

A dramatic illustration of Zeus, the Greek god of the sky and thunder. He is depicted with long, flowing white hair and a beard, wearing a dark, ornate robe with a golden eagle emblem on the chest. He holds two lightning bolts in his right hand, with bright yellow and orange energy radiating from them. The background is a swirling, stormy sky with more lightning bolts visible.

ODYSSEY

A GREEK SOURCE BOOK FOR THE PATHFINDER
ROLEPLAYING GAME

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A stylized red goblin head with horns and a mischievous grin.
**Little Red
Goblin Games**

ODYSSEY

A GREEK SOURCE BOOK FOR THE PATHFINDER
ROLEPLAYING GAME

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THE GODS

THE TWELVE OLYMPIANS

DEITY	ALIGNMENT	DOMAINS	FAVORED WEAPON	SYMBOL
ZEUS	LN	AIR, LAW, WEATHER	JAVELIN ¹	THUNDERBOLT
HERA ²	TN	COMMUNITY, NOBILITY, DESTRUCTION	QUARTERSTAFF	PEACOCK
POSEIDON	CN	WATER, WEATHER	TRIDENT	TRIDENT
DEMETER	CN	CHARM, COMMUNITY (COOPERATION), PLANT WEATHER (SEASONS)	SICKLE, SCYTHE	POPPY, WHEAT OR OTHER GRAIN
DIONYSUS	CN	CHAOS, CHARM, LIBERATION, MADNESS	ANY IMPROVISED	GRAPES
APOLLO	CN	CHARM, DARKNESS, HEALING, PLANT (DECAY), SUN	SHORT BOW	THE SUN
ARTEMIS ²	NG	ANIMAL, DARKNESS, COMMUNITY	LONG BOW	THE MOON OR A DEER
HERMES	CN	COMMUNITY, TRAVEL, TRICKERY	STAFF (CADUCEUS)	CADUCEUS
ATHENA	LG	ARTIFICE, KNOWLEDGE, LAW, WAR (TACTICS)	LONG SPEAR	OWL
ARES	CE	DESTRUCTION (RAGE), GLORY, WAR (BLOOD)	SHIELD, SHORT SPEAR	SHIELD
APHRODITE ³	CG	CHARM, COMMUNITY (FAMILY)	NONE	DOVE
HEPHAESTUS	N	ARTIFICE, FIRE, STRENGTH	HAMMER	ANVIL ⁴

1: AND ANYTHING THAT DEALS ELECTRICITY DAMAGE (INCLUDING RAYS).

2: ARTEMIS AND HERA ONLY ACCEPT FEMALE FOLLOWERS.

3: APHRODITE ONLY ACCEPTS FOLLOWERS WITH AT LEAST 15 CHARISMA.

4: OR OTHER BLACKSMITHING EQUIPMENT

OTHER DOMAINS

IN DIFFERENT CONTEXTS AND SOURCES CERTAIN GREEK GODS COULD HAVE DIFFERENT DOMAINS THEN PRESENTED HERE. FOR EXAMPLE, ZEUS COULD BE A CANDIDATE FOR THE CHARM DOMAIN DUE TO HIS MANY LOVES AND ESCAPADES OR PERHAPS HERA COULD HAVE THE PROTECTION DOMAIN DUE TO HER PROTECTION OF WOMEN. A PLAYER SHOULD SPEAK WITH THEIR GM PRIOR TO USING A PARTICULAR DOMAIN.

OTHER GODS

PRESENTED HERE ARE WHAT ARE GENERALLY CONSIDERED TO BE THE TWELVE OLYMPIANS. SOMETIMES OTHERS ARE ADDED (HADES, EROS, AND HESTIA COME TO MIND) OR SUBTRACTED.

NEUTRALITY

YOU WILL NOTE THAT MANY OF THE DEITIES HERE HAVE A NEUTRAL COMPONENT TO THEIR ALIGNMENT. THIS IS BECAUSE, WHILE THE GODS INTERACT WITH MORTALS, THEY HAVE THEIR OWN AGENDA. MOST OF THE TIME, THEY ARE NEITHER CONSISTENTLY GOOD NOR EVIL AND TEND TO SERVE THEIR OWN AGENDA RATHER THAN THE AGENDA OF ANY MORTAL. WHEN FAVOR IS SHOWN, IT IS OFTEN ACCOMPANIED BY WRATH ELSEWHERE. BECAUSE OF THIS, MOST CLERICS HAVE A CHOICE OF HOW THEY WISH TO CHANNEL ENERGY. JUST REMEMBER THAT USING DIVINE ENERGY INVOKES THE DEITY IN QUESTION. USE IT RESPONSIBLY OR YOU'LL EARN THE IRE OF THE FICKLE AND WRATHFUL GODS.

