

THE HONEY TREE OF PELION

by J.C. Connors

ABOUT THE ADVENTURE

The Honey Tree of Pelion is a heroic Greece adventure for 5E, although it can be easily translated to other systems (a *GURPS Greece* version is also available on www.1shotadventures.com). The adventure 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 1st or 2nd level characters; the end of the adventure includes six pregenerated characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Sections marked with a map 🗺️ are side-quests 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.

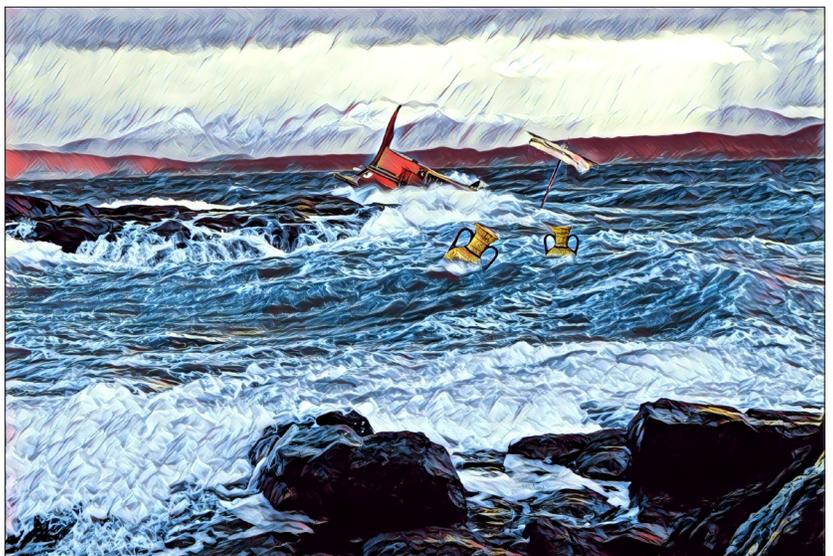
During this summer's celebration, Antenor unwittingly insults the god Dionysus by not thanking him for a mysterious shipment of wine received by the city. Dionysus curses the king by turning his tongue into thorns, so that he may not eat. Only by seeking

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 DC 12 Intelligence (Investigation) 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 DC 12 Wisdom (Perception) check. A successful DC 10 Wisdom (Religion) check identifies this figurehead as a symbol of Dionysus, god of the grape-harvest, wine, and fertility – and likely a good omen!

It is a five minute swim out to the amphoras. A DC 10 Strength (Athletics) check will reach the amphoras without incident, and a second roll (at DC 12 due to the challenge of pushing an amphora) will return the PC safely to shore dragging an amphora with him. A failure costs 1 HP damage and forces another roll. Because of the rocky coast, a natural roll of 1 inflicts 1d6 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, DC 1 Wisdom (Perception) check 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 strong swimmers and familiar with these waters and so will likely succeed.

The Golden Amphoras

The three amphoras are uncommonly big! Anyone who investigates the amphoras immediately sees 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 a DC 15 Strength check! The wine smells divine to even untrained noses – spicy, full-bodied, and candied-orange sweet. Tasting the wine inspires chills of delight. Those who make a DC 12 Intelligence (Investiga-

PTLEUS

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.

tion) check discover that the wine has no similarities to those made in any Greek vineyard. Any cleric PC, or one making a successful DC 8 Wisdom (Religion) check 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.

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

Road Satyrs

Medium fey, chaotic neutral

Armor Class 14 (leather) Speed 40 ft.
Hit Points 31 (7d8)



STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Challenge 1/2 (100 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Hatchet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

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 1d4 hit points); Hector’s Wreath (500 obols, grants Resistance to Bludgeoning attacks for an hour); and, a small container containing brackish water from the River Styx (2,000 obols, gives the subject Resistance to all damage types for 1d6 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 reaction from Antenor's sour 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 compliments and tributes during the dinner. He is immensely proud of all his own accomplishments, and wise PCs 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 who hail from nearby areas will likely 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 trying to one-up any story told at the table. King Antenor', 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 DC 12 Wisdom save or else flee in panic for 1d4 turns!

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

Large beast, unaligned

Armor Class 14 (natural)	Speed 30 ft.
Hit Points 26 (4d10+4)	

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	4 (+3)

Skills Stealth +5
Senses blindsight 30 ft., passive Perception 10
Challenge 1 (200 XP)
Amphibious. The crab can breathe air and water.
Multiattack. The crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 14). Once a claw is grappling an opponent, it cannot strike with that claw.



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 DC 10 Wisdom (Religion) check, 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.
- A DC 10 Intelligence check 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. A DC 12 Wisdom (Religion) check 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.
- Those local to the area will recall 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 report back to her queen on the day's events (although on a

very good reaction, 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. Townsfolk in Pteleus remind the PCs that Crantor is an ugly, bad tempered man, who prefers the company of his farm animals to people.

A DC 10 Wisdom (Survival) check 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

Medium human, neutral evil



Armor Class 12 (leather) Speed 30 ft.

