

THE HONEY TREE OF PELION

by J.C. Connors

ABOUT THE ADVENTURE

The Honey Tree of Pelion is a *GURPS Greece* adventure, although it can be easily translated to other systems. The adventure is set in mythical Greece and challenges a group of heroes survive an epic journey to recover one of the gods' great treasures before a great city falls to ruin. The adventure is suitable for three-to-six ~150-point characters; the end of the adventure includes six pregenerated characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not critical to the overall plot of the adventure. GMs looking to finish the adventure in one sitting can easily skip these sections.

ADVENTURE SUMMARY

The adventure is set in southern Thessaly, near the small city-state of Pteleus. Pteleus is ruled by King Antenor, a king once known for his audacious tactics that won him many unlikely battles in his youth. Years later, he's mostly renowned for his generous, semi-annual festivals — which often cross the line into delightful excess.

During this summer's celebration, Antenor unwittingly insults the god Dionysus by not thanking him for a mysterious shipment of wine received by the city. Dionysus curses the king by turning his tongue into thorns, so that he may not eat. Only by seeking

a great sacrifice, one that includes the fabled honey of the gods from the Silver Tree of Mt. Pelion, will the king's curse be lifted.

ACT I: THE COAST OF PTELEUS

The adventure begins on the shores of the Aegean Sea, just a few miles south of the city of Pteleus. If the GM is using the PCs from the end of the adventure, many of them do not yet know each other yet — they are a combination of locals and traveling foreigners that are new to the kingdom, seeking an audience with King Antenor at his summer festival.

Surprised shouts from two local fishermen startle the PCs. A man, ISYL, and his teenage son, PHID, are waving from the beach. One hundred yards off-shore is what looks like a



wrecked galley, its frame barely visible over the crashing waves. Three enormous, golden amphoras float near the wreck, each the size of a horse.

The fishermen shout and look for survivors, but there are none to be found. If questioned, the men simply say that they were fishing off the coast when suddenly the galley erupted from the water, like an angry cork, and it suddenly spilled its contents.

A successful SHIPBUILDING roll or SAILOR-2 roll finds elements of the galley unusually crafted and impossible to trace back to Pagasae or other nearby shipyards. In particular, there is an unusual leopard-spotted wooden snake on the prow of the ship, which can be spotted amidst the crashing waves with a PERCEPTION (VISION)-4 roll. A successful THEOLOGY roll identifies this figurehead as a symbol of Dionysus, god of the grape-harvest, wine, and fertility. A success by 3 or more indicates that such an event is likely a good omen!

It is a five minute swim out to the amphoras. Two SWIMMING rolls (at +3 for entering the water intentionally) will reach the amphoras without incident, and a third (at -2 due to the challenge of pushing an amphora) will return the PC safely to shore dragging an amphora with him. Remember, a failure costs 1 FP and forces another roll. Because of the rocky coast, a critical failure will inflict 1d+1 crushing damage to a swimmer!

The shipwreck itself will vanish beneath the waves before the PCs can reach it, although the GM can give a swimming PC one last look at the figurehead of the ship with a successful, unmodified PERCEPTION (VISION) roll before it disappears forever.

If the PCs are reluctant to recover the amphoras, the fishermen will take this duty upon themselves, challenging the PCs to help them. The fishermen are good swimmers (with Swimming-13 skill) and familiar with these waters and so will likely succeed.

The Golden Amphoras

The three amphoras are uncommonly big! A successful MERCHANT roll will reveal that they are exquisitely crafted, their ceramic flecked with gold specks, and worth at least 250 obols apiece. Each amphora is decorated with dancers and horn players, and has faded writing that marks its contents "Sweet Wine."

Opening an amphora involves breaking its wax seal and freeing its stopper, which requires ST 15 to achieve (two people

PTELEUS

Pteleus is a small city-state with a population of about 1,500. A newly-built wall surrounds the center of Pteleus, although the city largely relies on protection from its larger, northern neighbor, Pagasae, who values the city's fish oil trade.

The center of the city is dominated by the city's agora, the palace of King Antenor, a temple to Aphrodite, and a temple to Poseidon. The agora is a lively place throughout the year, with merchants, fishmongers, and artisans selling their wares from colorful stalls.

Pteleus' summer festival celebrates King Antenor's last military victory, seven years ago, over pirates that attacked the outskirts of town. Antenor personally led his guard towards the beaches, routed the pirates, and burned their boats, before returning home to find his bed decorated by nymphs. He took that as a sign he was blessed by Poseidon, and started this annual festival in the god's (and his own) honor.

making a DX roll can combine their strength to open it together). The wine smells divine to even untrained noses – spicy, full-bodied, and candied-orange sweet. Tasting the wine inspires chills of delight, and a successful CONNOISSEUR (WINE), VINTNER, OR COOKING roll finds that the wine has no similarities to those made in any Greek vineyard. Any PC with Clerical Investment, or capable of reading omens, or making a successful THEOLOGY+2 roll will understand that, accidental or not, this wine is a gift from the gods.

The fishermen, Isyl and Phid, are awed by the recovery of the giant amphoras. The excitable men thank the gods for such a gift. If the PCs don't think of it themselves, the men suggest that the PCs donate at least one of the amphoras to King Antenor.

"It is only right," says the fishermen, "as these gifts were clearly in Pteleus' waters. And he always brings honors to those who are generous towards him!"

If the PCs converse more with the men, they will be genial and helpful, unless the PCs did not help them recover the amphoras, in which case they will be aloof and irritated. Isyl will do his best to negotiate to keep one of the amphoras for himself. The GM can roleplay the interaction with the PCs, though the outcome of the negotiation does not matter.

Road Satyrs

ST	11	HP: 11
DX	10	Will: 10
IQ	9	Per: 11
HT	12	FP: 12



Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-2 cr
Dodge: 8 Sling: 1d+1 pi, Acc 0, RoF 1 (2)

Traits: Compulsive Carousing; Lecherousness; Musical Ability +2; various Odious Personal Habits.

Skills: Brawling-11; Dancing-10; Musical Instrument-11; Sling-11; Survival-11.

Gear: Assorted jugs of alcohol; sling; pan pipes.

The fishermen will be pleased to tell stories about King Antenor, especially to newcomers. They will describe his unlikely victories as a young man, many of which saved the kingdom from invaders, as well as the king's love for festivals, often with vast amounts of fine meat and drink, dancers, and theatrical performances. "Our king is a man who celebrates the smallest of life's victories. Even the sun rising or the fresh breeze blowing gives him the opportunity to declare a small festival."

THE ROAD TO PTELEUS

Although the city of Pteleus is only an hour's walk from the shore where the PCs found the amphoras, hauling the heavy amphoras back to the city is no easy task. Each is over 200 lbs, and the journey is largely uphill through unfriendly, rough ground. Merchants, however, are traveling to the city to prepare for the festival, and for a small price (5 obols or so) or friendly negotiation, the PCs may be able to convince a merchant to borrow some space in a donkey cart.

The great golden amphoras, however, attract undue attention. As the PCs walk through a wooded and rocky copse, they'll be spotted by three, drunken satyrs. The satyr's drift over to the PCs, laughing and calling out insulting nicknames at the PCs (some clever, some not). They hurl double-entendres ("What thick thighs these men have to bear amphorae of such girth!"), wolf-whistle at attractive PCs, and inevitably demand a taste of the sweet wine from visible amphoras.

The PCs can deal with the satyrs in a variety of ways. The satyrs don't mind picking a fight, but they will flee if they feel their lives are truly endangered (though may return later to take pot-shots with their slings at the PCs). They can be intimidated or paid off as well, especially if the PCs have suitable gifts for them (especially fine musical instruments, wine, or some tasty food).

ACT 2: PTELEUS

As the PCs near the city of Pteleus, they find the road more crowded with locals, merchants, and priests, all heading into the city to prepare for the King Antenor's great celebration. Strangers are common to Pteleus around festival time, so as the PCs approach the walled city, they will likely go unobserved – unless they look mischievous, heavily armed, or are bearing more than a single cart of goods! In that case, they will be approached by an inquisitive patrol of soldiers and questioned as to their intentions.

The festival is due to start in earnest the next morning. The PCs have some time to shop, chat with locals, or just relax and entertain themselves.

SIGHTS IN THE FESTIVAL

There are many opportunities for bargain hunters and would-be-heroes during one of Antenor's celebrations:

Commerce...

While arms are rarely found in Pteleus, one vendor from Pagasae, RASTUS, is selling *fine*, large knives for 250 obols, which the vendor swears to be forged with leftover bronze from Hephaestus' forge itself. A dozen different animal heads don the pommel of his knives, so PCs can make a selection that matches their personality.

At his stall, the Scythian OLD MELGONOV is selling various poultices and herbs picked from his secret, nymph-tended garden. While most are natural herbs, he also has a handful of truly magical items, including three vials of Chiron Water (100 obols each, heals 1d hit points); Hector's Wreath (500 obols, grants High Pain Threshold for an hour once someone is injured); and, a small container containing brackish water from the River Styx (2,000 obols, gives the subject DR 3 for 1d+1 hours).

...and Intrigue

King Antenor's festival also attracts unsavory thieves and pickpockets. KASOS, a notorious pig thief and pickpocket, roams the agora looking for victims that are paying more attention to the poets than they are their coin purses. A scourge of his festivals, King Antenor has offered a reward of 300 obols to anyone who catches Kasos. However, Kasos is a clever thief and is disguised as a woman (made complete with the "borrowing" of his 7-year old nephew, THEO, who is helping him create distractions).