DRAFTING THE EPIC

HOW TO PLAY A GREEK CAMPAIGN

THE SEA

IN ANCIENT MEDITERRANEAN LIFE, THE SEA WAS A KEY PART OF LIFE. IT PROVIDED FOOD, TRADE, COMMUNICATION, AND RICHES WHILE THREATENING DANGER AND EVEN DEATH TO THOSE WHO DID NOT RESPECT IT. IT WAS A PLACE OF DEADLY MYSTERY. MANY MYTHS TAKE PLACE EITHER AS A RESULT OF SEA TRAVEL OR INVOLVING SEA TRAVEL. WHEN RUNNING A GREEK CAMPAIGN, TRY INCORPORATING THE SEA AND MAKE IT A DANGEROUS PLACE THAT HIDES A GREAT DEAL OF RICHES FOR THOSE BRAVE ENOUGH TO CHALLENGE IT.

FLAWS

GREEK TRAGEDIES ARE ABOUT MORTALS (OR GODS) SURCOMING TO THEIR FLAWS. AS A GM, TRY HAVING EACH CHARACTER PICK A TRAGIC PERSONALITY FLAW. HUBRIS, OVERWHELMING PRIDE/ARROGANCE, IS AN EXCELLENT FLAW AND IS SHARED BY MANY GREEK HEROES. IT MORE LITERALLY REFERS TO SOMETHING THAT BROUGHT SHAME TO THE VICTIM AND PLEASURE FOR THE ONE CAUSING THE HUMILIATION (OR ABUSE).

ACCEPTABLE RACES

GREEK MYTHS ARE LITTERED WITH A FANTASTIC MENAGERIE OF CREATURES. THE PANTHEON OF GODS REST ATOP MOUNT OLYMPUS, THE HUMANS BUSY THEMSELVES WITH MORTAL CONCERNS, THE OFFSPRING OF THE GODS CAUSE TROUBLE FOR MORTALS, MERMAIDS STALK THE WATER, ROVING CENTAUR BANDS ATTACK UNPROTECTED SETTLEMENTS, WHILE MINOTAUR HORDES WAGE A CONSTANT WAR AGAINST ANYONE WHO IS UNLIKE THEM. WHEN CONSIDERING APPROPRIATE RACES, PLEASE CONSIDER THE ORIGIN OF THE RACE. THOSE OF ENGLISH OR NORSE ORIGIN PROBABLY ARE NOT ACCEPTABLE THEMATICALLY (ELVES, GNOMES, ORCS, ETC) THOUGH THEY CAN LIKELY BE MADE TO FIT. WE SUGGEST THE FOLLOWING LIST OF RACES FOR A GREEK CAMPAIGN SETTING:

- HUMAN**
- SATYR*
- CENTAUR*
- MINOTAUR*
- MERFOLK***
- HALF GODS*.

*RACE FOUND IN THIS DOCUMENT

****WE SUGGEST THE HEART OF THE SEA

ALTERNATE RACIAL TRAIT FOR HUMANS FROM THE ADVANCED RACIAL GUIDE

***THIS RACE CAN BE FOUND IN THE ADVANCED RACIAL GUIDE

BRONZE AGE WEAPONS

MANY OF THE GREEK MYTHS TOOK PLACE DURING THE BRONZE AND EARLY IRON AGES. WE SUGGEST YOU USE THE BRONZE AGE LEVEL TECHNOLOGY RULES FROM ULTIMATE COMBAT WHEN RUNNING A GREEK CAMPAIGN SETTING IF DOING AN EARLY GREEK CAMPAIGN AND ALLOW IRON WEAPONS AT A MUCH HIGHER COST.

THE GODS

THE GODS OF MT. OLYMPUS ARE VERY INVOLVED IN THE MORTAL WORLDS. THEY TAKE SIDES IN CONFLICTS, THEY ARE WRATHFUL TO THOSE WHO SPITE THEM AND SHOWER THOSE WHOM THEY FAVOR WITH AMAZING GIFTS. GODS, LIKE MORTALS, HAVE PERSONALITIES, FLAWS, AND CAN MAKE MISTAKES. SPEAKING TO A GOD IS A THRILLING EXPERIENCE (AND CAN GENERALLY ONLY BE DONE IN THEIR PRESENCE OR AT ONE OF THEIR TEMPLES) AND SHOULD BE RESERVED FOR MOMENTS OF GREAT NEED. A GOD SPURNED IS A POWERFUL ENEMY TO HAVE. WHILE GODS AND GODDESSES ARE ACTIVE, THEY MOST OFTEN SEND OTHERS IN THEIR PLACE UNLESS THE SITUATION DEMANDS THEIR ATTENTION DIRECTLY. THEY SPEAK THROUGH ORACLES AND PRIESTS AND FIGHT THROUGH CHAMPIONS AND FAITHFUL ARMIES.

MAGIC

IN GREEK MYTHOLOGY MAGIC IS THE PURVIEW OF THE GODS. WE SUGGEST THAT IN A GREEK SETTING, YOU FOCUS ON DIVINE MAGIC OVER ARCANES TO THE POINT OF DISALLOWING ARCANES SPELLCASTERS. YOU MAY BE ABLE TO FIND WAYS TO INCORPORATE THEM (EXAMPLE: A CELESTIAL BLOODLINE SORCERER OR SIMPLY CALLING ARCANES MAGIC "DIVINE"). THE TERM "PALADIN" MIGHT BE BETTER REPLACED WITH THE TERM "CHAMPION OF X GOD". ORACLES ARE A CORNERSTONE OF GREEK MYTHOLOGY AND SHOULD PLAY A PART IN YOUR GAME. ON A RELATED NOTE, PROPHECY AND STORIES OF TRYING TO ESCAPE SAID PROPHECY ARE COMMON IN THE STORIES OF THE GREEKS AND MAKE FOR VERY ENTERTAINING GAMES.

