp.
- Boar Helm - 50 gp.

See page 27 for stats on these items.

The Marketeer



AC 5 [14] (leather armor + shield), HP 4, Att 1 x sling (1d4), THAC0 19 [0], MV 60' (20'), SV D8 W9 P10 B13 S12, AL Chaotic, STR 12 INT 5 WIS 10 DEX 10 CON 9 CHA 16, Items None

Hypatia is willing to give deals after the heroes have defeated a monster or two.

THE MARKET

Amphora	10gp
Barley	4gp
Cheese	2gp
Corinthian pottery	20gp
Cork	1gp
Dried octopus	2gp
Eels	1gp
Glass	20gp
Mirror	10gp
Olives	1gp
Olive oil	3gp
Perfume	30gp
Pork	6gp
Salted Fish	1gp
Torch	1gp
Wine	7gp
Yarn	5gp

The Hoplite



AC 3 [16] (plate mail), HP 3, Att 1 x short bow (1d6), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16, AL Lawful, STR 6 INT 14 WIS 9 DEX 12 CON 8 CHA 8, Items None

Dino will join the Pcs for a price. (d4x100 gp. He demands half his fee paid in front, half paid upon return).

GODS



People in mythic Greece worship many gods, but the twelve Olympians are the most popular.

Once per session, a hero may **beseech** a god to gain their favor. To do so, the player rolls **1d4, 1d6, 1d8, 2d10, 1d12, and 1d20** and calls the name of the god they beseech.

If they roll **under 15**, a divine lightning bolt smites the character instantly dead. If they roll **under 22**, they are cursed by the gods and may never beseech again. If they roll **23-41**, nothing happens.

If they roll **42 or higher** and the gods have listened and grant their favor.



Aphrodite - Goddess of love and beauty.
Holy Symbols - holy dove, apple, seashell
Favor - Charms one opponent into being a friend for life.

1



Athena - Goddess of wisdom, crafts, and war.
Holy Symbol - owl
Favor - Sends a mechanical owl of brass & iron to aid the party. Each member can *re-roll once per day* while the owl is with them.

4



Dionysus - God of wine, agriculture, and celebrations.
Holy Symbols - vines, ivy
Favor - He comes to *celebrate with 2d12 drunken satyrs*. All who behold him must **save vs magic** or go insane.

7



Hermes - God of travel and trade; the messenger of the gods.
Holy Symbols - caduceus, wings
Favor - Puts any mortal being to sleep for 24 hours.

10



Apollo - God of healing, music, poetry, and the sun.
Holy Symbols - laurel tree, bow, raven, lyre
Favor - *Instantly heals* any amount of non-dead characters to full life.

2



Demeter - Goddess of the harvest and fertility.
Holy Symbols - sheaf of wheat, torch
Favor - Creates an *enormous feast* that is too much food no matter what.

5



Hephaestus - God of fire, metalwork, and building.
Holy Symbols - donkey, hammer, anvil
Favor - He will build a *fantastic +5 weapon or armor* of the player's choice.

8



Poseidon - God of the sea, earthquakes, and horses.
Holy symbols: dolphin, horse, trident
Favor - He arrives and *picks up a mountain* and throws it where the player chooses. Mountain does d100x100 damage.

11



Ares - God of war and violence.
Holy Symbols - vulture, dog
Favor - Grants *+100 to hit and damage* for one attack.

3



Artemis - Goddess of hunting and protector of animals and young women.
Holy Symbols - deer, hunting dog
Favor - Changes 1 mortal creature into a deer.

6



Hera - Queen of the gods, marriage and the heavens.
Holy Symbols - peacock, crow, cow
Favor - *Protects* the player entirely from the next 3 times they would have taken damage.

9



Zeus - King of the gods, lord of the sky and storms.
Holy Symbols - eagle, thunderbolt
Favor - A *thunderbolt* instantly smites dead any one mortal.

12

HEROES



ATALANTA

Level 1 Acrobat

She was left to die at birth but was kept alive by a she-bear. Upon reaching adulthood, she took part in the Calydonian boar hunt and was awarded the boar's head and hide. Atalanta offered to marry anyone who could outrun her, but those whom she overtook she speared in the arse.