The central agora is being set up for King Antenor's Seventh Great Summer Festival. Woven banners, banquet tables, and newly-made benches are spread throughout the gathering place, with Antenor's household slaves frantically organizing the set up.

One high-ranking slave, PARASKEVE will call out to the PCs, asking them kindly for help moving some heavy tables in the agora. On a Good reaction or better, she'll happily tell the PCs more about the great festival (see text box on p.3). If Paraskeve sees that the PCs bear the great amphoras of wine, she'll recommend that they make a gift of one of them to King Antenor, as he will no doubt give the PCs a seat of honor at one his own tables during the festival in return. If they agree, Paraskeve instructs them to return to the palace that evening where they will be welcome to the king's dinner. If the PCs do not want to gift any wine from the amphoras, they may still seek an audience with the king. An audience without a gift requires a Good or better reaction from Paraskeve and some sort of respectable Status or Reputation that makes her think they are worthy of the king's time after his meal that night. Otherwise, she'll thank them for their time and tell them to enjoy the festival the next day.

Audience with King Antenor

King Antenor's preferred way of meeting notable guests is inviting them to his dinner table. Gaining an invite to the king's table either requires Paraskeve's help, getting an Excellent or better reaction roll from Antenor's palace administrator, or offering any kind of gift on the order of magnitude of the golden amphoras.

King Antenor is a proud man, a neatly-trimmed beard making him look younger than his actual age of 56. He is easily marveled by pomp and boldness, and expects his guests to pay him many compliments during the dinner. He is immensely proud of all his own accomplishments, and wise folk notice that the greatness of his accomplishments grow every year.

The table is crowded this evening, with over a dozen guests seated at his table. PCs making an appropriate CURRENT AFFAIRS roll may identify one or more of his guests:

- **TEN-MEN STRONG ACOSTOS** — An attractive, amiable warrior who is as strong as his ego is large. Acostos is the son of Ares and a mortal woman. He is loud and gregarious, but also good-natured in a witless sort of way. He talks with incredible fondness of his donkey companion, Laertes, and claims that he can easily lift the donkey over his head.
- **PITTACUS THE DRAMATIC** — An elder poet and storyteller. Pittacus has an annoying habit of always try-

ing to one-up any story told at the table. King Antenor's, however, finds this to be an endearing quality.

- **EUDOXIA THE AMAZON** — An envoy from Queen Hippolyta of the Amazons, staid Eudoxia is deliberate with her words, mildly suspicious of men, and picky about her food.

After the meal, several of Antenor's guests bring him gifts to thank him for the celebration. Acostos apologizes he forgot his gift on a mountain top somewhere; Pittacus composes a poem glorifying the king's battle against the pirates; Eudoxia offers a beautiful bow made by the Amazons. No matter the gift, King Antenor is always delighted.

If the amphoras are brought before old King Antenor, he is be thrilled, and desperate to hear the story of their rescue from the sea. If the PCs' telling of the story is well-told, he will commission Pittacus to write a poem in their honor, to be told at the festival. (The quality and substance of such a poem depends on the treatment of Pittacus at the table...)

ANTENOR'S SEVENTH SUMMER FESTIVAL

The festival begins early the next day, with hundreds gathering in the agora and the amphitheatre for music, theatre, a feast of fish and lamb, and other forms of revelry.

If the PCs donated wine to the festival, the sweet vintage is the talk of the crowds. The PCs hear rumors that the amphoras are replenishing the wine as it is served. If asked about the truth of that rumor, the servants serving the wine swear that it is so, and that the amphoras seem to never empty as the day goes on.

By noon the King has situated himself in the agora, seated at a massive table with his most honored guests, to kick off the feast. He stands and announces to the crowds:

"Citizens of Pteleus! What a wondrous day it is! We are blessed to have so much to celebrate today. For if it were not for my victory over the pirates seven years ago, our town would be naught but ash and rubble. Those pirates were a scourge to Pteleus and cursed by Poseidon himself. It is in his name that we celebrate today!"

And if the PCs donated the wine:

"And the sea gives back to us today, for my friends here have gifted this wondrous, sweet wine... without a hint of the taste of our own Greek vineyards! A divine wine, for a divine king!"

With that, he toasts his honored guests and drinks deeply.

Festival Interrupted

As the PCs make merry in the agora, a loud shout interrupts the festivities. An old beggar woman, holding a dead, spotted snake, has approached the king's table. She throws the dead snake at the table and croaks a grave announcement, for the king forgot to thank Dionysus. *GM's Note: Even if the PCs did not gift the wine, Dionysus will instead be upset that the king did not retrieve it himself!*

"Curse upon your house, King of Pteleus! Your insolence transgresses the kindness of Dionysus! Even when Dionysus has sent you a rare gift, you have chosen to glorify yourself instead of him! Let the glories spilled from your mouth come as blood instead!"

As King Antenor tries to respond, blood trickles out of his mouth! He attempts to speak, only gasps horrifically as his mouth swells unnaturally, for his tongue has turned to thorns! Anyone seated close to the king will be shocked at the sight of such a curse, and must make a FRIGHT CHECK-2 due to the divine nature of such a curse! If any of the PCs have also angered Dionysus (perhaps brutally killing his satyrs), he may very well bestow them with the same curse!

"Revel in your plight, people of Pteleus!" the old woman calls. As if to punctuate her curse, three monstrous crabs come crashing out of buildings, having emerged from under the foundations of the city to terrorize the festival. This warrants a FRIGHT CHECK-2!

The king is quickly swept away by his bodyguards, and the PCs, a few brave guards, and a handful of courageous citizens must deal with the menaces.

Giant Siege Crabs

ST	18	HP: 18
DX	12	Will: 10
IQ	3	Per: 10
HT	10	FP: 10

Basic Speed: 5.5 SM: +2 (700 lbs.)
Move: 7 Claw: 2d-1 cut (Reach C,1)*
Dodge: 9

Traits: DR 2; Bad Temper; Doesn't Breathe (Gills); Extra Legs (6); High Pain Threshold; Horizontal; Injury Tolerance (No Neck); Night Vision 8; Peripheral Vision; Wild Animal.
Skills: Swimming-14.

** On a successful hit, the crab automatically grapples the PC! On following turns, he can squeeze its victim, rolling ST 18 vs. the victim's ST. If the crab wins, victim takes 1 HP damage equal to its margin of victory.*



If the old woman is captured, she will only laugh and wail that she was the mother of one of the pirates Antenor killed seven years ago, and how she is delighted to be the one to bring this curse upon the king.

The God's Curse

After the battle, the king's chief bodyguard, the CLEMATIS, explains to the PCs (and anyone else who helped defend the city) that the king's tongue has truly turned to thorns, and he is unable to eat, though he can ingest wine and water. At most, he has a week to live. The king, Clematis explains, is overcome with grief for having insulted Dionysus. He is desperate to find a way to atone for his sin, and asks for help from his greatest heroes to find a path for his forgiveness.

The path to forgiveness lies in holding a second, more glorious festival, with an epic, **twofold** sacrifice to Dionysus. There are several ways the PCs can calculate this plan:

- A successful THEOLOGY+2 roll, or a discussion with one Ptelius' priests, reveals that Dionysus would be appeased by a **greater celebration** than the one Antenor just held. However, the new festival must begin with truly *epic* sacrifices, something might give Dionysus something to brag about to the other gods.
- An AREA KNOWLEDGE (THESSALY)-1 roll recalls that Mt. Pelion, located some forty miles to the north, is home to the Silver Tree of Pelion, which holds a beehive containing **divine honey**, which is likely powerful enough to cure the king's curse. An OCCULTISM or THEOLOGY-2 roll recalls that the tree is sacred to Hermes, who planted it there after one of his mortal lovers was slain by her father. Acostos will also recommend the Silver Tree, claiming he once climbed it, while drunk, with Hermes himself.
- A FARMING, AREA KNOWLEDGE (THESSALY or PTELEUS), or CURRENT AFFAIRS roll recalls that a nearby farm recently birthed a rare, **ebony-snouted pig**. The pig is twice the size of an ordinary pig and would make an extraordinary sacrifice to the god. If the roll is made by 3+, the PC recalls that a man named CRANTOR owns the pig farm, which is located a dozen miles to the northwest. Kasos and Old Melganov also know about Crantor's pig.

Because Antenor is gravely hurt, Clematis loans horses to those who volunteer to try to save the king. The PCs may also request aid from some of the NPCs they've befriended: Pittacus the Dramatic can be persuaded to accompany the PCs so that he can tell the story (although its telling will vary much with his personal opinion of the heroes); Paraskeve knows the way to Crantor's pig farm and will accompany them to there, but she will not travel as far as Mt. Pelion. Eudoxia the Amazon prefers to depart for Themiscyra to re-

port back to her queen on the day's events (although on a Very Good or better reaction roll, she *may* agree to accompany to the PCs on their quest). Acostos will loudly announce he has his own plan, placed in his head by his father Ares, and will depart separately, only accompanied by his beloved donkey.

ACT 3: CRANTOR'S PIG FARM

Crantor's pig farm lies about 15 miles outside of Pteleus. A CURRENT AFFAIRS (PEOPLE) or STREETWISE roll recalls that Crantor is an ugly, bad tempered man, who prefers the company of his farm animals to people.

A successful AREA KNOWLEDGE (THESSALY) or NAVIGATION (LAND) roll enables the PCs to navigate to the farm without incident. A failure results in them arriving at dark.

The pig farm is vast, stretching across hundreds of acres. Five big, shabby structures house most of the pigs, including "Blacksnout," the prized ebony pig. Crantor and his sons live in a large cottage in the middle of the farm.