AN INTERESTING WAY TO INTEGRATE THE OCCASIONAL ARCANESPELL CASTER WOULD BE TO HAVE THEM WORSHIP THE LESSER GODDESS HEKATE (THE GODDESS OF MAGIC AND SECRETS, N, WHOSE DOMAINS ARE KNOWLEDGE, PROTECTION, MAGIC, PLANTS, ANIMALS, AND VOID). HOWEVER, DUE TO HER ASSOCIATION WITH THE UNDERWORLD THIS PRESENTS INTERESTING CONFLICTS FOR THOSE WHO WOULD WORSHIP HER.

ONLY ARTIFACTS

AN INTERESTING ALTERNATE RULE FOR A GREEK CAMPAIGN IS TO ALLOW ONLY A FEW RARE, POWERFUL, MAGIC ITEMS RATHER THAN A COMMON TRICKLE OF MAGIC ITEMS. TRY GIVING YOUR PLAYERS ACCESS TO A HANDFUL OF ARTIFACTS OR GEAR FAR STRONGER THAN THEY SHOULD HAVE (A +5 SWORD FOR EXAMPLE) RATHER THAN THE RATHER COMMON +1-+3 GEAR PLAYERS FIND AT LOWER LEVELS. THIS MAKES PLAYERS FEEL LIKE THEY REALLY HAVE SOMETHING SPECIAL. IF TAKING THIS OPTION, CONSIDER DISALLOWING CRAFTING FEATS.

GREEK EQUIPMENT

NEW GREEK WEAPONS AND ARMOR FOR YOUR GAME

DORU

TWO-HANDED MARTIAL WEAPON

THIS LONG, LIGHTSPEAR WAS USED BY GREEK SOLDIERS. A CHARACTER MAY TAKE EXOTIC WEAPON PROFICIENCY (DORU) TO WIELD THIS WEAPON ONE HANDED WHILE WIELDING A SHIELD IN THEIR OTHER HAND.

MAKHAIRA

TWO-HANDED MARTIAL WEAPON

USED BY GREEK CAVALRY, A MAKHAIRA IS A CURVED SLASHING SWORD THAT RESEMBLES A FALCHION. IT WAS SWUNG FROM THE SADDLE WITH HEAVY SWINGS THAT COULD CRACK AN OPPONENT'S SKULL OPEN OR REMOVE LIMBS.

A MAKHAIRA DEALS DOUBLE DAMAGE WHEN USED FROM THE BACK OF A CHARGING MOUNT AND MAY BE WIELDED IN ONE HAND WHILE MOUNTED.

A MAKHAIRA COUNTS AS A FALCHION IN ADDITION TO COUNTING AS A MAKHAIRA FOR THE PURPOSES OF SUCH THINGS AS FEATS, CLASS FEATURES, ETC.

SARISSA

TWO-HANDED EXOTIC WEAPON

A 15 FOOT LONG WOODEN SPEAR WITH A SMALL LEAF-SHAPED BRONZE OR IRON BLADE ON THE TIP. A HEAVY BRONZE BUTT-SPIKE BALANCED THE WEAPON AND COULD BE USED TO BRACE IT AGAINST CHARGING INFANTRY. THEY WERE GENERALLY USED IN FORMATIONS TO FEND OFF ONCOMING ATTACKERS. THEIR IMMENSE WEIGHT ASSURES THAT ONLY THE STRONGEST CAN CARRY THEM. IT REQUIRES SPECIAL TRAINING TO USE.

A SARISSA HAS A REACH OF 15 FEET AND CAN ONLY ATTACK CREATURES 15 FEET AWAY FROM THE WIELDER. SMALL SARISSA HAVE A REACH OF 10 FEET.

ANY CLOSER THAN THAT THE SPEAR BECOMES A LIABILITY TO THE WIELDER.

A SARISSA IS SUSCEPTIBLE TO SUNDER ATTEMPTS. CREATURES ATTEMPTING TO SUNDER A SARISSA GET A +2 CIRCUMSTANCE BONUS TO THEIR CMB TO DO SO.

WEAPON	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
DORU	6 GP	1D4	1D6	19-20 X2	~	7 LBS	P	REACH
MAKHAIRA	75 GP	1D6	1D8	19-20 X2	~	8 LBS	S	~
SARISSA	20 GP	1D6	1D8	20 X3	~	14 LBS	P	REACH (15)
XIPHOS	10 GP	1D4	1D6	X3	~	2 LBS	P/S	~

XIPHOS

ONE-HANDED MARTIAL WEAPON

A XIPHOS IS A GREEK SHORTSWORD WHICH WAS GENERALLY USED WHEN A SPEAR WAS USED UP. IT HAD A LEAF SHAPE TO IT AND COULD BE USED TO BOTH CUT AND THRUST. A XIPHOS COUNTS AS A SHORT SWORD IN ADDITION TO COUNTING AS A XIPHOS FOR THE PURPOSES OF SUCH THINGS AS FEATS, CLASS FEATURES, ETC.