At last she was overcome by trickery. A man called Hippomenes dropped three golden apples in their race, which she could not resist and he outran her. After getting married, she and Hippomenes visited a shrine of Zeus and, overcome with passion, they made love there on the spot. For this sacrilege, they were turned into lions.

Powers: Fleet. She always wins initiative and can outrun any land creature.

Advantage against: Boars. +5 to hit and damage against boars.

Weakness: Gold. When any golden treasure is present, she must **save vs petrification** or spend 1d4 rounds collecting the treasure, neither attacking nor defending herself.

“Ooh shiny.”



BELLEROPHON

Level 1 Ranger

He is the son of Poseidon, and is famous for the slaying of many monsters, the greatest of which was Chimera. He is also known for taming Pegasus with the help of Athena, and for trying to ride him to Mount Olympus to join the gods, thus earning their disfavor.

Powers: Tame monsters. Can automatically tame Pegasus. Can tame other beasts and monsters at 1:6. Powerful beasts and monsters get a saving throw to resist.

Advantage against: All Monsters. +2 to hit and damage against all monsters.

Weakness: Unforgettable hubris. When he beseeches the gods, he must roll 5 higher than the minimums for other characters.

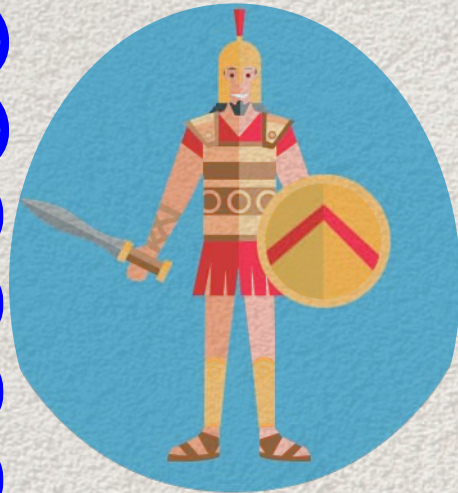
“Is that a gadfly? Uh-oh!”



HECTOR

Level 1 Paladin

Hector is the greatest Trojan fighter in the Trojan War. In his mighty chariot, he leads the Trojan army against an overpowering opponent. He is favored by Apollo, but in addition to being a stalwart warrior, he is peace-loving, thoughtful and famed for his love of his wife and child.



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Powers: Combat.

Once per actual hour, can roll a d12 and add the result to both the attack dice and damage dice of one attack.

Advantage against: Humans Against human opponents, he has +6 either to hit or to damage.

Weakness: Duty. If someone else in his party is receives a killing blow, Hector automatically inserts himself in the way to take the damage, even if it slays him instead.

“For Troy!”

MEDEA

Level 1 Magic User

The niece of Circe and the granddaughter of the sun god Helios, Medea is a powerful sorceress and a priestess of the goddess Hecate. She helped Jason search for the Golden Fleece but after he betrayed her, she ended up settling in the among the Aryans, who changed their name to the Medes in her honor.



Powers: Summon Dragon.

Once per session, she can summon a Black Dragon to serve her. The Dragon will stay until one fight has been completed.

AC 2 [17], **HD** 7 (31hp), **Att** 2 x claw (1d4+1), 1 x bite (2d10) or breath weapon [60' long line of acid], **THACO** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12, **ML** 8, **AL** Chaotic, **XP** 1,250, **NA** 1, **TT** None

Advantage against: Cerberus. Her magic will affect it.

Weakness: Pain sensitive. Every attack that damages her does one extra point of damage.

“Really, filicide is no big deal.”

ORPHEUS

Level 1 Bard

The so-called Ace from Thrace is a triple threat: a famed bard, a soothing diplomat, and a wise prophet. He sailed with Jason as an Argonaut and he could charm any living thing and sometimes even stones.



Powers: Charm. Says a number between 1-20 and then rolls a d20. If the number rolled is within +-1, the creature will befriend Orpheus and his party.

Advantage against: Humans.

With a successful Charisma check, he can convince anybody to do just about anything.

Weakness: Memory. Orpheus cannot remember simple instructions, even when lives are at stake. Each time he uses his power or advantage, there is a ten percent chance he will forgot how to do them forever.

“Don’t look back. Don’t ever look–wait what was I saying?”