Hit Points 11 (2d8+2)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Challenge 1/8 (25 XP)

Hatchet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 1) slashing damage.

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 Blacksnoout 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 DC 12 Wisdom (Perception) check 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 DC 12 Wisdom (Perception) check, 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 Blacksnoout 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 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 a brilliant level of persuasion, or something to act as a worthy 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 DC 10 Intelligence (Nature) check detects dried oleander in the fire, which is toxic in the

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.

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, 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.

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, 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.

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.

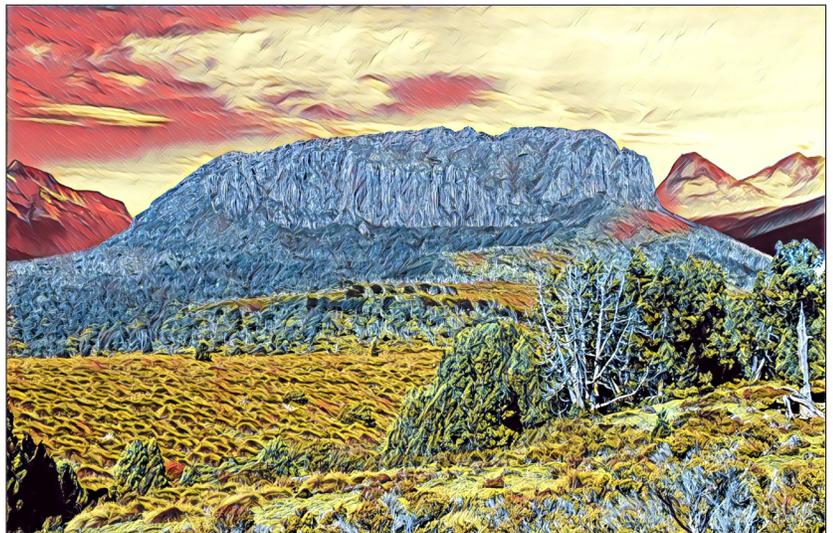
Acostos also tells that the honey from the beehive in the Silver Tree is sacred to both Hermes and Artemis. Taking the honey is fine, as long as an appropriate sacrifice is made to both gods.

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 DC 12 Wisdom (Survival) check will find one faster.

The first, the *Woodland Trail*, is a pleasant, if somewhat uphill, walk to the near-summit. PCs will spot hoofprints along this trail (a closer investigation by a ranger discovers 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 DC 12 Intelligence (History) check 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, the PCs 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. Searching the area finds 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 roll a d20 for each PC in the party that fits her type (usually male and strong, but GMs should be encouraged to play this in whatever way is fun for his group). The highest roll 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.

Capri the Water Nymph

Medium fey, chaotic neutral



Armor Class 14 (natural) Speed 30 ft.
Hit Points 40 (9d8)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Insight +7, Perception +7, Stealth +6

Condition Immunities: Charmed

Senses darkvision 60 ft., passive Perception 17

Challenge 5 (11,00 XP)

Amphibious. Capri can breathe air and water.

Magic Resistance. Capri has advantage on saving throws vs. spells.

Innate Spellcasting. At will: Detect Magic, Druidcraft, Guidance, Light. 2/day: Cure wounds, lesser restoration. 1/day: grasping vines.

Blinding Beauty. Capri can force a subject within 30 ft. that she can see to make a DC 15 Constitution saving throw. On a failed save, the creature is magically blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

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. Any sailors in the party identify the toppled statue as a figurehead of an unidentified noblewoman from a ship. A DC 15 Intelligence (Investigation) check identifies it as Atlantean. An eerie yellow light glows from the cave's innards and a sound like hollow reeds emanates from the opening.

Xozicles the Mad Atlantean

Medium human, chaotic evil

Armor Class 13 (leather) Speed 30 ft.

Hit Points 33 (6d8+6)



STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

Skills Deception +4, Religion +2

Senses passive Perception 11

Challenge 2 (450 XP)

Atlantean Devotion. Xozicles has advantage against being charmed or frightened.