HOPLON

SHIELD

THIS LARGE, ROUND, PAINTED, WOODEN SHIELD HAS THE STATISTICS OF A HEAVY STEEL SHIELD BUT IS MADE OUT OF WOOD.

PELTE

SHIELD

THIS CRESCENT WICKER SHIELD COVERED IN THE HIDE OF AN ANIMAL WAS AN EFFECTIVE SKIRMISHING SHIELD. THIS COUNTS AS A LIGHT WOODEN SHIELD WITH NO ARMOR CHECK PENALTY BUT HAS THE HARDNESS OF LEATHER OR HIDE (2 HARDNESS AND 5 HP PER INCH OF THICKNESS).

DESIGN NOTE: ARMOR & SHIELDS

ARMOR IN GREEK WARFARE WAS LIGHTER THAN THAT OF TRADITIONAL FANTASY ARMOR. EVEN HOPLITES (ARMORED SOLDIERS) IN THEIR PANOPLY (FULL SUIT OF ARMOR) WERE NOT PARTICULARLY WELL COVERED BY LATER EUROPEAN STANDARDS. THERE ARE TWO WAYS TO REPRESENT THIS. THE FIRST OPTION (MORE ACCURATE) IS TO DISALLOW HEAVY ARMOR. THE SECOND OPTION IS TO ALLOW HEAVY ARMOR, BUT JUST ASSUME THAT IT LOOKS DIFFERENT THAN IT TYPICALLY APPEARS AND, POSSIBLY, LOWER THE ARMOR CHECK PENALTY BY 2 AND RAISE THE MAX DEXTERITY BY 2 TO REPRESENT THE LACK OF COVERAGE. IN COMPENSATION, ALL ARMOR BONUSES TO AC FROM HEAVY ARMOR IS REDUCED BY 2. BREASTPLATE WAS THE MOST COMMON KIND OF ARMOR FOR THE BEST DEFENDED TROOPS IN ANCIENT GREECE.

SHIELDS WERE ALMOST EXCLUSIVELY MADE FROM STRONG WOOD OR WICKER AND WERE QUITE HEAVY. MOST WOULD NOT SURVIVE A BATTLE WITHOUT NEEDING TO BE REPAIRED.



NEW RACES

NEW PLAYERS RACES FOR THE PATHFINDER ROLEPLAYING GAME

AMAZONS

A RACE OF WARRIOR WOMEN WHO ARE AS FIERCE AS THEY ARE BEAUTIFUL. THEY ARE DAUNTING IN THEIR HEIGHT BUT POSSESS A NATURAL GRACE AND POISE THAT FEW OTHER MORTALS POSSESS.

ABILITY SCORE RACIAL TRAITS: AMAZON CHARACTERS ARE STRONG AND WISE BUT ARE OFTEN UNABLE TO CONTROL THEIR TEMPER. THEY HAVE A ROUGH AND MILITANT CULTURE THAT LEAVES LITTLE ROOM FOR SOCIAL NICETIES. DESPITE THEIR RENOWN BEAUTY, THEY ARE OFTEN FAR TOO AGGRESSIVE AND DOMINEERING FOR THEIR OWN GOOD. THEY GAIN +2 CONSTITUTION, +2 WISDOM, -2 CHARISMA

SIZE: AMAZONS ARE MEDIUM CREATURES AND THUS RECEIVE NO BONUSES OR PENALTIES DUE TO THEIR SIZE.

BASE SPEED: AMAZONS HAVE A BASE SPEED OF 30 FEET.

TYPE: AMAZONS ARE HUMANIDS WITH THE HUMAN SUBTYPE.

FEMALE: ALL AMAZONS ARE FEMALE.

WARRIOR WOMEN: AMAZONS ARE PROFICIENT WITH ALL MARTIAL WEAPON.

MISANDRY: AMAZONS HAVE A NATURAL DISTRUST THAT BORDERS ON HATRED OF ALL MEN. THEY TREAT ALL MALES AS UNFRIENDLY OR HOSTILE BY DEFAULT. AMAZONS HAVE A -4 PENALTY ON ALL DIPLOMACY CHECKS WHEN DEALING WITH MALES DUE TO THIS DEEP SEATED HATRED. HOWEVER, AMAZONS GAIN A +2 RACIAL BONUS ON ALL ATTEMPTS TO RESIST MIND EFFECTING ABILITIES ORIGINATING FROM A MALE. THIS ALSO RAISES THE DC BY +2 FOR ALL ATTEMPTS FOR A MALE TO SWAY AN AMAZON (SUCH AS WITH DIPLOMACY).