PENTHESILEA

Level 1 Barbarian

The storied Amazonian Queen, daughter of Ares, that came to the aid of Troy when it was besieged by the allies of Mycenae. She fought valiantly and bravely for Troy and extended the war but ultimately fell in combat to Achilles. After he slayed her, he too, belatedly, fell in love with the wondrous woman. With her death came the end of the Amazons themselves.



Powers: Strong. She attacks twice per round and has +1 to hit and damage.

Advantage against: Men. +3 to hit and damage against male opponents.

Weakness: Too Strong. When she rolls a 1 on an attack roll, the attack always hits an ally.

“I’m pretty sure I can take Achilles”

PERSEUS

Level 1 Thief

Perseus is the legendary founder of Mycenae and one of the greatest Greek heroes. He is

the son of Zeus and the great-grandfather of Heracles. He is famous for his many adventures and the slaying of monsters, the most notorious of which was Medusa and the sea monster Cetus, which led to the rescuing of the princess



Andromeda.

Powers: Clever. Can make any enemy re-roll once per game day.

Advantage against: Medusa, Sea Monsters. +5 to hit and damage against Medusa and sea monsters.

Weakness: Poor eyesight. Damages himself on attack rolls of natural 3 and lower.

What's this winged horse got to do with me?"

THESEUS

Level 1 Fighter

Theseus is a mythical king, the son of Poseidon, and founder-hero of the city of Athens. He gained

vast amounts of fame for his many journeys, his fights against monsters such as Periphetes, Sciron, and the infamous Minotaur of Crete.

Powers: Monster Killer. When fighting monsters, he adds a d4 to his d20 attack roll and his damage roll.

Advantage against: Minotaur. He does not roll damage against the Minotaur, instead always doing maximum damage.

Weakness: Recognized. Will not be in a party that also has Medea, for she means him ill.



"I owe it all to Ariadne."

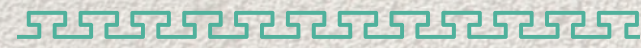
RANDOM ENCOUNTERS



Roll **1d8** once when traveling from one place to another. In general this is to be done once each way.

Dice Roll	Encounter
1	Nobody
2	Nobody
3	Bandits - mortal
4	Harpies - immortal
5	Chimera - immortal
6	Medusa - mortal
7	Pegasus - immortal
8	God - immortal

BANDITS



Thieves who live by robbery and ... you know what bandits are.



AC 6 [13], **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15, **ML** 8, **AL** Neutral or Chaotic, **XP** 10, **NA** 1d8 (3d10), **TT** U

- ~ **Trickery:** Use disguise or trickery to surprise victims.
- ~ **Leader:** May have a leader of 2nd level or higher (any human class).

HARPIES



Monstrous birdwomen who rob travelers of food, gold, and life.

AC 7 [12], **HD** 3 (13hp), **Att** 2 x claw (1d4), 1 x weapon (1d6 or by weapon), **THACO** 17 [2], **MV** 60' (20') / 150' (50') flying, **SV** D12 W13 P14 B15 S16, **ML** 7, **AL** Chaotic, **XP** 50, **NA** 1d6 (2d4), **TT** C

- ~ **Charm:** Anyone who hears the song of a group of harpies must **save versus spells** or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm..

~ **Magic resistance:** +2 to all saving throws.

CHIMERA



Horrific, hybrid monstrosities with the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and three heads: goat, lion, and dragon. Dwell in wild, hilly areas.

AC 4 [15], **HD** 9** (40hp), **Att** 2 x claw (1d3), goat: 1 x gore (2d4), lion: 1 x bite (2d4), dragon: 1 x bite (3d4) or 1 x breath (3d6), **THACO** 12 [+7], **MV** 120' (40') / 180' (60') flying, **SV** D8 W9 P10 B10 S12, **ML** 9, **AL** Chaotic, **XP** 2,300, **NA** 1d2 (1d4), **TT** F

- ~ **Attack pattern:** Dragon head: 50% chance of breath attack, otherwise bites.
- ~ **Breath weapon:** Cone of fire: end 10' wide, 50' long. Can be used up to three times per day.

MEDUSA



Deadly creatures of a magical nature that look like women with writhing snakes in place of hair.