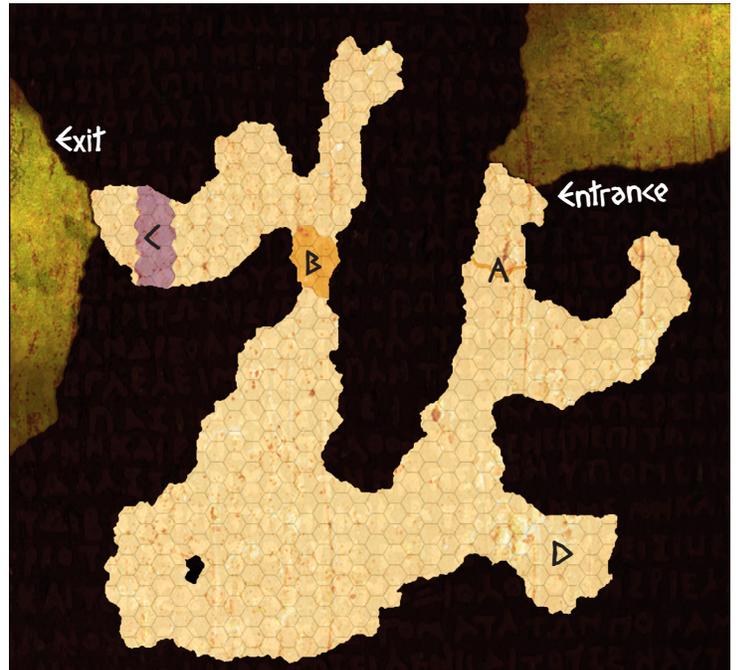
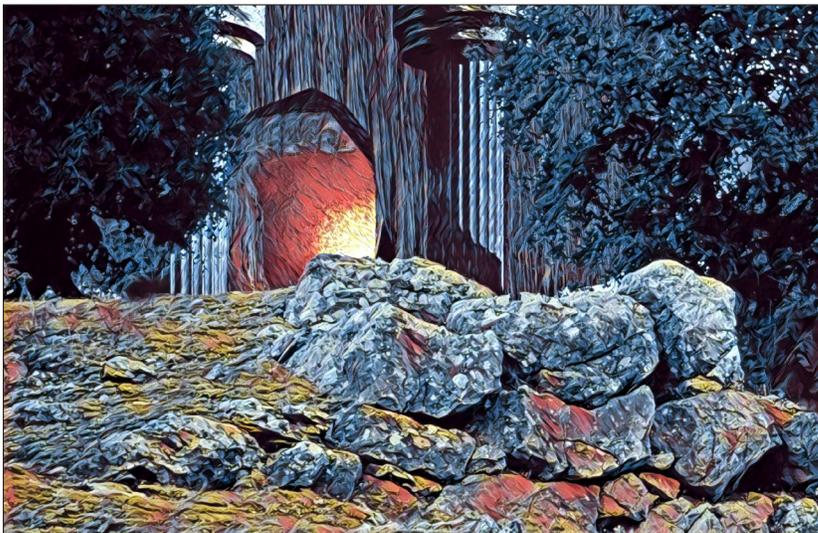
Atlantean Spellcasting. Xozicles casts with Wisdom (spell save DC 11, +3 to hit with spell attacks). Cantrips: Light, Sacred Flame. 1st level (4 slots): Command, Inflict Wounds, Shield of Faith, Sanctuary. 2nd level (3 slots): Hold Person, Augury.

Multiattack. Xozicles makes two melee attacks.

Orichalcum Dagger (treat as a +1 weapon): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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 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 poorly. For him to agree to let the PCs through requires good roleplaying or trickery. If he believes that the PCs are Atlantean royalty themselves, perhaps with a DC 14 Charisma (Performance) check, he will gladly welcome them.

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. Spotting this trap requires a DC 12 Wisdom (Perception) check.

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 (2d6 bludgeoning damage, or half on a DC 12 Dexterity save). Spotting this trap requires a DC 14 Wisdom (Perception) check.

Finally, Xozicles has cast an Alarm ward on the exit (Location C), normally intended to warn him if the bees of Pelion enter). Nearing the area causes headaches and the cave to shake. Stepping in the area causes a *thun-*



dercrack 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.

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.

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 DC 12 Wisdom (Perception) check 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. Fighters recognize that one is a *fine* sword, a sword of a prince (equivalent to a +1 shortsword, though non-magical)!

This 80-yard vertical incline is only for the mightiest climbers, and takes about thirty minutes to scale. PCs should make a DC 12 Strength (Athletics) check to swiftly climb up, or DC 8 with a rope. If the PCs make the climb, they will find themselves just a short walk from the Silver Tree of Pelion.

THE HONEY'S PRIZE

To take some of the sacred honey, Artemis requires a sacrifice. A DC 8 Wisdom (Religion) check reveals her favorite sacrifices: wild goats, rabbits, bows, and flowers. While a goat is difficult to find on Mt. Pelion, a successful hunting expedition may locate a rabbit.

Once the PCs remove honey from the hive, roll 1d20. On a 12+, 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 DC 10 Wisdom (Religion) check
- +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 a natural 1, the goddess *curses* the PCs with some terribly appropriate curse (or a divine 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 (3d8 piercing damage).

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 a DC 14 Wisdom save when they see this fabled tree of the gods, else they fall to their knees at the sight of the wondrous tree.

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 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

Honey Bees of Pelion

Medium beast, unaligned

Armor Class 12 (natural) Speed 10 ft / 50 ft.
Hit Points 16 (3d8+3)



STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Vulnerabilities Bludgeoning

Senses darkvision 20 ft., passive Perception 10

Challenge 1/2 (200 XP)

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 2) piercing damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 15 (3d8 + 3) piercing damage. On a hit, the target must succeed a DC 12 Con save or be poisoned for 3 days.