AMAZONIAN STRENGTH SURGE: AN AMAZON MAY SUMMON UP A DEEP RESERVE OF INTERNAL STRENGTH TO GRANT HERSELF +4 MORAL BONUS TO STRENGTH FOR A SHORT BURST. THIS IS NORMALLY ACCOMPANIED BY A FIERCE BATTLE CRY AND LASTS FOR A NUMBER OF ROUNDS EQUAL TO X2 HER HD PER DAY. THESE ROUNDS NEED NOT BE CONSECUTIVE.

STRENGTH OF WILL: AN AMAZON GAINS A +2 BONUS ON ALL WILL SAVES.

LANGUAGES: AMAZONS BEGIN PLAY SPEAKING COMMON. AMAZONS WITH HIGH INTELLIGENCE SCORES CAN CHOOSE ANY LANGUAGES THEY WANT (EXCEPT SECRET LANGUAGES, SUCH AS DRUIDIC).

SATYR

SATYRS ARE FEY WHO TYPICALLY WORSHIPERS OF DIONYSUS. THEY APPEAR TO BE SHORT HUMANIDS WITH THE LEGS AND HORNS OF A GOAT. MALE SATYRS TYPICALLY POSSES THICK, OFTEN OVERWEIGHT BODIES WITH COPIOUS BODY HAIR AND CHIN BEARDS.

ABILITY SCORE RACIAL TRAITS (MALE): MALE SATYR CHARACTERS ARE HARDY OF BODY AND NATURAL MANIPULATORS, BUT SUFFER FROM A LACK OF FORMAL EDUCATION DUE TO A LACK OF INTEREST IN SUCH THINGS. THEY GAIN +2 CHARISMA, +2 CONSTITUTION, -2 INTELLIGENCE.

ABILITY SCORE RACIAL TRAITS (FEMALE): FEMALE SATYR ARE OF A MORE SLENDER BUILD AND HAVE A DISTINCTIVE GRACE ABOUT THEIR FORM. WHEN COUPLED WITH THEIR MANIPULATIVENESS, THEY ARE NEAR UNMATCHED IN THEIR DUPPLICITY WHEN THEY EMPLOY IT. FEMALE SATYR ARE OFTEN CALLED "FAUN". THEY GAIN +2 CHARISMA, +2 DEXTERITY, -2 INTELLIGENCE.

SIZE: SATYR ARE MEDIUM CREATURES AND THUS RECEIVE NO BONUSES OR PENALTIES DUE TO THEIR SIZE.

BASE SPEED: SATYR HAVE A BASE SPEED OF 30 FEET.

TYPE: SATYR ARE FEY WITH THE SATYR SUBTYPE.

LEGEND OF PAN: A SATYR CHARACTER IS TREATED AS +1 LEVEL HIGHER WHEN CASTING SPELLS WITH THE CHARM DESCRIPTOR, USING GRANTED POWERS OF THE CHARM DOMAIN AND USING BLOODLINE POWERS OF THE FEY BLOODLINE. THIS TRAIT DOES NOT GIVE MEMBERS OF THIS RACE EARLY ACCESS TO LEVEL-BASED POWERS; IT ONLY AFFECTS POWERS THAT THEY COULD ALREADY USE WITHOUT THIS TRAIT. IF A SATYR CHARACTER HAS A CHARISMA SCORE OF 11 OR HIGHER, IT ALSO GAINS THE FOLLOWING SPELL-LIKE ABILITIES:

- 1/DAY—*CHARM PERSON*.

THE CASTER LEVEL FOR THESE SPELL-LIKE ABILITIES IS EQUAL TO THE SATYR'S CHARACTER LEVEL.

STABILITY: SATYRS GAIN A +4 RACIAL BONUS TO THEIR COMBAT MANEUVER DEFENSE WHEN RESISTING A BULL RUSH OR TRIP ATTEMPT.

DEADLY GORE: SATYR HAVE HORNS BUILT FOR SELF DEFENSE, GRANTING THEM A GORE NATURAL ATTACK THAT DEALS 1D6 BLUDGEONING DAMAGE.

LANGUAGES: SATYR BEGIN PLAY SPEAKING COMMON. SATYR WITH HIGH INTELLIGENCE SCORES CAN CHOOSE ANY LANGUAGES THEY WANT (EXCEPT SECRET LANGUAGES, SUCH AS DRUIDIC).

MINOTAUR

MINOTAURS ARE TOWERING BOVINE CREATURES WITH AN INTIMIDATING PHYSICALITY ABOUT THEIR MOVEMENTS. THEY HAVE GLAZED EYES THAT SIT IN A BULL'S HEAD ATOP A THICK HUMAN BODY COVERED IN A COAT OF THICK, SHAGGY, FUR. THEIR DIGIGRADE LEGS END IN SPLIT HOOVES.