AC 8 [11], **HD** 4** (18hp), **Att** 1 x snakebites (1d6 + poison), **THACO** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14, **ML** 8, **AL** Chaotic, **XP** 175, **NA** 1d3 (1d4), **TT** F

- ~ **Disguise:** Use hooded cloaks to lure victims close before revealing their true form.
- ~ **Petrification:** Anyone who looks at an undisguised medusa will be turned to stone (save versus petrify).
- ~ **Averting eyes:** -4 penalty to-hit; the medusa gains a +2 bonus to attack.
- ~ **Mirrors:** The reflection of a medusa is harmless. If a medusa sees her own reflection, she must save or be petrified.
- ~ **Poison:** The snakes' bites are venomous: save versus poison or die in 1 turn.
- ~ **Magic resistance:** +2 bonus to saves versus spells.

PEGASUS



Semi-intelligent winged horses that are both willful and timid.

AC 6 [13], **HD** 2+2 (11hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 240' (80') / 480' (160') flying, **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Lawful, **XP** 25, **NA** 0 (1d12), **TT** None

- ~ **Hate manticores:** Natural enemies.
- ~ **Mount:** Can carry a human-sized rider.
- ~ **Training:** If treated well, will serve player characters.

GOD



Uh-oh! The gods are interfering with mortals again. Use a favorite god of your own, roll 1d12 on pages 11-12 to see which Olympian it is, or roll 1d8 on this table for non-Olympians. No stats are necessary because, well, they're gods.

Roll	God	Domain
1	Bia	Violence
2	Eros	Desire
3	Eunomia	Order
4	Morpheus	Dreams
5	Nemesis	Retribution
6	Nyx	Sleep
7	Selene	Moon
8	Triton	Waves

MONSTERS

The monsters may be attacked in any order. But without careful gleaning of rumors and legends, attacking without a specific plan is likely to lead to disaster. There is a path of optimal success. After the five monsters on the map are defeated, Cerberus will appear in the **polis**, causing great amounts of death and destruction.



CERBERUS



A monstrous dog with 3 mastiff heads and a huge body. It used to guard the doorway to Hades, but now roams the land leaving a wake of anarchy and destruction.

AC 7 [12], **HD** 16+ 30 hp per head, 300 hp for body **Att** 3 × bite (3d10), **THAC0** By HD (15 [+4] to 10 [+9]), **MV** 240' (70'), **SV** By HD, **ML** 9, **AL** Neutral Evil, **XP** 26,240, **NA** 1, **TT** None

- ~ **Divine Immunity** - Divine favors do not affect Cerberus.
- ~ **Gaze:** The collective gaze of all 3 heads turns mortals to stone (one per round, saving throw applies)
- ~ **Regeneration:** 5 hp per round
- ~ **Spittle:** The middle head spews forth a powerful poison up to 30' which kills on contact (no saving throw).

Useful - Both the Nemean Lion Hide and feather plate prevents death from poison spittle.

If Cerberus is hit by 3 doses of Hydra poison, it will die.

Reward - Favor of Hades

ERYMANTHIAN BOAR



A shaggy and wild boar of vast weight that foams at the mouth with rage. It dwells in the vast marshes below Mount Erymanthus but everyday the boar comes crashing down from his lair. It attacks humans and animals all over the countryside, gouging them with its tusks, and destroys everything in its path.

AC 7 [12], **HD** 8 (40hp), **Att** 2 × tusk (2d12), **THAC0** 7 [+12], **MV** 150' (50'), **SV** D8 W9 P9 B10 S11, **ML** 9, **AL** Chaotic, **XP** 350, **NA** 1, **TT** None

Charge: Doubles damage if running at full speed.

Fear: A morale check made at -2 must be made each round. If failed, the character will hide as quickly as possible for 2d10 rounds.

Useful - Axe of Ares. If the axe hits it, the boar's tusks are cleaved off and it only does 2d6 damage thereafter.

Scavenge - Tusks (can be used for boar helmet).

MINOTAUR



Large, brutish, bull-headed man with a craving for human flesh. He dwells in the Labyrinth.

AC 6 [13], **HD** 6 (27hp), **Att** [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d6 + 2 or by weapon + 2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14, **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1 **TT** C

- ~ **Weapons:** Prefer axes, clubs, or spears.
- ~ **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.

Useful - Yarn. Using it to navigate the labyrinth grants an automatic surprise attack.

Scavenge - Axe of Ares (see page 27).