Unbenownst to the PCs, however, Crantor has recently been felled by a terrible accident. He was knocked over by a pig, tripped over a tamarisk shrub, and fell into his own well. He broke his ankle in the fall and has been unable to climb out. His two cruel sons, PIND and PLATES, have left him trapped down there, waiting for him to perish so they can take over the pig farm.



Crantor's Sons

ST	12	HP: 12
DX	11	Will: 10
IQ	9	Per: 9
HT	11	FP: 11



Basic Speed: 5.5	SM: 0
Move: 5	Large Knife: 1d-1 imp, Reach C, Parry 8
Dodge: 8	Hatchet: 1d+2 cut, Reach 1; Parry 9

Traits: Fit; Greed; various Odious Personal Habits

Skills: Animal Handling-10; Axe/Mace-12; Brawling-11; Farming-9; Lifting-11; Intimidation-11; Knife-12; Stealth-10; Tactics-10.

Gear: Large knife, hatchet, handful of obols

This encounter is open-ended, and will play out entirely based on the PCs' approach. The PCs can attack Crantor's sons, rescue the pig farmer, and negotiate for the prized pig, but if they *kill* his sons, Crantor will be enraged and refuse to help. Or, they can potentially steal Blacksnout out from under the sons' noses. Finally, they may be able to negotiate a clever peace between the family, arranging a deal where all three receive profits equally from their farm. The GM should encourage creativity!

The Cottage

The cottage is empty when the PCs approach. There's no sign of Crantor. A search of his house reveals nothing unusual, just two boxes of bread and some cooked lamb still on the table. A successful SEARCH roll finds a cheap, bronze stabbing sword located under one of the three beds in the house.

The Well

If the PCs search the property and make a PERCEPTION (HEARING) roll, they will find Crantor sitting at the murky bottom of his shrub-covered well, muttering and crying out in pain.

Crantor doesn't know that his sons are intentionally leaving him down there, instead believing that they have snuck off to the festival.

Crantor is foul-tempered and angry, and demands the PCs haul him out. If they unkindly start negotiating for Blacksnout before they rescue him, his face will turn purple and he screams in rage at their insolence.

The Pig Houses

Crantor's sons, Pind and Plates, are working in the largest pig house, where they keep their prized, one-ton pig, Blacksnout, in a sturdy wooden cage separate from the other pigs. Like their father, they are bad-tempered and stubborn. They have no interest in selling the pig to the PCs for anything less than 10,000 obols (!). If asked about the whereabouts of their father, they grow shifty and nervous and say that he went to Pteleus for the festival and haven't seen him in a few days. Once they realize there's no deal to be had for the pig, they will grow aggressive and demand the PCs leave their property.

Crantor's sons have no desire to see their father rescued. If they see that the PCs are intervening, they will emerge from their work and scream that they leave. Of course, this will enrage Crantor even more, once he realizes his sons mean for him to perish! Even if Crantor is rescued, he remains a greedy man and demands thousands of obols for his pig.

ACT 4: THE PATH TO PELION

The journey to Mt. Pelion is approximately three days from Pteleus, slightly closer from Crantor's pig farm. The terrain is rolling, hilly, and sometimes wooded, making the trip scenic but tiresome. The easiest way to make the journey (which a successful AREA KNOWLEDGE (THESSALY or PHTHIA) will reveal) is to follow the shore to Pagasae and then to Iolcus, then cut across to the mountain itself.

If the PCs have money to spend, they can hire a boat to take them to Pagasae. After the attack of the giant crabs, however, the sailors are superstitious and believe it's a bad omen to travel until appropriate sacrifices can be made to Poseidon. Convincing a captain to make the trip within two days of the festival requires an Excellent reaction roll, or Very Good if the PC offers something to sacrifice – such as an expensive pig from Crantor's farm. The voyage costs about 25 obols per passenger, and can get the PCs to Pagasae in a day. No captain will agree to land in Iolcus because of bad blood between the cities.

The Pillars of Ruin

Along the route to the shore is an old ruined temple, though its purpose has long been forgotten. Recently, an oracle of Poseidon has taken residence in the ruined temple.

A pirate captain, KOZMA, rests near the ruins. He has come to seek guidance as to his fate if he moves forward with a daring raid on Iolcus. He sits outside the old temple by a small fire that smells rancid sweet (a NATURALIST roll detects dried

THE CITY OF PAGASAE

Over the course of their journey, the PCs may find themselves stopping at the city-state of Pagasae, which lies on the route to Mt. Pelion. Pagasae is larger than Pteleus, and is known for its many freshwater springs, luscious fig orchards, and a great port and shipyard that builds some of Greece's finest triremes and galleys (Jason's *Argo* was built in Pagasae). The great agora of Pagasae can supply the PCs with whatever supplies they may need.

By the time the PCs arrive at Pagasae, news of King Antenor's condition will be well-known. King Soros of Pagasae is worried that Antenor will perish, and a southern rival will conquer Pteleus, which has long been an ally. While it is unlikely that the PCs will be able to get an audience with King Soros, when he hears of their arrival he bids his servants to do what they can to help their quest, perhaps supplying them with fresh mounts, food and spring water, or whatever other ordinary supplies or attention they may need.

oleander in the fire, which is toxic in the right amounts, but not atypical near the home of an oracle). He is praying and preparing himself for his visit to the oracle at dawn.

Kozma is not openly hostile to visitors. He will invite the PCs to share his small meal and tell them that he is a sea captain planning a great voyage and wishes to know if the omens are good. If the PCs win Kozma's trust (Very Good reaction or better), he'll reveal more of his true nature and desires... and perhaps even invite the PCs on to his pirate crew in the future!

The PCs can also visit the Oracle of the Pillars, but her handler, a blind boy who lives in the ruins with her, says she will not agree to see more than one other person on the same day. The oracle sits in a torchlit room in the rear of the ruins. A young woman, unkempt and fierce looking, she welcomes anyone who enters and asks for their name. She then enters an ecstatic trance, casts beans on the stone floor, and speaks in riddles. The blind boy does his best to translate, but the omens are often mysterious or confusing, such as "Zeus sees your grasp, it wields a bolt like his own but strikes with grief and glory together!"

The GM can handle an encounter with the oracle in different ways. Perhaps the oracle gives a clue to the adventure, telling the PC something like, "The cold water seeks your hand in marriage, and will seek your place in her home" (warning them of the nymph CAPRI). In a campaign game,

the GM may also impart wisdom as to the character's future. Finally, the PC should make a reaction roll, ignoring Appearance modifiers (the oracle cares not). On a Very Good or Very Bad reaction, the PC gains a Destiny (Minor) advantage or disadvantage!

Acostos... Again

Along the way to Mt. Pelion, a few miles outside of Pherae, the PCs may again stumble upon Acostos, the divinely birthed son of Ares. Strong as ten men, Acostos is none-too-bright. He spent the night camping with Kozma, and got into his head that a band of pirates means to raid the coast at any moment, and that he needs to abandon his quest to save King Antenor and instead raise an army to fend off the pirates.

To better raise an army of strong men, Acostos is holding a wrestling competition. As the PCs approach a small clearing, which once served as a shrine to Hestia, they'll hear the cheers and hoots of a dozen men and women... followed by the flailing body of shepherd flung towards them and landing with a dull thud on the dusty road.

Depending on how Acostos reacted to the PCs in Pteleus, he can have a variety of reactions when he is reunited with them. If the PCs were friendly to him (Good reaction or better), he'll be delighted to see them and inform them about the threat of pirates. If he had a Neutral reaction or worse, he welcomes them and then challenges them to prove their worth by wrestling with him. If he beats them, the loser must run to the nearest town (Pherae), try to recruit more pirate-hunters, perform a poem in Acostos' name, and then bring back a month of food and drink to the champion (which costs 100 obols). If the PC wins, Acostos pledges a month's service to the winner.

The crowd is excited by Acostos' challenge, and will taunt the PCs to wrestle with the demigod. Even if the PCs are friendly with Acostos, the crowd will demand to see a friendly competition between Acostos and the strongest of the PCs (who undoubtedly look mightier than the local shepherds).

Acostos is competitive but gregarious, and whatever way the wrestling match goes, he'll be a good sport about it. Despite his father being the bloodthirsty god Ares, he was raised by a good-hearted woman who lives in Methone, just twelve miles south of Iolcus. He demonstrates an odd affection for his donkey Laertes (who he hoists over his head to show his might, pleasing the crowd).

Acostos, however, has another use to the PCs. While he has given up on the quest to help King Antenor, he

spent much of his childhood climbing Mt. Pelion, and has seen the Silver Tree itself. As long as the PCs continue to maintain a good relationship with Acostos, he is happy to tell the PCs as much as he knows, sharing his AREA KNOWLEDGE (MT. PELION)-14 skill.