ABILITY SCORE RACIAL TRAITS: MINOTAUR CHARACTERS HAVE THE MUSCULATURE OF A BULL THAT THEY USE TO THEIR ADVANTAGE IN DAILY LIFE. DESPITE THEIR TENDENCY TO BULLY, THEY ARE NOT TOTALLY UNCULTURED. THEY HAVE A RICH TRIBAL EXISTANCE WHICH EMPHASIZES FAMILIAL LOYALTY AND WISDOM. THEY GAIN +2 STRENGTH, +2 WISDOM, -2 INTELLIGENCE

SIZE: MINOTAUR ARE MEDIUM CREATURES AND THUS RECEIVE NO BONUSES OR PENALTIES DUE TO THEIR SIZE.

BASE SPEED: MINOTAUR HAVE A BASE SPEED OF 30 FEET.

TYPE: MINOTAUR ARE HUMANOIDS WITH THE MINOTAUR SUBTYPE.

OVERSIZED WEAPON: WHILE A MINOTAUR CHARACTER IS MEDIUM SIZED, THEY ARE NEARER TO LARGE SIZE. THIS, COMBINED WITH THEIR BRUTE STRENGTH, ALLOWS THEM TO COUNT AS A LARGE CREATURE FOR THE PURPOSES OF DETERMINING WHAT WEAPONS THEY CAN WIELD.

NATURAL CUNNING: ALTHOUGH MINOTAURS ARE NOT ESPECIALLY INTELLIGENT THEY POSSESS INNATE CUNNING AND LOGICAL ABILITY. THIS GIVES THEM IMMUNITY TO *MAZE* SPELLS, PREVENTS THEM FROM EVER BECOMING LOST AND A +2 RACIAL BONUS ON ATTEMPTS TO TRACK CREATURES.

GORE: A MINOTAUR CHARACTER GAINS A 1D6 GORE ATTACK.

DARKVISION: MINOTAURS CAN SEE PERFECTLY IN THE DARK UP TO 60 FEET.

LANGUAGES: MINOTAURS BEGIN PLAY SPEAKING COMMON. MINOTAURS WITH HIGH INTELLIGENCE SCORES CAN CHOOSE ANY LANGUAGES THEY WANT (EXCEPT SECRET LANGUAGES, SUCH AS DRUIDIC). SEE THE LINGUISTICS SKILL PAGE FOR MORE INFORMATION ABOUT THESE LANGUAGES.

ALTERNATE RACIAL TRAITS:

PROPHETIC INTUITION: A TRIBE OF MINOTAURS WITH DIVINE ANCESTORS HAVE THE GIFT OF LIMITED PROPHETIC INTUITION. THIS IS AN EXTRAORDINARY ABILITY AS IT DOES NOT ACTUALLY COME FROM ANY DIVINE SOURCE, BUT LAYS DEEP IN THEIR INTUITION. THESE MINOTAURS, MARKED BY RUSTY RED FUR, GAIN A +2 DODGE BONUS TO AC AGAINST ATTACKS OF OPPORTUNITY. IN ADDITION, AFTER A HIDDEN CREATURE HAS ATTACKED A MINOTAUR WITH A MELEE ATTACK, THE MINOTAUR AUTOMATICALLY DETECTS WHICH SQUARE(S) THE CREATURE OCCUPIES. FINALLY, A MINOTAUR IS NOT TREATED AS BEING FLAT-FOOTED BEFORE THEY TAKE AN ACTION IN COMBAT. THEY MAY STILL BE RENDERED FLATFOOTED BY AN OPPONENT THEY ARE UNAWARE OF OR WHO SUCCESSFULLY FEINTS THEM. THIS REPLACES OVERSIZED WEAPONS.

MAZEBORN: A MINOTAUR WHO IS BORN IN A MAZE IS CONSTRAINED AND LIVE A LONELY EXISTENCE. MANY ARE CONFINED TO THESE GREAT MAZES TO PROTECT TREASURES OR SEAL AWAY WICKED THINGS. A MAZEBORN MINOTAUR WHO USES A CHARGE ACTION CAN MAKE ONE TURN OF UP TO 90 DEGREES AS PART OF THE MOVE, AS LONG AS EACH PART OF THE MOVE IS AT LEAST 10 FEET. THE TOTAL MOVEMENT FOR THE ROUND CANNOT EXCEED DOUBLE THE MINOTAUR'S MOVEMENT SPEED. ALLIED CREATURES DO NOT IMPEDE THIS CHARGE, THOUGH THE MAZEBORN MINOTAUR CANNOT ATTACK FROM OR END ITS MOVE IN AN ALLY'S SPACE. THIS REPLACES OVERSIZED WEAPONS.



CENTAUR

ABILITY SCORE RACIAL TRAITS: CENTAURS ARE STRONG AND HEARTY, BUT STUBBORNNESS AND HUBRIS FLOWS IN THEIR VEINS. THEIR LARGE SIZE MAKES THEM EVEN STRONGER BUT ALSO MAKES THEM A LITTLE LESS NIMBLE. THEY GAIN +4 STRENGTH, +2 CONSTITUTION, -2 DEXTERITY, -2 CHARISMA

SIZE: CENTAURS ARE LARGE CREATURES AND HAVE A -1 PENALTY TO AC, -1 PENALTY ON ATTACK ROLLS, +1 RACIAL BONUS TO CMD, AND A -4 PENALTY ON STEALTH CHECKS. (STAT ADJUSTMENTS FROM SIZE INCLUDED ALREADY).