NEMEAN LION



The golden-furred child of Typhon and Echidna, it can not be killed with mortal weapons. Its claws are sharper than swords and destroy any armor. The dragon Ladon, who guards the golden apples, is its brother.

AC 6 [13], **HD** 8 (32hp), **Att** 2 × claw (1d8, 1d8), 1 × bite (1d12) **THAC0** 11 [+8], **MV** 150' (50') / 180' (60') flying, **SV** D10 W11 P12 B13 S14, **ML** 10, **AL** Neutral, **XP** 13, **NA** 1, **TT** V

- ~ **Impenetrable Hide** - Immune to non-magical attacks.
- ~ **Pounce** Once per battle, can drive victim to the ground and leave them prone for d4 rounds.
- ~ **Roar** All within 20 feet who hear roar must **save vs breath** or flee for 1d4 rounds.

Useful - The boar helm attack does full damage against the Nemean Lion.

Scavenge - The hide can be turned into armor and the claws can be made into a noisemaker (see page 27).

LERNAEAN HYDRA



A large, dragon-like creature with multiple, serpentine heads. One of its head is immortal. It targets any with fire/torches.

AC 5 [14], HD 5 to 12 (8hp per HD), Att 5 to 12 x bite (1d10), THACO By HD (15 [+4] to 10 [+9]), MV 120' (40'), SV By HD, ML 9, AL Neutral, XP 175/275/450/650/900/900/1,100/1,100, NA 1, TT B

- ~ **Heads:** 1d8+4 heads; 1HD per head.
- ~ **Disabling heads:** For every 8hp damage taken, one head is disabled (cannot attack). 2 more will grow back the next round.
- ~ **Poison:** Everytime damage is done to thehydra, its poison blood splashes out. All within melee range must **save vs poison** or die.

Useful - Heads cut with Axe of Ares or burned with fire do not grow back.
Scavenge - Hydra Poison (see page 27).

STYMPHALIAN BIRDS



A group of monstrous crane-sized birds with beaks made of bronze that devour humans. Their feathers are sharp and metallic and can be launched against their prey, while their dung is poisonous.

AC 7 [12], HD 1* (4hp), Att 1 x beak (1d3 + blood sucking), THACO 19 [0], MV 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 13, NA 3d10 (6d12), TT L

- ~ **Launch Feathers** Shoot missiles that do d10 damage.
- ~ **Poisonous Dung** The ground smells bad. Each round the PCs must **save vs poison** or lose HP.
- ~ **Weakness:** Scared of loud noises. Using a noisemaker as an action scares away d6 birds per turn.

Useful - Cork armor, Nemean lion armor, noise maker
Scavenge - Metal feathers that can be used to make feather plate armor (see page 27).