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 DC 8 Strength (Athletics) check 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 2d4 HP and allowing the PCs to instantly 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 typical XP awards. They should receive an additional 100 XP good roleplaying or excellent performance. Saving the king also likely earns the PCs a permanent, positive reputation in Pteleus.

SPECIAL THANKS

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

For more free one shot adventures, please visit www.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 www.1shotadventures.com or tweet [@SageThalcos](#) on Twitter.

UPDATE LOG

1.0 - Original 5E version

1.1 - Updated portraits to match the follow-on adventure, *The Scourge of Triton*

1.2 - Updated conclusion

NOTABLE NPCs

Kasos the Pickpocket

Medium human, chaotic neutral



Armor Class 13 (leather) Speed 30 ft.
Hit Points 11 (2d8+2)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	9 (-1)

Senses passive Perception 11
Challenge 1/8 (25 XP)

Small Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 1) slashing damage.

Gear: Women's clothes.

Acostos the God-Son

Medium demigod, chaotic good



Armor Class 14 (natural) Speed 30 ft.
Hit Points 60 (8d8+24)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+3)	9 (-1)	9 (-1)	15 (+2)

Saving Throws Str +7, Con +5

Senses passive Perception 9

Challenge 3 (700 XP)

Fearless Acostos has advantage on saves vs being frightened.

Multiattack Acostos makes three attacks.

Great Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 5) bludgeoning damage.

Traits: Often says inappropriate things by mistake; truly loves his donkey, Laertes; thrilled by poetry and song.

Pittacus the Dramatic

Medium human, lawful neutral



Armor Class 13 (leather) Speed 30 ft.
Hit Points 9 (2d8)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Senses passive Perception 12
Challenge 1/8 (25 XP)

Walking Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 1) bludgeoning damage.

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

Eudoxia the Amazon

Medium human, neutral good



Armor Class 18 (plate) Speed 30 ft.
Hit Points 52 (8d8+16)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Senses passive Perception 9

Challenge 3 (700 XP)

Fearless Eudoxia has advantage on saves vs being frightened.

Multiattack Eudoxia makes two attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Parry. Eudoxia adds 2 to her AC against one melee attack that would hit it. To do so, she must see the attacker and be wielding a melee weapon

Kozma the Pirate Captain

Medium human, chaotic neutral



Armor Class 14 (leather) Speed 30 ft.
Hit Points 65 (10d8+20)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Senses passive Perception 10
Challenge 2 (450 XP)

Multiattack Kozma makes three attacks.

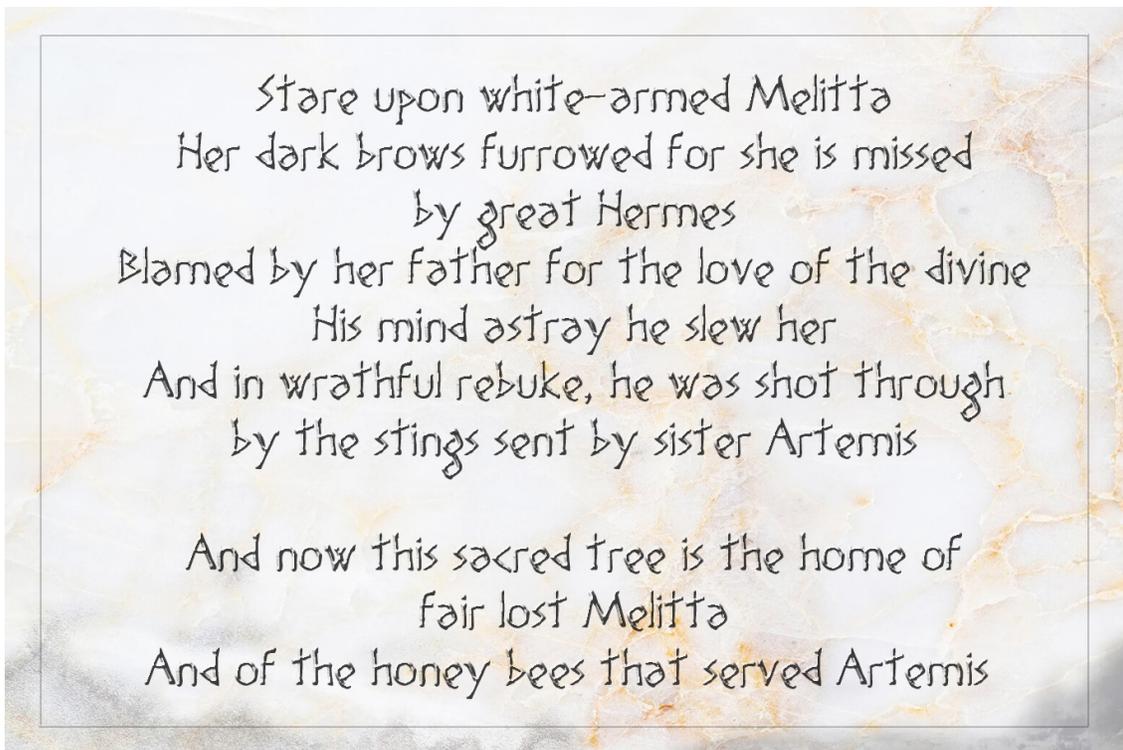
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Gear: Padded cap, rope, flask of wine, goat, 50 obols.