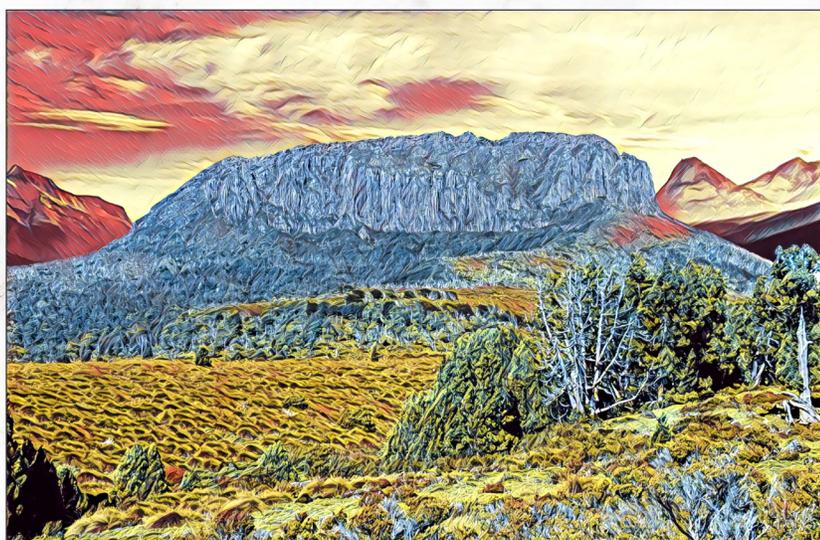
Acostos explains that there are two good routes to the tree. The first he calls the the Sheer Cliff of Aerope; the second, the Abscess of Despair, a supposedly-haunted cave which lies up a heavily-forested path. Acostos admits that he himself hasn't been to that cave since his mother forbade it, believing to be occupied by the ghost of a madman cursed by the gods. He also warns the PCs that a beautiful nymph resides on the mountain, who once stole his innocence as a youth, although it's difficult from Acostos' smile whether his words are truly a warning.

Acostos also tells that the honey from the beehive in the Silver Tree is sacred to both Hermes and Artemis. Taking the honey is fine, as long as an appropriate sacrifice is made to both gods.

ACT 5: MT. PELION

Almost a mile high, the wooded Mt. Pelion has three trails that lead to its summit. Someone without familiarity of the mountain would probably spend a good day finding even one of these trails. A successful HIKING or TRACKING roll will find one faster.

The first, the *Woodland Trail*, is a pleasant, if somewhat uphill, walk to the near-summit. Any PC making a successful TRACKING roll will spot hoofprints along this trail (a success by 3 or more indicates that they are, in fact, weeks-old centaur prints). Chiron himself used to take centaur students along this path, but has not done so in over a year.



The second trail, the *Plane Trail*, is almost completely canopied by dense plane trees. The trail winds around the mountain to a precipice that overlooks the Aegean, and then up to another high summit. Near this summit is a dark cave, where it is possible to climb even higher to the Silver Tree itself, though locals think the cave is haunted. A successful OCCULTISM-2 roll or HISTORY-2 roll recalls an old story where a survivor of a shipwreck took refuge here, but he had insulted the gods and not thanked them for his survival, and was cursed by madness.

The third trail is the *Cliffside Trail*, which winds steeply up the mountain until it reaches a sheer cliff, drizzling with water from a small stream at the top. The Cliffside Trail eventually joins the Plane Trail, and ends at the Silver Tree.

If Acostos shared his knowledge of the mountain, the PCs will know that both the Cliffside Trail and Plane Trail will lead to the Silver Tree. The Woodland Trail is merely a pretty distraction... though it is become home to a lecherous nymph who may cause troubles to unsuspecting mortals (but can also provide help to confused travelers).

The Woodland Trail

The woodland trail winds up the mountain, at first leisurely, with glades of waterfalls and paths of tall grass to comfort travelers, and then steeply. After three hours, a PERCEPTION (VISION) roll will spot a fallen wooden sign (see [Handout A](#)), once posted on a tree, but since discarded into the brush. After four hours, the trail ends at a cold, freshwater stream situated on one of the northern summits of Pelion, overlooking the Aegean Sea in all its dark glory.

Several wooden planks used to be laid across the stream, but have since been tossed aside. A successful Perception roll will spot enough planks for the PCs to realize a bridge of sorts used to be positioned here.

In this stream lives CAPRI, a water nymph. Capri used to enjoy seducing Chiron's occasional human students, which unfortunately have been few and far between as of late. Without recent company, she has grown increasingly dissatisfied and irritated. The presence of any strong, attractive mortals will cause her to emerge and make conversation... in the hope of enticing a potential partner into her home that lies underneath the mountain stream.

Capri is an intelligent, moody creature, and knows many secrets about Mt. Pelion. The GM should make a reaction roll for Capri for each PC in the party that fits her type (usually male and strong, but GMs should be encouraged to play this

Capri the Water Nymph

ST	12	HP:	10
DX	13	Will:	14
IQ	12	Per:	12
HT	10	FP:	10



Basic Speed: 6.25 SM: 0
Move: 6' Punch: 1d-2 cr
Dodge: 9

Traits: Appearance (Beautiful); Charisma +1; Gills; Unaging; Shyness (-1); Dislike of civilization; talks in a whispery voice; admires the physical strength of mortals.

Skills: Area Knowledge (Mt. Pelion)-13; Climbing-13; Running-10; Sex Appeal-12; Stealth-14; Survival (Woodlands)-12; Swimming-15; Tactics-12; Wrestling-14.

Gear: A light, flowing gown.

in whatever way is fun for his group). The best reaction roll (if Good or better) means Capri becomes enamored with the PC, and invents a plan to kidnap the PC and drag him to her cave under the stream. Her preferred technique is to separate her victim from his friends, knock him out, and then swim him back to her secret cave.

The one benefit of being Capri's innamorati is that Capri will reveal more of what she knows about the mountain, including that a crazed, old Atlantean named XOZICLES, lives in the cave and hopelessly awaits his king. She visits the Silver Tree once a week to take honey from its hives, and warns that Xozicles treats all who enter his cave as foes. Fortunately, she tells, she's tricked him into thinking she is also Atlantean royalty, and he now leaves her alone. Finally, she will tell friends that it is imperative to leave a suitable gift at Artemis' statue near the tree, else the goddess get angry that they stole any of her honey. Capri recommends a bow, fine food or drink, or a sacrifice be made there as payment.

The Plane Trail and Xozicles' Cave

The shaded Plane Trail is so named because it winds close to the mountain and traverses through thick plane trees and tall grass. Bloodthirsty mosquitos infest this path. PCs should make a HT or SURVIVAL (WOODLANDS) roll or take 1d-2 damage due to dreadful bites.

After a three hour walk, the trail terminates in a dark cave that thrusts into the mountain's rocky side. Two ancient pillars frame the cave along with a worn and damaged wooden statue. A SEAMANSHIP or SAILOR roll identifies the toppled statue as a figurehead of an unidentified noblewoman from a

Xozicles the Mad Atlantean

ST 11 HP: 10
 DX 12 Will: 13
 IQ 13 Per: 13
 HT 10 FP: 11



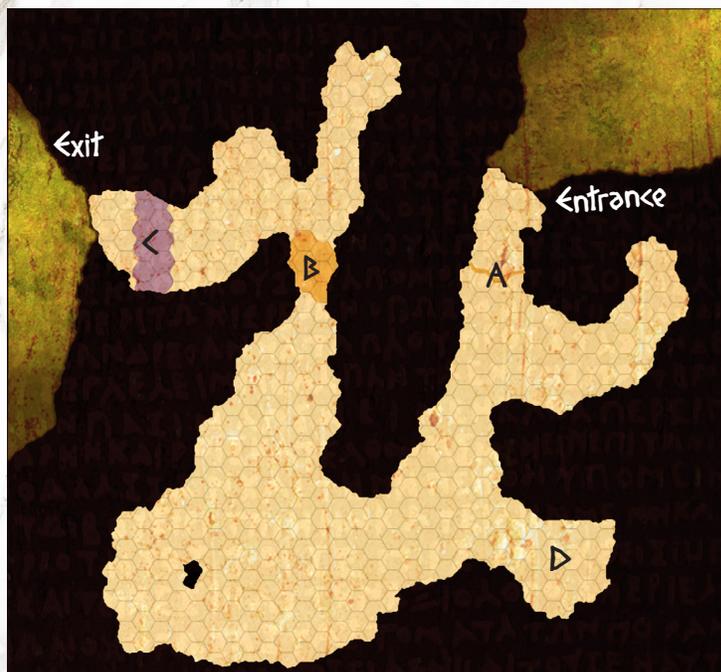
Basic Speed: 5.5 SM: 0
 Move: 5 Staff: 2d-1 cr, Reach 1-2, Parry 11
 Dodge: 8 Knife: 1d-1 imp, Reach C,1, Parry 8

Traits: Danger Sense; Magery 2; Delusion (his king is coming soon); Intolerance (non-Atlanteans); On the Edge; Light Sleeper.

Skills: Axe/Mace-12; Detect Lies-12; First Aid-13; Intimidation-12; Knife-12; Poisons-11; Savoir-Faire-13; Shadowing-12; Survival-13; Tactics-11; Traps-14; Staff-12.

Spells: Purify Air-13; Hide Thoughts-13; Sense Emotion-13; Sense Foes-13; Truthsayer-13; Decay-13; Test Food-13; Cure Disease-13; Lend Health-13; Lend Strength-13; Major Healing-12; Minor Healing-13; Neutralize Poison-13; Sterilize-13; Detect Magic-13; Alertness-12; Keen Ears-13; Keen Eyes-13; Missile Shield-13; Sense Danger-13; Shield-13; Watchdog-13.

Gear: Quarterstaff, fine orichalchum large knife, cloth armor (DR 1), 3,000 Atlantean silver coins.



whether to let his traps kill them off or to try to ambush them himself.