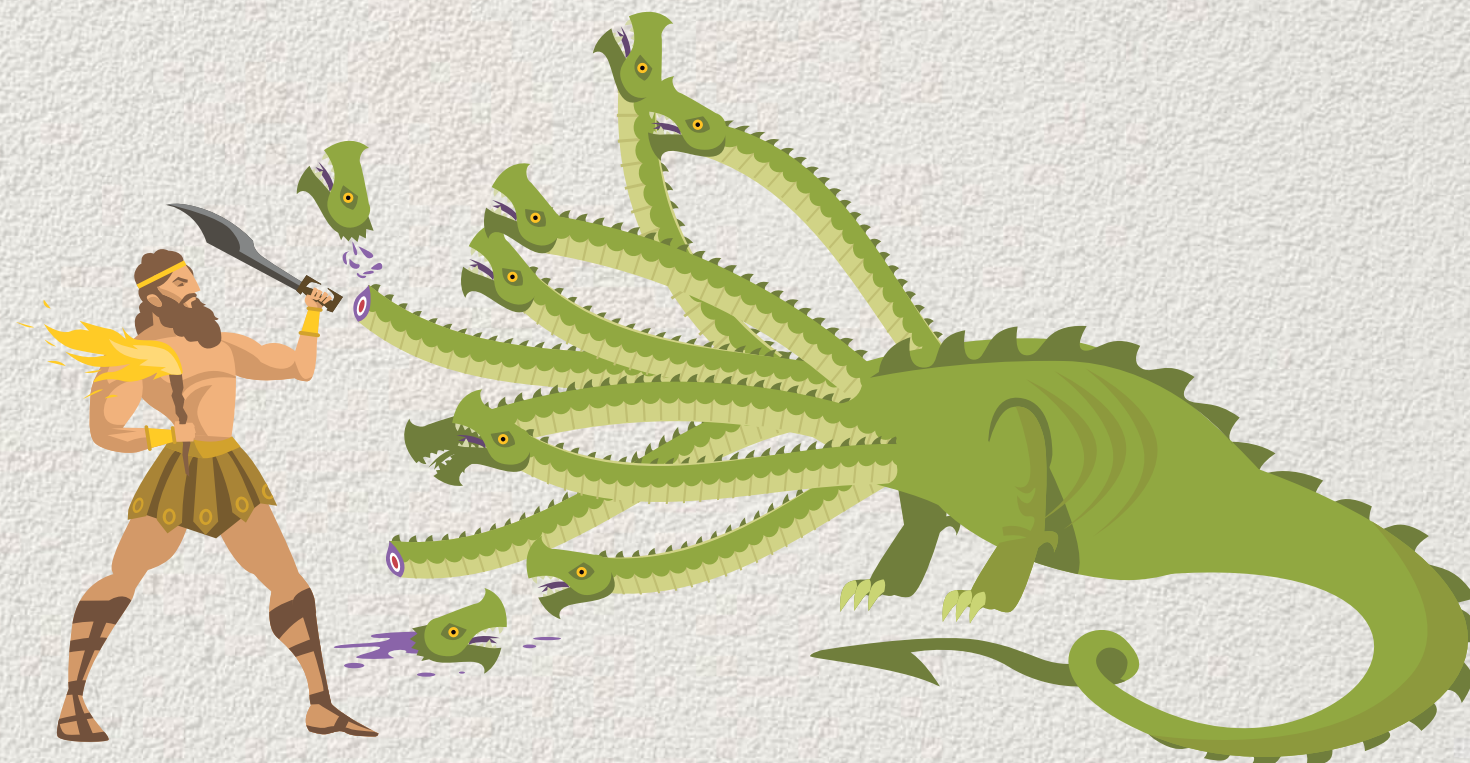
THE END

One way or another, Cerberus has been returned and Hades has been pacified. (Even if the players “kill” Cerberus, it will simply send it back to Hades.) Congratulations to the heroes! Grab some ouzo or retsina and celebrate. After all, they overcame great odds and achieved that most impossible of states: *Arete*. They will live forever in the memory of mere mortals. Best of all, Hades owes them a favor.

This game is intended as a one-shot but if the players and the referee want to keep playing with them, in mythic Greece or elsewhere, there is no reason not to continue.

NOTES

- Some players might want to knock out or tame the monsters rather than kill them. That’s fine! Heracles himself often did the same thing. Just count all damage as “stun” damage.
- This is a module primarily about fighting monsters. That doesn’t mean there is no room for roleplaying. We as game designers can over-complicate adventures. What more do you need than a quest to kill some monsters? Often a simple and straightforward story can allow role-playing and storytelling to naturally emerge.
- Some heroes are more powerful than others. But each was designed for a particular kind of player and/or play-style.



TREASURES

AXE OF ARES

An incredibly sharp blade that is +2 to hit and damage and which can sever extremities.

~ Severing: On a natural 18, 19, or 20 attack roll, one of the target's extremities is severed. Against larger than human-sized targets, only a natural 19 or 20 severs, and against targets of solid stone or metal, only a natural 20.

~ Severed extremity: Determined randomly, depending on the target (e.g. arm, leg, tail, tentacle, neck, etc.).

CORK ARMOR

Armor made from thick cork. Improves armor class by 2 against missile weapons and by 4 against the Stymphalian Birds.

HYDRA BLOOD

The most potent poison in the land, strong enough to slay Heracles himself.

~ Creatures, even immortal creatures, who contact it must **save vs poison** or die.

FEATHER PLATE

May be fashioned into a suit of plate armor that weighs the same as leather and is wearable by any class. Grants immunity to all poisons, including from the Hydra and Cerberus.

NEMEAN LION HIDE

Improves armor class by character's level and provides protection against all non-magical attacks.

BOAR HELMET

+1 to AC. Grants a charge attack that does d12 damage and always hits opponents that are Large. This attack will hurt the Nemean Lion.