BASE SPEED: CENTAUR HAVE A BASE SPEED OF 40 FEET.

TYPE: CENTAURS ARE MONSTROUS HUMANOID.

HARDY: +2 RACIAL BONUS ON SAVING THROWS AGAINST POISONS, SPELLS, AND SPELL-LIKE ABILITIES.

QUADRUPED: +4 RACIAL BONUS TO CMD AGAINST TRIP ATTEMPTS. THIS ALSO DOUBLES THE CARRYING CAPACITY OF THE CENTAUR RELATIVE TO A BIPEDAL CREATURE WITH EQUAL STRENGTH.

UNDERSIZED WEAPONS: ALTHOUGH A CENTAUR IS LARGE, ITS UPPER TORSO IS THE SAME SIZE AS THAT OF A MEDIUM HUMANOID. AS A RESULT, THEY WIELD WEAPONS AS IF THEY WERE ONE SIZE CATEGORY SMALLER THAN THEIR ACTUAL SIZE (MEDIUM FOR MOST CENTAURS).

MOUNTED: A CENTAUR COUNTS AS BEING MOUNTED. THIS MAY BE AMENDED ON A CASE BY CASE BASIS. THE MOUNTED COMBAT FEAT ONLY WORKS AGAINST ATTACKS OF OPPORTUNITY. THEY CANNOT USE THE RIDE SKILL. FEATS THAT REQUIRE THE RIDE SKILL INSTEAD USE ACROBATICS. CENTAURS NEVER RECEIVE RIDE AS A CLASS SKILL. IF A CLASS WOULD GIVE A CENTAUR RIDE AS A CLASS SKILL, THE CENTAURS INSTEAD RECEIVES ACROBATICS OR SWIM AS A CLASS SKILL (PLAYER'S CHOICE).

LANGUAGES: CENTAUR BEGIN PLAY SPEAKING COMMON AND DWARVEN. CENTAUR WITH HIGH INTELLIGENCE SCORES CAN CHOOSE FROM THE FOLLOWING: GIANTGNOME, GOBLIN, ORC, TERRAN, AND UNDERCOMMON. SEE THE LINGUISTICS SKILL PAGE FOR MORE INFORMATION ABOUT THESE LANGUAGES.

LEVEL ADJUSTMENT: +1

DEMIGOD TEMPLATE

(CR+2)

BORN OF A UNION OF GOD AND MAN, THE DEMIGODS ARE POWERFUL BEINGS. DEMIGODS ARE ALWAYS PHYSICAL MANIFESTATIONS OF DIVINE CONCEPTS, ONE OF THE BEST EXAMPLES BEING HERACLES AND THE CONCEPT OF STRENGTH.

ABILITIES

DIVINE SOURCE: EVERY DEMIGOD HAS A PARTICULAR TRAIT THAT FUELS THEIR POWERS. A DEMIGOD CHOOSES ONE ABILITY SCORE MODIFIER TO DETERMINE THEIR EFFECTS OF THEIR DIVINE HERITAGE. ONCE CHOSEN, THIS DECISION CANNOT BE CHANGED. TEMPORARY INCREASES TO THEIR CHOSEN ABILITY SCORE ABILITY SCORE, SUCH AS FROM SPELLS LIKE BULL'S STRENGTH, ARE NOT COUNTED WHEN DETERMINING THEIR DIVINE SOURCE ABILITY SCORE.

DIVINE HERITAGE: EVERY DEMIGOD HAS ACCESS TO A NON-ALIGNMENT DOMAIN BELONGING TO THE GOD OR GODDESS WHO SERVES AS THEIR PARENT. A DEMIGOD USES HIS OR HER DIVINE SOURCE ABILITY SCORE MODIFIER IN PLACE OF HIS WISDOM MODIFIER TO DETERMINE THE USES PER DAY AND OTHER EFFECTS OF THEIR DOMAIN POWERS. AT 5TH LEVEL, A DEMIGOD GAINS THE USE OF HIS 1ST LEVEL DOMAIN SPELL AS A ONCE PER DAY SPELL-LIKE ABILITY. HE USES HIS CHARACTER LEVEL IN PLACE OF THEIR CASTER LEVEL, AND HIS DIVINE SOURCE ABILITY SCORE IN PLACE OF CHARISMA. AT 10TH LEVEL AND EVERY 5 LEVELS THEREAFTER, THE DEMIGOD LEARNS THE NEXT HIGHEST DOMAIN SPELL AS A SPELL-LIKE ABILITY, AND ALL PREVIOUSLY GAINED SPELL-LIKE ABILITIES CAN BE USED AN ADDITIONAL TIME PER DAY.

ABILITY SCORE MODIFIERS: A DEMIGOD RECEIVES A +2 TO AN ABILITY SCORE OF THEIR CHOICE.