Xozicles believes that his Atlantean king will be sending for him soon. In the meantime, he is fiercely protective of his abode. There are several ways to get through the cave without getting ambushed by the Atlantean:

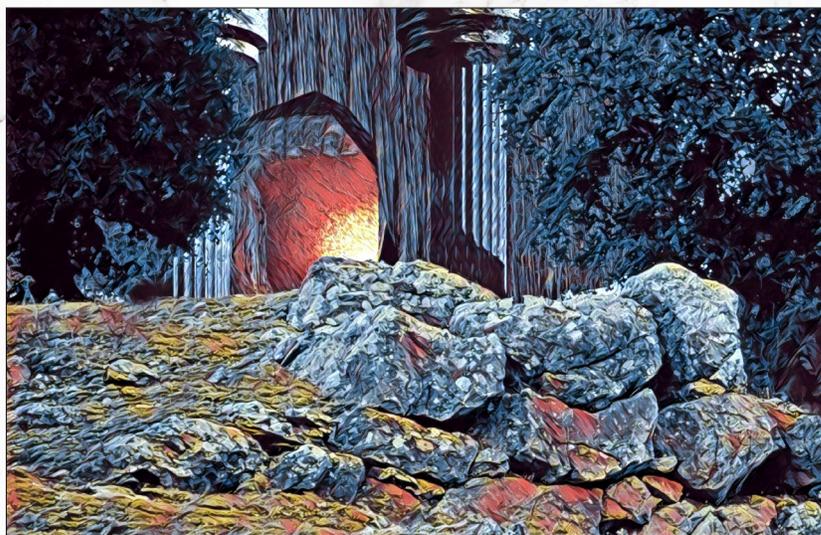
- Sneaking through the cave is difficult, but not impossible. Xozicles spends most of his daily routine in the western corner of the cave. Once a day he'll leave the cave to get water from Capri's stream (who he believes is a fellow stranded Atlantean).
- Xozicles reacts to strangers at -5. However, if he believes that they too are Atlantean royalty (perhaps with a good ACTING roll), the penalty will be negated. On a Good reaction or better, he'll let the strangers through.

There are three obstacles to overcome in the cave. The first (Location A) is a string set with small chimes, which alerts Xozicles to anyone who enters the cave. A PERCEPTION (VISION)-3 roll, due to darkness, is required to spot the trap.

The second obstacle (Location B) is a diabolical trap located halfway through the cavern. A breakaway floor, well disguised, will collapse if anything more than 100 lbs. steps on to it, causing the victim to plummet 6 yards into a rubble-strewn pit below (2d+1 cr damage). Spotting the breakaway floor requires a Per-based TRAPS-3 roll (due to darkness). Someone triggering the trap can

ship. A SHIPBUILDING roll at -3 identifies it as Atlantean. An eerie yellow light glows from the cave's innards and a sound like hollow reeds emanates from the opening.

This cave is occupied by an old Atlantean, Xozicles. Washed ashore years ago, he climbed Mt. Pelion and ate the unusual mushrooms that glow in this cave. These mushrooms soon caused madness, and now he uses only his crazed wits and Atlantean magic to survive alone at the top of the mountain. Xozicles is fearful and suspicious of strangers. He'll watch them carefully from the darkness of his cave before deciding





make a DX or ACROBATICS roll to grab on to a ledge before falling.

Finally, Xozicles has cast a ward on the exit (Location C), normally intended to warn him if the bees of Pelion enter. Treat this as a Watchdog spell from *GURPS Magic*. Nearing the area causes headaches and the cave to shake. Stepping in the area causes a thundercrack that the bees loathe. While the noise will scare off any bees near the cave entrance, it will also put the bees near the tree in a frenzy for the next hour (*all-out attacking* any would-be invaders).

Finally, the area where Xozicles resides (Location D) holds a rustic bed, an old blanket made from a once-fine ship's sail, a few jugs of water, and a small wooden box that holds some letters (see **Handout B**), and 3,000 Atlantean coins (identified as such by a successful MERCHANT roll).

The Cliffside Trail

The cliffside trail winds mostly up the northern side of the mountain, which overlooks the Aegean. It ends after about two hours in an abrupt cliff edge.

A PERCEPTION (VISION) roll will spy, at the base of the cliff in some brush, two shattered skeletons... climbers who didn't make it. An investigation of the climbers will find that one of their skulls has a hole all the way through it, like it was pierced by a sharp stabbing sword (though is, in fact, a mortal wound inflicted by a giant bee of Pelion). One of the bodies has a heavy bronze corselet that is recoverable. Two bronze stabbing swords can be found nearby. An ARMOURY roll will reveal one is a *fine* sword, a sword of a prince!

THE HONEY'S PRIZE

To take some of the sacred honey, Artemis requires a sacrifice. A THEOLOGY+2 roll reveals her favorite sacrifices: wild goats, rabbits, bows, and flowers. While a goat is difficult to find on Mt. Pelion, a successful SURVIVAL (MOUNTAINS)-2 roll or TRACKING-1 roll locates a rabbit.

Once the PCs remove honey from the hive, roll 3d6. On a 12 or less, the goddess blesses the action. Modifiers:

- 6 if nothing is sacrificed!
- 1 per bee slain before the ceremony
- +1 if a nice ceremony is performed – with a successful RELIGIOUS RITUAL roll
- +1 if flowers or something else beautiful are used
- +1 if a rabbit is sacrificed
- +1 if something valuable (300+ obols) is sacrificed
- +2 if a wild goat or bow is sacrificed

For every point by which the roll is failed, a giant bee attacks the PCs. If the roll is failed by 5 or more, or on a critical failure, the goddess *curse*s the PCs with some terribly appropriate disadvantage (or an Enemy), and to make the point, appears at the tree's top and lets loose a lethal, white arrow at the PC she blames the most (3d imp damage).

This 80-yard vertical incline is only for the mightiest climbers, and takes about thirty minutes to scale. Roll CLIMBING-3; a roll is required when the climb is started, and every 5 minutes thereafter. A failure means a fall to the hard ground below, ranging from 2d to 8d damage! Once a rope is secured to the top, the penalty is reduced to -2. If the PCs make the climb, they will find themselves just a short walk from the Silver Tree of Pelion.

THE SILVER TREE OF PELION

The Silver Tree lies about a half-hour walk from the cliffside, and just a few minutes from Xozicles' cavern. The tree is divinely massive – the top branches reach almost 100 yards up! The tree's leaves are silvery-green, earning it its name, and glitter brightly in the sun. Players must make an Awe Check when they see this fabled tree of the gods (see *GURPS Powers*, p.85, or GMs should adapt a Fright Check).

Immediately after noticing the tree's size, the PCs' eyes will be drawn to the buzzing, dog-sized honey bees that protect it! A dozen or so of these insects guard Artemis' honey, and

Honey Bees of Pelion

ST	13	HP: 13
DX	14	Will: 10
IQ	1	Per: 11
HT	11	FP: 11



Basic Speed: 6.25 SM: 0 (130 lbs)
Move: 6 (12 fly) Sting: 1d+1 imp, plus bee venom*

Traits: DR 1; Bad Temper; Discriminatory Smell; Extra Legs (6); Flight (Winged); High Pain Threshold; Striker (Cannot Parry; 1d+1 imp); Peripheral Vision; Wild Animal.

* If wounded, the victim must make a HT-6 roll or be *stunned* and suffer -4 DX for three days (-2 DX if roll is successful).

won't hesitate to attack anything that comes close to their giant nest, which is large enough for a man to enter, but positioned about halfway up the tree.

Among nearby toppled ruins, a marble statue of a woman rests near the base of the tree. The inscription at the base identifies the woman as Melitta, Hermes' great and most recent mortal love. The inscription also goes on to say that the tree is protected by both Hermes and Artemis. After Melitta was slain by her angry father, Artemis had him chased by bees and stung until he was dead (see [Handout C](#)). To reward the bees for their loyal service, she relocated them to this tree, to forever protect the memory of Melitta.

Most of the bees are docile, with exception of two bees that guard the entrance to the nest. However, the other bees will grow agitated and attack the PCs if Xozicles alarm has triggered, or if the PCs take honey from the nest without making an appropriate sacrifice to Artemis (see sidebar above).

Getting to the nest, which is the size of a small hovel, requires a five minute climb up the tree. A successful CLIMBING roll (at +3 due to the ease of the tree's great branches) will make the climb. Once inside the nest, one or two PCs can crawl into the sticky test, take as much honey as they need, then scramble down before the bees get agitated.

If a PC is bold enough to taste the honey, it acts as a marvelous healing elixir, instantly healing 1d HP and giving the PC a HT roll to shake off any maladies such as bee venom, temporarily crippled limbs, poison, disease, et cetera. Alas, like regular honey, this honey will also spoil in time. The honey's healing properties will last, at most, a few weeks, once removed from the nest.

CONCLUSION

If the heroes succeed in claiming both the sacred honey of the Silver Tree and the mighty ebony-snouted pig from Crantor's farm, their return to Pteleus becomes an event in itself. Word of their quest spreads ahead of them – carried by merchants, shepherds, and wandering poets. By the time the party rides through Pteleus' gates, a crowd has gathered to cheer and gape at the treasures they bear.

The palace is in an uproar when the offerings are brought before King Antenor. The once-boisterous ruler now sits pale and wan, his eyes bright with desperation above the cruel tangle of thorns in his mouth. Priests of Dionysus and Hermes gather around as the massive pig is led forward and an amphora of honey is set reverently upon a table draped in purple cloth.

Within an hour, the great sacrifice begins in the agora. The ebony pig is slaughtered and its blood offered to Dionysus in libation. The honey is mixed with fine wine and poured upon a marble altar to honor Dionysus, Hermes, and Artemis. The crowd cheers as the air fills with the scent of roasting meat, incense, and the perfume of the divine honeywine. As the final prayers are spoken, the curse upon the king unravels – the thorned tongue softening into flesh, the bleeding ceasing, and Antenor's voice returning in a hoarse but joyful cry of thanks.