NOISE MAKERS

The Nemean Lion's claws can be added to an ampore or other container to create a noise maker. This sound will terrify the Stymphalian Birds.



PC Name	ATALANTA
Class	ACROBAT
Alignment	LAWFUL
Level	ONE



ABILITY SCORES

STR	14	/	+1
INT	15	/	+1
WIS	9	/	
DEX	18	/	+3
CON	17	/	+2
CHA	17	/	+1

SAVING THROWS

Death, Poison	13
Wands	14
Petrification	13
Breath Attacks	16
Spells	15

COMBAT

HP	6
AC	4 <15>
Att modifier	+1
Init modifier	+2
Reaction Rolls	+1



ABILITIES, SKILLS, WEAPONS

Fleet. She always wins initiative and can outrun any land creature.

Advantage against: Boars. +5 to hit and damage against boars.

Weakness Gold. When any golden treasure is present, she must **save vs petrification** or spend 1d4 rounds collecting the treasure, neither attacking nor defending herself.

Leather Armor, Longbow (1d6), Sword (1d8)

Gold 3d6X10

PC Name	BELLEROPHON
Class	RANGER
Alignment	LAWFUL
Level	ONE



ABILITY SCORES

STR	16	/	+2
INT	15	/	+1
WIS	12	/	
DEX	17	/	+2
CON	16	/	+2
CHA	16	/	+1

SAVING THROWS

Death, Poison	12
Wands	13
Petrification	14
Breath Attacks	15
Spells	16

COMBAT

HP	10
AC	3 <16>
Att	+2
Init modifier	+1
Cha modifier	+2



ABILITIES, SKILLS, WEAPONS

Tame monsters. Can tame Pegasus. Can tame other beasts and monsters at 1:6. Powerful monsters can save.

Advantage against: All Monsters. +2 to hit and damage against all monsters.

Weakness Unforgettable hubris. When he beseeches the gods, he must roll 5 higher than the minimums for other characters.

Chainmail, Spear (1d6)

Gold 3d6X10

PC Name	HECTOR
Class	PALADIN
Alignment	LAWFUL
Level	ONE



ABILITY SCORES

STR	17	/	+2
INT	14	/	+1
WIS	14	/	+1
DEX	17	/	+2
CON	17	/	+2
CHA	15	/	+1

SAVING THROWS

Death, Poison	10
Wands	11
Petrification	12
Breath Attacks	13
Spells	14

COMBAT

HP	10
AC	2 <17>
Att modifier	+2
Init modifier	+2
Cha modifier	+1

ABILITIES, SKILLS, WEAPONS

Combat. Once per actual hour, can roll a d12 and add the result to both attack and damage dice of one attack.

Advantage against Humans Against human opponents, he has +6 to hit or to damage.

Weakness: Duty. If someone else in his party receives a killing blow, Hector automatically inserts himself in the way to take the damage, even if it slays him instead.

Chainmail, shield, shortsword (1d6), javelins (1d6)

Gold 3d6X10

PC Name	MEDEA
Class	MAGIC-USER
Alignment	CHAOTIC
Level	ONE



ABILITY SCORES

STR	12	/	
INT	18	/	+3
WIS	18	/	+3
DEX	15	/	+1
CON	10	/	
CHA	16	/	+1

SAVING THROWS

Death, Poison	13
Wands	14
Petrification	13
Breath Attacks	15
Spells	16

COMBAT

HP	4
AC	9 <10>
Att	
Init modifier	+1
Cha modifier	+1

ABILITIES, SKILLS, WEAPONS

Summon Dragon. She can, once per session, summon a dragon, which stays for one fight.

Advantage against Cerberus. Her magic will affect it.

Weakness: Pain sensitive. Every attack that damages her does one extra point of damage.