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!

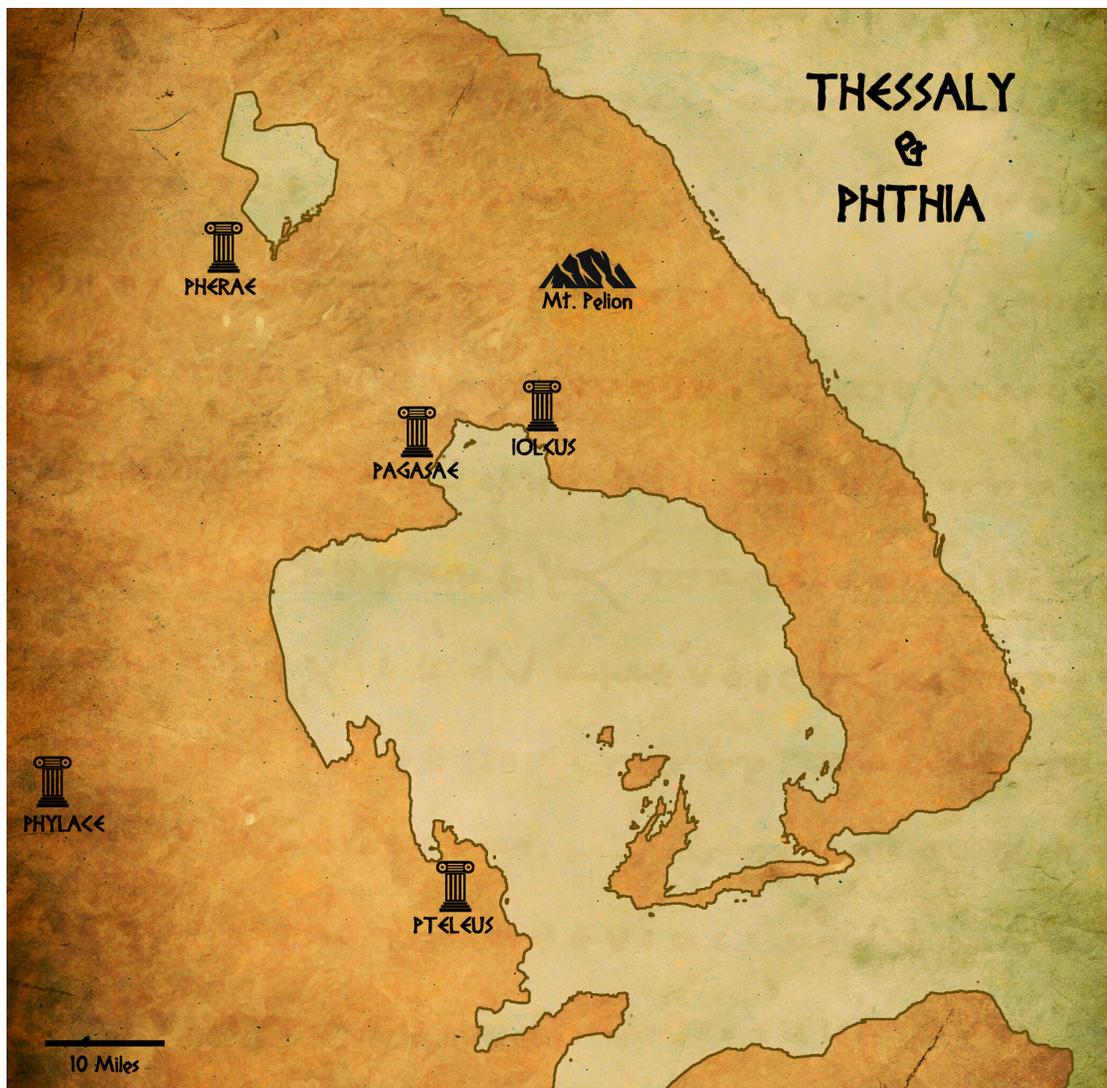
HE IS RUGGED AND FULL OF MIGHT
A NOBLE WARRIOR WHO CAN FIGHT ALL NIGHT.
ACOSTOS!

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)

Name: Kleisthenes the Summit
 Player: _____ Age: _____
 Class: Barbarian Race: Human
 Level: 2 Alignment: Chaotic Good
 Birthplace: Unknown Speed: 30'

Inspiration



MYTHIC
GREECE

+4 STR
18

- Athletics

+6
save

+2 DEX
14

- Acrobatics
- Sleight of Hand
- Stealth

+2
save

+2 CON
15

+4
save

+0 INT
11

- Arcana
- Religion
- History
- Investigation
- Nature

+0
save

+1 WIS
13

- Animals
- Insight
- Medicine
- Survival
- Perception

+1
save

-2 CHA
7

- Deception
- Intimidation
- Performance
- Persuasion

-2
save



Abilities

Barbarian Training: You are proficient in light, medium armor, shields, simple weapons, and martial weapons. You are also proficient in Strength and Constitution saves.