In gratitude, Antenor proclaims a new festival on the spot, one to rival any held in Pteleus before. For three days and nights, the city feasts, musicians play, and poets recite tales of the heroes' perilous journey. The king himself takes the first cup of honeywine and drinks to the health of his saviors, promising them honors, rich gifts, and a place in the memory of Pteleus for generations to come.

For completing the adventure, the PCs should receive 2 character points, with an additional 1–2 points for exceptional roleplaying or heroism. Saving the king and restoring the favor of the gods will also grant them a fine Reputation (+2 or more) in Pteleus and throughout southern Thessaly, ensuring their names are spoken with admiration wherever the tale is told.

SPECIAL THANKS

Special thanks to [uniquedworld](#) and [davidconnell516](#) on Fiverr.com for their art contributions. Special thanks to Barry Swedlow for editing and additional Homeric inspiration.

For more free one shot adventures, please visit [1shotadventures.com](#). If you enjoyed this adventure, all the author asks is that you give a shout out and let me know how it went. Post a note on [1shotadventures.com](#) or give a shoutout to [@1shotjc](#). [bsky.social](#) on Bluesky.

DISCLAIMER

The material presented here is an original creation, intended for use with the *GURPS* system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games. *GURPS* is a registered trademark of Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games [online policy](#). If you're not familiar with *GURPS*, a free lite version of the rules can be found [here](#).

UPDATE LOG

- 1.0 - Original version
- 1.3 - Editing and layout revisions; bookmarks
- 1.4 - Portrait updates to bring this adventure in line with its sequel, *The Scourge of Triton*.
- 1.5 - Rebalanced the giant crabs
- 1.6 - Updated conclusion

NOTABLE NPCs

Kasos the Pickpocket

ST 11 HP: 11
 DX 13 Will: 13
 IQ 13 Per: 13
 HT 11 FP: 11



Basic Speed: 6 SM: 0
 Move: 6 Small Knife: 1d-2 imp, Reach C, Parry 8
 Dodge: 9

Traits: Attractive 1; Dependent (nephew, Theo); Honest Face; Overconfidence; Trickster; eats a lot.

Skills: Area Knowledge (Pteleus)-14; Disguise-13; Escape-12; Fast-Talk-14; Filch-16; Knife-14; Observation-14; Pickpocket-15; Shadowing-14; Stealth-15; Tactics-12.

Gear: Small knife, women's clothes.

Pittacus the Dramatic

ST 9 HP: 9
 DX 11 Will: 11
 IQ 11 Per: 12
 HT 11 FP: 11



Basic Speed: 5.5 SM: 0
 Move: 5 Staff: 1d-1 cr, Reach 1-2, Parry 8
 Dodge: 8

Traits: Jealousy; Overconfidence; in love with the king; always a yes-man to people with high status

Skills: Area Knowledge (Thessaly)-13; Poetry-13; Public Speaking-12; Sex Appeal-10; Staff-6; Writing-13.

Gear: Light walking staff, 50 obols, wax tablet.

Kozma the Pirate Captain

ST 12 HP: 12
 DX 12 Will: 12
 IQ 12 Per: 13
 HT 12 FP: 12



Basic Speed: 6 SM: 0
 Move: 6 Shortsword: 1d imp, Reach 1, Parry 11
 Dodge: 9

Traits: Combat Reflexes; Gregarious; Healthy fear of the gods

Skills: Boating-13; Leadership-13; Knot-tying-12; Navigation-13; Shiphandling-12; Shortsword-14; Swimming-12.

Gear: Padded cap (DR 1), shortsword, rope, flask of wine, goat, 50 obols.

Acostos the God-Son

ST 22 HP: 22
 DX 13 Will: 13
 IQ 10 Per: 11
 HT 13 FP: 13



Basic Speed: 6.5 SM: 0
 Move: 6 Maul: 5d cr, Reach 1-2, Parry 11
 Dodge: 10

Traits: Combat Reflexes; Luck; Patron (Ares, 6 or less); Overconfidence; Often says inappropriate things by mistake; Truly loves his donkey, Laertes; Thrilled by poetry and song.

Skills: Animal Handling-10; Area Knowledge-11; Axe/Mace-12; Climbing-14; Riding-12; Singing-14; Spear-12; Survival-11; Thrown Weapon (Spear)-12; Two-handed Axe/Mace-14; Wrestling-14.

Gear: Maul, bronze pothelm (DR 3), fur tunic (DR 1), small bag of food, twine, and about 100 obols.

Eudoxia the Amazon

ST 13 HP: 14
 DX 12 Will: 13
 IQ 11 Per: 11
 HT 13 FP: 13



Basic Speed: 6.25 SM: 0
 Move: 5 Spear: 1d+2 imp, reach 1, Parry 13
 Dodge: 11

Traits: Combat Reflexes; High Pain Threshold; Fearlessness 1; Truthfulness; Intolerance (men); Exacting and judging; feels the need to report every indiscretion to her queen;

Skills: Climbing-13; Diplomacy-12; Riding-14; Savoir-Faire-12; Shortsword-13; Soldier-12; Spear-15; Strategy-11; Survival-11; Tactics-11; Thrown Weapon (Spear)-14; Wrestling-13.

Gear: Spear, bronze helm (DR 3); fine green riding cloak; leather armor (DR 2); medium shield (DB+2)

HANDOUTS



Handout A - Discarded sign near Capri's home on Mt. Pelion



Handout C - The inscription at the base of the statue of Melitta, outside the Honey Tree of Pelion.

HANDOUTS (cont'd)

Calamity! It has been five thousand days since my ship fell upon the rocks and I wandered to this mountain. I know it has been five thousand days since that is what the nymph told me. Although she thinks that I think that she is an Atlantean princess, I know better. But it matters not, for she will make an excellent slave to my King when he finally arrives. Even last night I heard the king whispering to me in my sleep which is surely a sign that he has perfected the magic of the conch shell that he sought, and even now he is sailing to my aid, bringing with him an army of spearmen to conquer this mountain and then mount those bees like equines and conquer the entirety of this land. There is no doubt. It is as if the gods themselves will it.

To make sure that I am prepared for my king's arrival, I have sacrificed much to the gods and goddesses. Artemis herself protects the shrine so she must be honored before my king arrives. I saw what happened to that foolish prince who scale the Great Cliff and failed to sacrifice to the huntress. Ha! He was stuck a thousand times and pierced through the skull, and tossed back down the cliff to feel his body shatter! The gods are wrathful, but men are fools.

I know it is just days before my king arrives. He shall sing my praises. Xozicles, he shall cry out, you have been fearless and patient, and your reward will be great!



HANDOUTS (cont'd)

THE POEM OF ACOSTOS BY ACOSTOS

HE IS THE STRONGEST MAN IN THE WORLD
HE IS A GOD TO EVERY GIRL. ACOSTOS!

HE IS RUGGED AND FULL OF MIGHT
A NOBLE WARRIOR WHO CAN FIGHT ALL NIGHT.
ACOSTOS!

A THOUSAND MEN CALL OUT HIS NAME
HE HAS ARMS LIKE BRONZE, EARNS HIS FAME
ACOSTOS!

BEWARE HIS ANGER, OR YOU SHALL BE DEAD
FOR HE CAN LIFT HIS ASS RIGHT OVER HIS HEAD!

ACOSTOS!

THE POEM OF ACOSTOS BY ACOSTOS

HE IS THE STRONGEST MAN IN THE WORLD
HE IS A GOD TO EVERY GIRL. ACOSTOS!

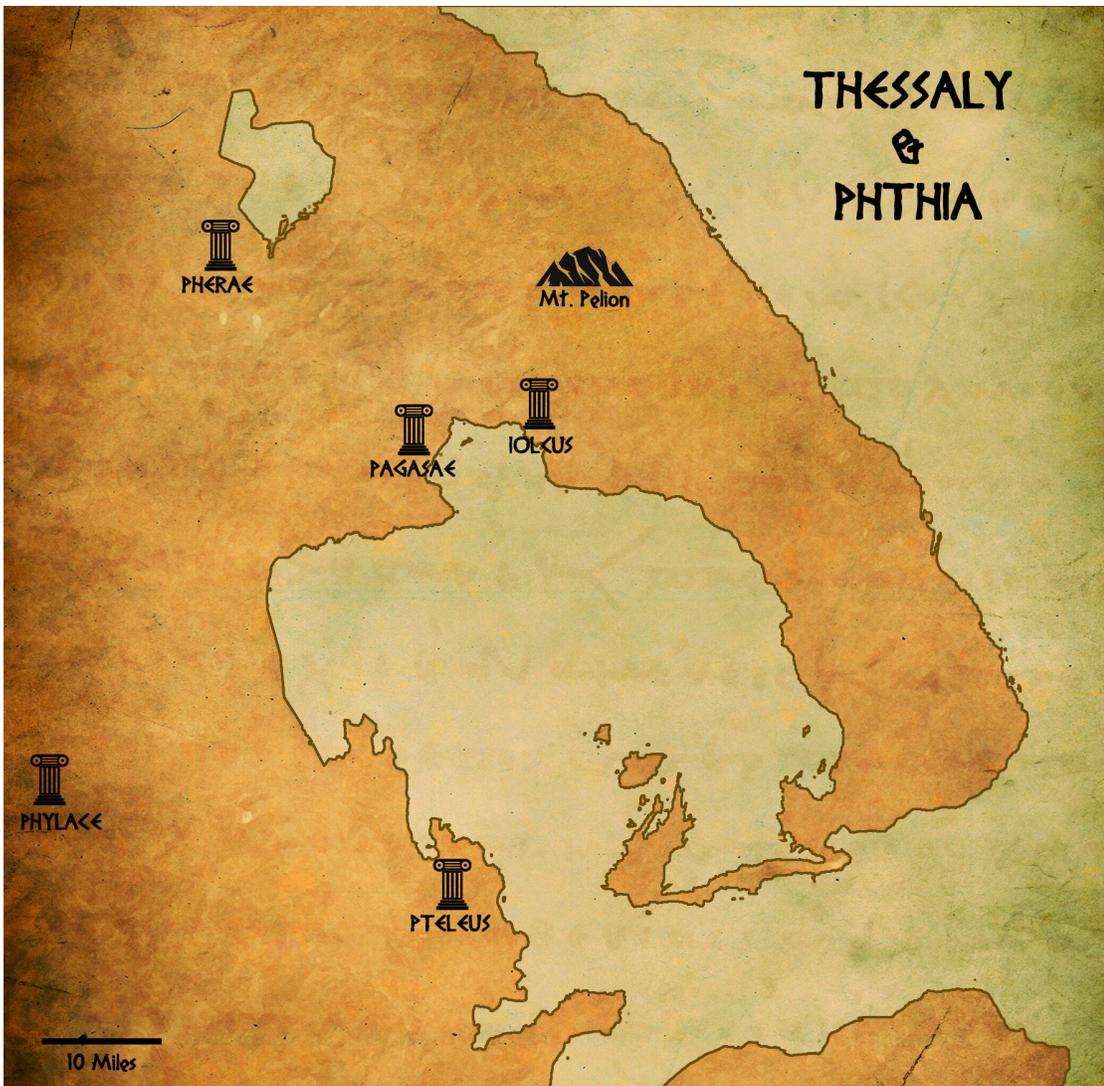
HE IS RUGGED AND FULL OF MIGHT
A NOBLE WARRIOR WHO CAN FIGHT ALL NIGHT.
ACOSTOS!