Black Dragon AC 2 [17], HD 7 (31hp), Att 2 x claw (1d4+1), 1 x bite (2d10) or breath weapon [60' long line of acid], THACO 13 [+6], MV 90' (30') / 240' (80') flying, SV D8 W9 P10 B10 S12, ML 8, AL Chaotic, XP 1,250, NA 1, TT None

Dagger (d4), 1 First level Magic User Spell

Gold 3d6X10

PC Name	ORPHEUS
Class	BARD
Alignment	CHAOTIC
Level	ONE



PC Name	PENTHESILEA
Class	BARBARIAN
Alignment	LAWFUL
Level	ONE



ABILITY SCORES

STR	13	/	+1
INT	8	/	
WIS	8	/	-1
DEX	16	/	+2
CON	12	/	
CHA	18	/	+2

SAVING THROWS

Death, Poison	13
Wands	13
Petrification	13
Breath Attacks	16
Spells	15

COMBAT

HP	6
AC	11 <12>
Att modifier	+1
Init modifier	+2
Cha modifier	+2

ABILITIES, SKILLS, WEAPONS

Charm. Says a number between 1-20 and then rolls a d20. If the number rolled is within +-1, the creature befriends Orpheus.

Advantage against Humans. With a successful Charisma check, he can convince anybody to do just about anything.

Weakness: Memory. Orpheus cannot remember simple instructions. Each time he uses his power on advantage, there is a ten percent chance he will forget how to do them forever.

Sling (d4), Lyre

Gold 3d6X10

ABILITY SCORES

STR	17	/	+2
INT	16	/	+2
WIS	12	/	
DEX	12	/	
CON	17	/	+2
CHA	17	/	+1

SAVING THROWS

Death, Poison	10
Wands	13
Petrification	12
Breath Attacks	15
Spells	16

COMBAT

HP	10
AC	2 <17>
Att	+2
Init modifier	
Cha modifier	+1

ABILITIES, SKILLS, WEAPONS

Strong. She attacks twice per round and has +1 to hit and damage.

Advantage against Men. +3 to hit and damage against male opponents.

Weakness: Too Strong. When she rolls a 1 on an attack roll, the attack always hits an ally.

Plate Mail, Shield, Spear (d8)

Gold 3d6X10

PC Name	PERSEUS
Class	THIEF
Alignment	LAWFUL
Level	ONE



PC Name	THESEUS
Class	FIGHTER
Alignment	LAWFUL
Level	ONE



ABILITY SCORES

STR	16	/	+2
INT	16	/	+2
WIS	16	/	+2
DEX	16	/	+2
CON	16	/	+2
CHA	16	/	+1

SAVING THROWS

Death, Poison	13
Wands	14
Petrification	13
Breath Attacks	15
Spells	16

COMBAT

HP	6
AC	5 <14>
Att modifier	+2
Init modifier	+2
Cha modifier	+1

ABILITIES, SKILLS, WEAPONS

Clever. Can make any enemy re-roll once per game day.

Advantage against Medusa, Sea Monsters. +5 to hit and damage against Medusa and sea monsters.

Weakness: Poor eyesight. Damages himself on attack rolls of natural 3 and lower.

Leather Armor, Thieves tools, Daggers (d4), Crossbow (d6), Spear (d6)

Gold 3d6X10

ABILITY SCORES

STR	16	/	+2
INT	11	/	
WIS	10	/	
DEX	16	/	+2
CON	14	/	+1
CHA	16	/	+1

SAVING THROWS

Death, Poison	12
Wands	13
Petrification	14
Breath Attacks	15
Spells	16

COMBAT

HP	9
AC	3 <16>
Att	+2
Init modifier	+2
Cha modifier	+1

ABILITIES, SKILLS, WEAPONS

Monster Killer. When fighting monsters, he adds a d4 to his d20 attack roll and his damage roll.

Advantage against Minotaur. He does not roll damage against the Minotaur, instead always doing maximum damage.

Weakness: Recognized. Will not be in a party that also has Medea, for she means him ill.

Chainmail, 2 Handed Sword (d10)

Gold 3d6X10

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Hades is not happy. His favorite pet Cerberus has escaped and is rampaging through mythic Greece. Now the Nemean Lion, the Stymphalian Birds, the Lernaean Hydra, the Minotaur are just some of the monsters in the countryside and there are too many souls in the underworld.

The Greek heroes must band together to save their country from the predication of monsters. Atalanta, Bellerophon, Hector, Theseus, Orpheus, Penthesilea, Perseus, and Medea are the stalwart heroes of legend.

To capture Cerberus they must defeat the other monsters first. By making careful choices, and calling upon the gods, they will be able to grow in strength.

Ultimately they will either placate Hades or die trying.

The only difference, after all, between *arete* and *hubris* is whether or not you fail.

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