Rage (1st): On your turn, and when not wearing heavy armor, you can enter a rage as a bonus action. You get advantage on Strength checks and saving throws, gain +2 damage, and have resistance to bludgeoning, piercing, and slashing damage. Lasts 1 minute, and may be done twice before a long rest.

Unarmored Defense (1st): When not wearing armor, add your Con modifier to Armor Class.

Reckless Attack (2nd): On your first attack each turn, you may gain advantage on Strength attacks (but so do your foes).

Danger Sense (2nd): You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

DC
Spell Save Spell Attack

13

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+2

Initiative

Armor Class

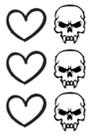
Armor: _____
 Shield: _____
 Dexterity: _____

14

Hit Points (HP)

Max: 23
 Con: _____
 HD Used: _____
 Temp: _____

23



Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Greatclub	+6	1d8+4	bludgeoning	4 lbs

Name: Andromache the Swift

Player: _____ Age: _____

Class: Ranger Race: Human

Level: 2 Alignment: Neutral Good

Birthplace: Pteleus Speed: 30'

Inspiration



MYTHIC GREECE

+1 STR
13

- Athletics

+3
save

+3 DEX
16

- Acrobatics
- Sleight of Hand
- Stealth

+5
save

+2 CON
14

+2
save

-1 INT
11

- Arcana
- History
- Investigation
- Nature
- Religion

-1
save

+2 WIS
15

- Animals
- Insight
- Medicine
- Perception
- Survival

+2
save

+0 CHA
11

- Deception
- Intimidation
- Performance
- Persuasion

+0
save



Abilities

Ranger Training: You are proficient in light, medium armor, shields, simple weapons, and martial weapons. You are also proficient in Strength and Dexterity saves.

Favored Enemy (Humanoids, Bandits, Pirates): You have advantage on Wisdom (Survival) checks to track your favored foes, as well as Intelligence checks to recall information about them. You can also speak their language.

Natural Explorer (Coast): When you make an Intelligence or Wisdom check relating to your favored terrain, your proficiency bonus is doubled.

Spellcasting (2nd): You know two spells (Find Traps and Cure Wounds, which heals 1d8+2 hp) and have 2 first level slots. You cast with Wisdom.

Fighting Style (Defense): While you are wearing armor, you gain a +1 bonus to AC.

DC 12
Spell Save

+4
Spell Attack

12

Passive Wisdom (Perception)

+2

Proficiency Bonus

+3

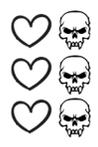
Initiative

15

Armor Class
 Armor: +1
 Shield: -
 Dexterity: +3

20

Hit Points (10)
 Max: 20
 Con: _____
 HD Used: _____
 Temp: _____



Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Carob-wood staff	+5	1d6+1	bludgeoning	4 lbs
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item

Weight Notes

Herbs, bandages, needle and thread

Leather armor

Coins & Gems



Elixirs & Herbs

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

Greek

Sylvan

Human Traits

Attributes: Humans receive +1 to all attributes

Language: You know one bonus language.

Another festival of King Antenor!
The fourth this year!

You've almost won the long-distance sprint three years in a row now, and this year you're positive the olive wreath is yours!. Kind Uncle Platon, who always seems to know the future, predicted this would be the year you win. But it does unsettle you that he's been having seizures lately... and babbling that a curse will fall upon those who speak on behalf of Pteleus.

Fortunately, as a mere physician and athlete, you do no such thing. You hope your uncle's old age isn't catching up to him!

Experience

0

900

XP Needed

Attribute Modifiers

Attribute 2-3	-4
Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Name: Euaristos of Pagasae
 Player: _____ Age: _____
 Class: Rogue Race: Human
 Level: 2 Alignment: Neutral Good
 Birthplace: Pagasae Speed: 30'

Inspiration



MYTHIC GREECE

+2 STR 15	<input type="radio"/> Athletics	+2 save
+3 DEX 16	<input checked="" type="radio"/> Acrobatics <input checked="" type="radio"/> Sleight of Hand <input type="radio"/> Stealth	+5 save
+2 CON 14		+2 save
-1 INT 11	<input type="radio"/> Arcana <input type="radio"/> Religion <input type="radio"/> History <input checked="" type="radio"/> Investigation <input type="radio"/> Nature	+1 save
+1 WIS 13	<input type="radio"/> Animals <input type="radio"/> Survival <input type="radio"/> Insight <input type="radio"/> Medicine <input checked="" type="radio"/> Perception	+1 save
+0 CHA 11	<input type="radio"/> Deception <input type="radio"/> Intimidation <input type="radio"/> Performance <input type="radio"/> Persuasion	+0 save



Abilities

Rogue Training: You are proficient in light armor, simple weapons, hand crossbows, longswords, rapiers, and shortswords. You are also proficient in Intelligence and Dexterity saves.