A THOUSAND MEN CALL OUT HIS NAME
HE HAS ARMS LIKE BRONZE, EARNS HIS FAME
ACOSTOS!

BEWARE HIS ANGER, OR YOU SHALL BE DEAD
FOR HE CAN LIFT HIS DONKEY RIGHT OVER HIS HEAD!

ACOSTOS!

Bonus handout - The amateurish Poem of Acostos, in the event the PCs lose the wrestling match with Acostos and need to celebrate his glory. Of course, they can always make up their own poem. (Note the one on the right is identical, but slightly tweaked if you're playing with kids!)



Player-safe map of Pteleus and the surrounding area.

(Removes Crantor's Farm and the Pillar's of Ruin)



MYTHIC GREECE

Name Andromache the Swift Player _____ Point Total 150
 Ht 5'4" Wt 130 Size Modifier +0 Age 23 Unspent Pts -
 Appearance Bright, impulsive athlete - her grin speaks to a striking amount of trouble

ST	12	[20]	HP	12	[0]
DX	12	[40]	Will	12	[0]
IQ	12	[40]	Per	12	[0]
HT	12	[20]	FP	12	[0]

CURRENT

CURRENT

MOVE

6

DR

-



BASIC LIFT (ST x ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]



REACTION MODIFIERS

Appearance +1
 Status +0
 Reputation +0
 -1 from Social Stigma, +1 from Healer (patients)
 +1 from Honesty (if known, +3 when honor at stake)
 -1 from Stubbornness
 -1 from Low-Pain Threshold (macho-types)

ENCUMBRANCE

None (0) = BL 32
 Light (1) = 2 x BL 64
 Medium (2) = 3 x BL 96
 Heavy (3) = 6 x BL 192
 X-Heavy (4) = 10 x BL 320

ACTIVE DEFENSES

Dodge

9

Parry

11
(Staff)

Block

-

ADVANTAGES & PERKS

Acute Touch +1	[2]
Appearance (Attractive)	[4]
Daredevil (+1 to rolls in unnecessarily dangerous situations)	[15]
Fit (+1 to all HT rolls)	[5]
Healer 1	[10]
Competitive Stare	[1]

DISADVANTAGES & QUIRKS

Honesty (doesn't break laws)	[-10]
Impulsiveness	[-10]
Low Pain Threshold (double shock penalties from injury)	[-10]
Social Stigma (Second-class Citizen)	[-5]
Stubbornness	[-5]
Hyper-competitive	[-1]
Always gives her spare money to her Uncle Platon	[-1]
Fond of flowers	[-1]
Bathes every day	[-1]
Incredibly awkward dancer	[-1]

SKILLS

Name	Level
Area Knowledge (Pteleus)	12 [1]
Boating (Sailboat)	11 [1]
Climbing	13 [4]
Current Affairs (Sports)	12 [1]
Diagnosis (includes +1 from Healer)	12 [2]
Hiking	11 [1]
Naturalist	11 [2]
Navigation (Land)	12 [2]
Pharmacy (Herbal) (includes +1 from Healer)	11 [1]
Physician (includes +1 from Healer)	13 [4]
Running	12 [2]
Savoir-Faire (Servant)	12 [1]
Staff	13 [4]
Stealth	12 [2]
Surgery (includes +1 from Healer)	11 [2]
Survival (Woodlands)	11 [1]
Survival (Islands and Beaches)	11 [1]
Swimming	13 [2]
Throwing	12 [2]
Wrestling	12 [2]

Languages	Spoken	Written
Greek	Native	Native [0]
		[]
		[]



MYTHIC GREECE

Name Euaristos of Pagasae Player _____ Point Total 150
 Ht 6'0" Wt 170 Size Modifier +0 Age 35 Unspent Pts -
 Appearance A rugged and tanned sailor - known for his confident swagger and his foul luck

ST	12	[20]	HP	12	[0]	CURRENT
DX	13	[60]	Will	11	[0]	
IQ	11	[20]	Per	12	[5]	
HT	11	[10]	FP	11	[0]	CURRENT

MOVE	6
DR	-



BASIC LIFT (ST x ST)/5 29 lbs. DAMAGE Thr 1d Sw 2d
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]



ENCUMBRANCE	
None (0) = BL	<u>32</u>
Light (1) = 2 x BL	<u>64</u>
Medium (2) = 3 x BL	<u>96</u>
Heavy (3) = 6 x BL	<u>192</u>
X-Heavy (4) = 10 x BL	<u>320</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	10 (Sword)	-

REACTION MODIFIERS	
Appearance	+0
Status	+0
Reputation	+2 from Seafarer (sailors) -1 from Compulsive Gambling

ADVANTAGES & PERKS	
Absolute Direction	[5]
Combat Reflexes (+6 recover from surprise, +2 Fright Checks)	[15]
Fit (+1 to all HT rolls)	[5]
Seafarer 2 (+2 to Carousing and Streetwise in ports)	[20]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Area Knowledge (Aegean Sea)	11 [1]
Boating (Sailboat) (includes +2 from Seafarer)	15 [2]
Bow	12 [1]
Climbing	13 [2]
Fast-Draw (Shortsword)	14 [1]
Knife	13 [1]
Knot-Tying (includes +2 from Seafarer)	15 [1]
Leadership	12 [4]
Navigation (Sea) (includes +2 from Seafarer & Abs. Dir.)	15 [1]
Observation	12 [2]
Scrounging	12 [1]
Seamanship (includes +2 from Seafarer)	13 [1]
Shiphandling	10 [2]
Shortsword	13 [2]
Spear	13 [2]
Strategy (Naval)	9 [1]
Survival (Island/Beach) (includes +2 from Seafarer)	13 [1]
Swimming (includes +2 from Seafarer)	15 [4]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Code of Honor (Sailor's - lead from the front, look out for crew)	[-10]
Compulsive Gambling	[-5]
Curious	[-5]
Obsession (Get revenge on the pirate Prokopios)	[-5]
Unluckiness	[-10]
	[]
	[]
Catchphrase "May the winds fling us forward"	[-1]
Enjoys swimming during thunderstorms (and knows it's stupid)	[-1]
Blames a vengeful nymph on his bad luck (not true)	[-1]
Aspires to build his own ship one day	[-1]
Patient himself, encourages patience for others	[-1]
	[]

Languages	Spoken	Written
Greek	Native	Native [0]
		[]
		[]



MYTHIC GREECE

Name Prince Oulixes of Serifos Player _____ Point Total 150Ht 6'0" Wt 170 Size Modifier +0 Age 35 Unspent Pts -Appearance An obliging prince who grew bored of his kingdom, now looking to make his name

ST	12	[20]	HP	12	[0]
DX	11	[20]	Will	13	[0]
IQ	13	[60]	Per	13	[0]
HT	11	[10]	FP	11	[0]

CURRENT

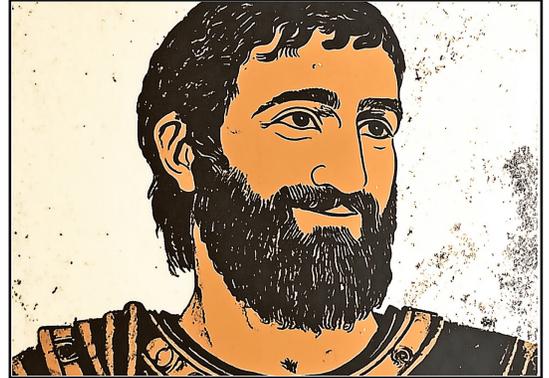
MOVE

4

DR

2

(Leather)

BASIC LIFT (ST x ST)/5 29 lbs. DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED .55 [0] BASIC MOVE 5 [0]