AMAZONIAN WARRIOR

A FIGHTER ARCHETYPE FOR AMAZONS

REQUIREMENTS

- RACE: AMAZON

WEAPON AND ARMOR PROFICIENCIES:
AN AMAZONIAN WARRIOR IS PROFICIENT WITH ALL SIMPLE AND MARTIAL WEAPONS, LIGHT ARMOR, AND SHIELDS (EXCEPT TOWER SHIELDS). THIS ABILITY MODIFIES THE WEAPON AND ARMOR PROFICIENCIES OF THE FIGHTER.

LUST FOR BATTLE (EX):

AN AMAZONIAN WARRIOR GAINS +1 ROUND PER LEVEL OF AMAZONIAN WARRIOR FOR HER AMAZON STRENGTH SURGE RACIAL TRAIT (TOTAL OF +3).

- AT 3RD LEVEL SHE GAINS DR 2/WOMEN* WHILE USING HER STRENGTH SURGE.
- AT 7TH LEVEL THE BONUS SHE GETS TO HER STRENGTH FROM HER AMAZON STRENGTH SURGE RACIAL TRAIT IMPROVES TO A +6.
- AT 11TH LEVEL THE DR IMPROVES TO DR 5/ WOMEN*.
- AT 15TH LEVEL THE BONUS SHE GETS TO HER STRENGTH FROM HER AMAZON STRENGTH SURGE RACIAL TRAIT IMPROVES TO A +8.
- AT 19TH LEVEL THE DR IMPROVES TO DR 10/ WOMEN*.

*THIS DR CAN ONLY BE OVERCOME BY A WEAPON WIELDED BY A FEMALE, GENDERLESS CREATURE (SUCH AS OOZES)
THIS ABILITY REPLACES ARMOR TRAINING AND ARMOR MASTERY.

POWERFUL DRAW (EX):

AN AMAZONIAN WARRIOR OF 5TH LEVEL OR HIGHER USES STRENGTH IN PLACE OF DEXTERITY TO DETERMINE HER BONUS TO HIT WITH RANGED WEAPONS.
THIS ABILITY REPLACES WEAPON TRAINING I.

SISTER OF WAR (EX):

AT 9TH LEVEL AN AMAZONIAN WARRIOR GAINS WEAPON FOCUS WITH ALL WEAPONS IN THE AMAZON WEAPON GROUP. FROM THIS POINT ON, SHE MAY TAKE "AMAZON WEAPONS" IN PLACE OF A SPECIFIC WEAPON FOR FEATS THAT REQUIRE YOU TO SPECIFY A SPECIFIC WEAPON (SUCH AS WEAPON SPECIALIZATION, GREATER WEAPON FOCUS, ETC) AND THE BONUS APPLIES TO ALL WEAPONS IN THE AMAZON WEAPON GROUP (SEE BELOW).

IF AN AMAZONIAN WARRIOR HAS THE WEAPON FOCUS FEAT WITH AMAZON WEAPONS OR GAINS IT SHE INSTEAD GAINS A +2 BONUS ON CONFIRMATION ROLLS WITH AMAZON WEAPONS.

THIS ABILITY REPLACES WEAPON TRAINING II.

AMAZON WEAPON GROUP: JAVELIN, LONG SPEAR, SHORT SPEAR, DORU, SHORT SWORD, XIPHOUS, LONG BOW, AND THE SHORT BOW.

WEAPONS OF THE TITANS (EX):

AT 13TH LEVEL AN AMAZONIAN WARRIOR'S WIELD COUNT AS MAGIC AND EPIC FOR THE PURPOSE OF OVERCOMING DAMAGE REDUCTION. THIS ABILITY REPLACES WEAPON TRAINING III.

WRATH OF HERA (EX):

AT 17TH LEVEL, WHEN AN AMAZONIAN WARRIOR CONFIRMS A CRITICAL HIT AGAINST A CREATURE WITH AN AMAZON WEAPON, ALL ENEMIES ADJACENT TO THE CREATURE WHO WAS CRITICALLY HIT TAKE THE AMAZON'S STRENGTH MODIFIER IN SONIC DAMAGE FROM THE FORCE OF THE IMPACT (THIS DAMAGE IS NOT MULTIPLIED OR COUNTED AS A CRITICAL HIT). THE CREATURE STRUCK BY THE CRITICAL HIT MUST MAKE A REFLEX SAVE (DC 10 + 1/2 AMAZONIAN WARRIOR LEVEL + STRENGTH MODIFIER) OR BE KNOCKED PRONE. THIS ABILITY REPLACES WEAPON TRAINING IV.

FEMME FATALE (EX):

AT 20TH LEVEL, ANY ATTACKS MADE WITH WEAPONS FROM THE AMAZON WEAPON GROUP AUTOMATICALLY CONFIRM ALL CRITICAL THREATS. IN ADDITION, ANY MALE STRUCK BY A CRITICAL HIT WITH THE WEAPON OF AN AMAZONIAN WARRIOR NEEDS TO MAKE A FORTITUDE SAVE (DC 10 + AMAZONIAN WARRIOR LEVEL + STRENGTH MODIFIER) OR BE KILLED.

THIS ABILITY REPLACES WEAPON MASTERY.

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