Expertise (1st): Two of your skills (Acrobatics and Perception) have their proficiency bonus doubled to +4.

Sneak Attack (1st): Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant (1st): You can speak the secret language of thieves and pirates.

Cunning Action (2nd): You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

DC Spell Save Spell Attack

- 15** Passive Wisdom (Perception)
- +2** Proficiency Bonus
- +3** Initiative

Armor Class
 Armor: +1
 Shield: -
 Dexterity: +3

Hit Points (18)
 Max: 17
 Con: _____
 HD Used: _____
 Temp: _____

Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Shortsword	+5	1d6+2	slashing	2 lbs

Equipment

Item Weight Notes

Leather armor

Small, bagged fishing net

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Coins & Gems



Elixirs & Herbs

Languages

Greek

Sylvan

Human Traits

Attributes: Humans receive +1 to all attributes

Language: You know one bonus language.

Experience

0

900

XP Needed

Attribute Modifiers

Attribute 2-3	-4
Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

When Prince Oulixes of Seriphus hired you to sail him away from his island kingdom, you thought you would make easy money on an easy voyage. Little did you know that just days in, the prince would insult a goddess!

Your ship was wrecked, the pirate Prokopius sold you into slavery, and you caught a deathly chill, causing your new masters to leave you for dead in the fields around the city of Pteleus. Today, however, you're feeling a bit stronger... you are positive that one of King Antenor's famous festivals is just what you need to turn your fortune around!

Name: Prince Oulixes of Seriphos
 Player: _____ Age: _____
 Class: Fighter Race: Human
 Level: 2 Alignment: Lawful neutral
 Birthplace: Seriphos Speed: 30'

Inspiration



+3 STR ● Athletics
16

+2 DEX ○ Acrobatics
○ Sleight of Hand
○ Stealth
14

+1 CON
12

+1 INT ○ Arcana ○ Religion
● History
○ Investigation
○ Nature
13

-1 WIS ○ Animals ○ Survival
○ Insight
○ Medicine
● Perception
9

+2 CHA ○ Deception
● Intimidation
○ Performance
○ Persuasion
15

+5 save

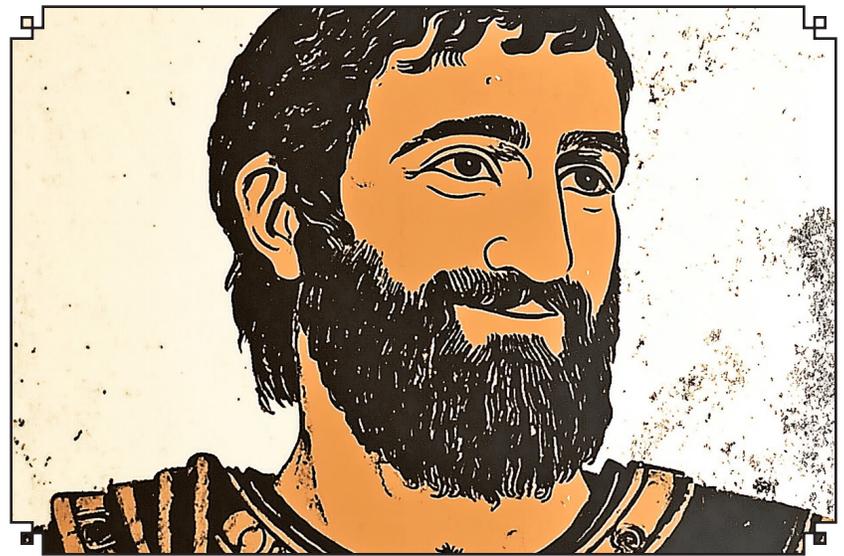
+2 save

+3 save

+1 save

-1 save

+2 save



Abilities

Fighter Training: You are proficient in all armor and shields, and simple and martial weapons. You are also proficient in Strength and Constitution saves.

Thrown Weapon Fighting (1st): You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Second Wind (1st): Once per short rest, you can use a bonus action to regain **1d10 + 2 HP**.

Action Surge (2nd): Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

DC 12 Spell Save +4 Spell Attack

- 11 **Passive Wisdom** (Perception)
- +2 **Proficiency Bonus**
- +2 **Initiative**

Armor Class
 Armor: +1
 Shield: +2
 Dexterity: +2

Hit Points (HP)
 Max: 18
 Con: _____
 HD Used: _____
 Temp: _____

♥ ☠
 ♥ ☠
 ♥ ☠

Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Shortsword	+5	1d6+3	slashing	2 lbs
Javelin	+4	1d6+2	piercing	2 lbs
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Name: Thraxeus of Thrace
 Player: _____ Age: _____
 Class: Fighter Race: Human
 Level: 2 Alignment: Chaotic good
 Birthplace: Thrace Speed: 30'