REACTION MODIFIERS

Appearance +0Status +5 (Prince)

Reputation _____

ENCUMBRANCE

None (0) = BL	<u>32</u>
Light (1) = 2 x BL	<u>64</u>
Medium (2) = 3 x BL	<u>96</u>
Heavy (3) = 6 x BL	<u>192</u>
X-Heavy (4) = 10 x BL	<u>320</u>

ACTIVE DEFENSES

Dodge	Parry	Block
9	11 (Spear)	11 (Shield)

ADVANTAGES & PERKS

Luck (once an hour, reroll a roll three times)	[15]
Photographic Memory	[10]
Rapid Healing (+5 to HT rolls to recover HP)	[5]
Status +5 (Prince of Serifos)	[25]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS

Charitable (always helps others... even foes...)	[-15]
Compulsive Spending	[-5]
Enemy (Hera, 9 or less)	[-20]
Fearfulness -2 (-2 to Fright Checks)	[-4]
_____	[]
_____	[]
_____	[]
Treats his father's shield as if it were a treasure	[-1]
Enjoys to pretend he's stupider than he really is	[-1]
Easy going, agreeable to others' ideas	[-1]
Often prays to Zeus, who he believe supports him	[-1]
Always looking for the ideal wife to take back to Serifos	[-1]
_____	[]

SKILLS

Name	Level
Area Knowledge (Serifos)	13 [1]
Boating (Rowboat)	11 [2]
Connoisseur (Music)	12 [1]
Diplomacy	12 [2]
Disguise	13 [2]
Intimidation	11 [2]
Knife	11 [1]
Leadership	13 [2]
Politics	13 [1]
Riding (Equines)	10 [1]
Savoir-Faire (High Society)	13 [1]
Shield	12 [2]
Shortsword	11 [2]
Singing	11 [1]
Spear	12 [4]
Strategy (Land)	12 [2]
Swimming	11 [1]
Tactics	12 [2]
Thrown Weapon (Spear)	13 [4]
_____	[]
_____	[]

Languages	Spoken	Written
Greek	Native	Native [0]
_____	[]	[]
_____	[]	[]



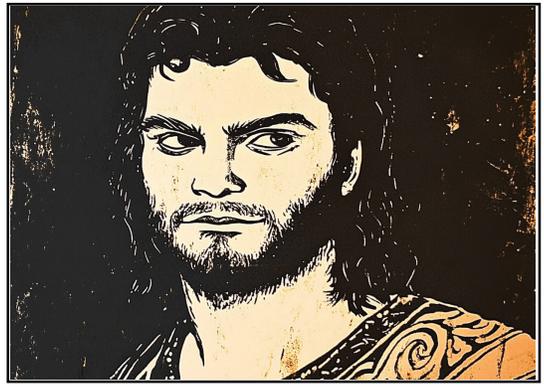
MYTHIC GREECE

Name Thraxeus of Thrace Player _____ Point Total 150
 Ht 5'10" Wt 160 Size Modifier +0 Age 38 Unspent Pts -
 Appearance Battle-scarred outlander who despite many losses in war, carries on with good spirits

ST	13	[30]	HP	13	[0]
DX	13	[60]	Will	12	[0]
IQ	12	[40]	Per	12	[0]
HT	10	[0]	FP	10	[0]

CURRENT

MOVE	5
DR	2 (Leather)



BASIC LIFT (ST x ST)/5 34 lbs. DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED .575 [0] BASIC MOVE 5 [0]



ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 x BL	<u>68</u>
Medium (2) = 3 x BL	<u>102</u>
Heavy (3) = 6 x BL	<u>204</u>
X-Heavy (4) = 10 x BL	<u>340</u>

ACTIVE DEFENSES

Dodge	8	Parry	10 (Spear)	Block	10 (w/Shield)
-------	---	-------	---------------	-------	------------------

REACTION MODIFIERS	
Appearance	+0
Status	+0
Reputation	+1 from Merchant when buying/selling +1 from Born Soldier (with other soldiers) -2 from Social Stigma (Barbarian) +2 from fellow Thracians

ADVANTAGES & PERKS	
Born Soldier I	[5]
Danger Sense	[15]
Fearlessness +1	[2]
Wealth (Comfortable)	[10]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Area Knowledge (Thessaly)	12 [1]
Area Knowledge (Thrace)	12 [1]
Brawling	14 [2]
Connoisseur (Wine)	11 [1]
History (Greece)	11 [2]
Knife	13 [1]
Merchant	13 [4]
Navigation (Land)	11 [1]
Riding (Equines)	12 [1]
Savoir-Faire (Military) (includes +1 from Born Soldier)	13 [1]
Search	12 [2]
Shield	14 [2]
Sling	11 [1]
Soldier (includes +1 from Born Soldier)	12 [1]
Spear	15 [8]
Survival (Woodlands)	11 [1]
Swimming	10 [1]
Tactics (includes +1 from Born Soldier)	11 [1]
Teamster (Equines and Chariots)	11 [1]
Thrown Weapon (Spear)	13 [1]
	[]

DISADVANTAGES & QUIRKS	
Acrophobia (Fear of Heights)	[-10]
Flashbacks (Severe, 6 or less)	[-10]
Hard of Hearing (-4 to all hearing rolls)	[-10]
Social Stigma (Barbarian from Thrace)	[-10]
Truthfulness	[-5]
	[]
	[]
Believes his destiny is to die on the battlefield in Thrace	[-1]
Loves telling a story how he almost lost his eye to an elephant	[-1]
Protective of his friends and comrades	[-1]
Slow to violence	[-1]
Doesn't like most meats	[-1]
	[]

Languages	Spoken	Written
Thracian	Native	Native [0]
Greek	Accented	Accented [4]
		[]



MYTHIC GREECE

Name "Antenor's" lantha Player _____ Point Total 150
 Ht 5'3" Wt 125 Size Modifier +0 Age 24 Unspent Pts -
 Appearance Slight and easy to underestimate, lantha wraps herself in quiet sarcasm

ST	11	[0]	HP	11	[0]
DX	12	[40]	Will	12	[0]
IQ	11	[20]	Per	12	[5]
HT	11	[10]	FP	10	[0]

CURRENT

CURRENT

MOVE	5
DR	-



BASIC LIFT (ST x ST) 5 24 lbs. DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED .575 [0] BASIC MOVE 5 [0]



ENCUMBRANCE	
None (0) = BL	24
Light (1) = 2 x BL	48
Medium (2) = 3 x BL	72
Heavy (3) = 6 x BL	144
X-Heavy (4) = 10 x BL	240

ACTIVE DEFENSES

Dodge	9	Parry	9	Block	-
			(Knife)		

REACTION MODIFIERS

Appearance +0
 Status +0
 Reputation +3 from Super-spy (other agents)
 -2 from On the Edge (when witnessed)
 -2 from people of Thessaly

ADVANTAGES & PERKS

Combat Reflexes (+6 recover from surprise, +2 Fright Checks)	[15]
Fit (+1 to all HT rolls)	[5]
High Pain Threshold	[10]
Military Rank I (King Antenor's spy-in-training)	[5]
Super-Spy 3	[45]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS

Bloodlust	[-10]
Duty (King Antenor, 9 or less)	[-5]
Insomniac (Mild)	[-10]
On the Edge	[-15]
Reputation -2 (in the king's pocket, Thessaly only)	[-5]
	[]
	[]
Respects writers and playwrights	[-1]
Suspicious of priests	[-1]
Sarcastic	[-1]
Nervous around large fires, due to childhood accident	[-1]
Shoplifts for fun (but only food)	[-1]
	[]

SKILLS

Name	Level
Acrobatics	11 [2]
Acting (includes +3 from Super-Spy)	13 [1]
Area Knowledge (Ptelius)	11 [1]
Climbing	11 [1]
Detect Lies (includes +3 from Super-Spy)	13 [1]
Fast-Talk (includes +3 from Super-Spy)	13 [1]
Filch	11 [1]
Knife	13 [2]
Observation (includes +3 from Super-Spy)	14 [1]
Search (includes +3 from Super-Spy)	14 [1]
Shadowing (includes +3 from Super-Spy)	13 [1]
Smuggling	10 [1]
Stealth (includes +3 from Super-Spy)	16 [4]
Streetwise	11 [2]
Swimming	11 [1]
Theology	10 [2]
Thrown Weapon (Knife)	13 [2]
Wrestling	12 [2]
Breakfall (reduce damage from falls and throws)	13 [1]
Choke Hold (-1 to hit from the front)	12 [4]
Scissors Hold (ground grapple, +3 for takedowns)	12 [2]

Languages	Spoken	Written
Greek	Native	Native [0]
		[]
		[]

ANDROMACHE

Athlete and Physician



Per 12 • Low Pain Threshold

KLEISTHONES

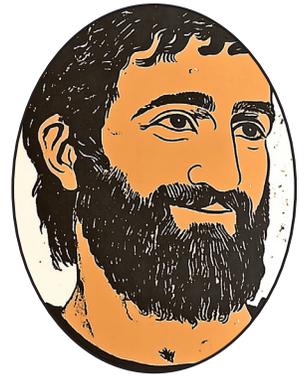
"The Summit"



Per 10

PRINCE OULIXES

Prince of Seriphus



Per 13 • Enemy (Hera)

EUARISTOS

Unfortunate Sailor



Per 12 • Unluckiness

THRAXEUS

Thracian mercenary and merchant



Per 12 • Danger Sense • Flashbacks

IANTHA

Trusted servant of the king



Per 10 • Duty (The King)