Inspiration



MYTHIC
GREECE

+2 STR
14

- Athletics

+4
save

+3 DEX
16

- Acrobatics
- Sleight of Hand
- Stealth

+3
save

+0 CON
10

+2
save

+2 INT
15

- Arcana
- History
- Investigation
- Nature
- Religion

+2
save

-1 WIS
9

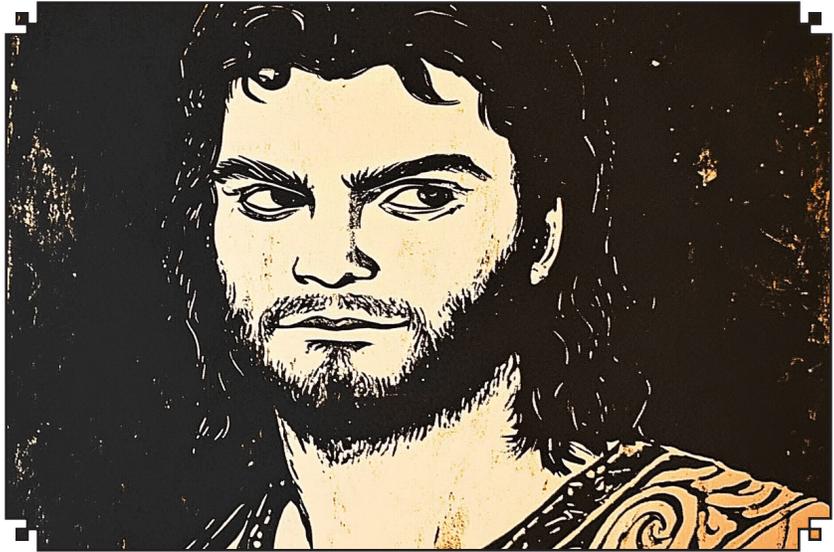
- Animals
- Insight
- Medicine
- Perception
- Survival

-1
save

+1 CHA
13

- Deception
- Intimidation
- Performance
- Persuasion

+1
save



Abilities

Fighter Training: You are proficient in all armor and shields, and simple and martial weapons. You are also proficient in Strength and Constitution saves.

Superior Technique - Lurching Attack (1st): When you make a melee weapon attack on your turn, you can expend one d6 superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll. You regain your expended superiority dice when you finish a short or long rest.

Second Wind (1st): Once per short rest, you can use a bonus action to regain 1d10 + 2 HP.

Action Surge (2nd): Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Spell Save

Spell Attack

11

Passive Wisdom
(Perception)

+2

Proficiency Bonus

+3

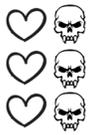
Initiative

14

Armor Class
 Armor: +1
 Shield: _____
 Dexterity: +3

16

Hit Points (110)
 Max: 16
 Con: _____
 HD Used: _____
 Temp: _____



Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Spear (2H)	+4	1d8+2	piercing	4 lbs
Sling	+5	1d4	bludgeoning	2 lbs
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Name: "Antenor's" Iantha
 Player: _____ Age: _____
 Class: Rogue-Fighter Race: Human
 Level: Rogue I, Fighter I Alignment: Chaotic good
 Birthplace: Chrysis Speed: 30'

Inspiration



MYTHIC
GREECE

STR -1 (9) Athletics +4 save

DEX +3 (16) Acrobatics Sleight of Hand Stealth Thief Tools +5 save

CON +2 (14) +2 save

INT +1 (13) Arcana Religion History Investigation Nature +3 save

WIS +2 (15) Animals Survival Insight Medicine Perception +2 save

CHA +0 (11) Deception Intimidation Performance Persuasion +0 save



Abilities

Rogue-Fighter Training: You are proficient in all armor and shields, and simple and martial weapons. You are also proficient in Intelligence and Dexterity saves.

Expertise (1st): Two of your skills (Sleight of Hand and Investigation) have their proficiency bonus doubled to +4.

Sneak Attack (1st): Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant (1st): You can speak the secret language of thieves and pirates.

Two-weapon Fighting (1st): When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Second Wind (1st): Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Spell Save Spell Attack

- 14 **Passive Wisdom** (Perception)
- +2 **Proficiency Bonus**
- +3 **Initiative**

Armor Class
 Armor: +1
 Shield: _____
 Dexterity: +3

Hit Points (18/10)
 Max: 18
 Con: _____
 HD Used: _____
 Temp: _____

Favored Weapons

Weapon	To-Hit	Damage	Type/Range	Weight
Dagger (x2)	+3	1d4+3	piercing	4 lbs

ANDROMACHE

Athlete and Physician



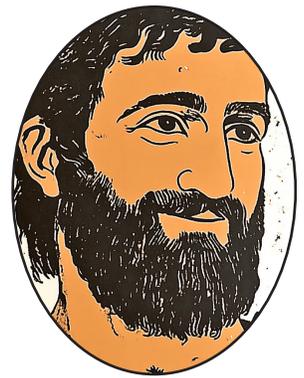
KLEISTHONES

"The Summit"



PRINCE OULIXES

Prince of Seriphus



EUARISTOS

Unfortunate Sailor



THRAXEUS

Thracian mercenary and merchant



IANTHA

Trusted servant of the king

