

The Greek (Medegian) Pantheon

Zeus

CG w/N greater god of the sky, weather, lightning, air, rulership, oaths, and sports

Clerics: NG, CG and N

Worshippers: any non-Evil

Major: charm (rulership), divination, elemental air*, guardian, lightning*, weather

Minor: combat, good, healing, protection

Add: * access to all air and lightning mage spells at +1 level and cast *call lightning* in a single round

Undead: no effect

Weapons: dagger, javelin, mace, morning star, spear, staff

Armor: any

Symbol: thunderbolt, eagle, oak tree

- 1) hurl *javelin of lightning* (d6 + 2/level [20 max]) x1/day +2 saves vs lightning
- 5) hurl *javelin of lightning* x2/day safe from non-magical weather (struck by lightning, tornados, gusts of wind)
- 10) hurl *javelin of lightning* x3/day *shapechange* (eagle form only) x1/day
- 15) *shapechange* (natural forms only) x1/day

Must have 13+ charisma and 9+ strength

Male only

Poseidon

CN w/N greater god of the seas and oceans, waters, earthquakes, marine life, monsters, horses

Clerics: N, CN and CE or **Druids:** N and CN

Worshippers: any non-Lawful

Major: animals (marine), creation, elemental water*, plant (marine), weather (marine) -or- as Druid plus creation and elemental water* but minus elemental fire

Minor: charm, combat, divination, elemental earth, healing, summoning (marine) -or- as Druid plus creation and elemental water* but minus elemental fire

Add: * access to all water mage spells at +1 level, access to all sea-druid spells, *animal summoning* spell will also summon sea-monsters, also add *shatter* (3rd), *transmute rock to mud/transmute mud to rock* (5th), *earthquake* (7th)

Undead: no effect

Weapons: trident*, dagger, javelin, harpoon, net, spear (or sea-druid)

Armor: leather and shield (wood or coral)

Symbol: trident, horse, bull

All priests are either sea-clerics or sea-druids

- 1) cannot drown under normal conditions may turn undead IF the creature died at sea or is marine undead (sea zombie, kopacanth, etc)
 - 5) cannot drown under any conditions can swim at half normal move, suffer only 1/2 normal underwater combat penalties
 - 10) *water breathing* (always on) can move and fight normally underwater
 - 15) gain paladin-like warhorse which functions equally well underwater
- All created water is salty

Hades

NE w/N greater god of death, the afterlife, the underground, wealth

Cleric: N, LE, and NE

Worshippers: any

Major: death, divination, elemental earth, guardian

Minor: astral*, charm, healing, protection, sun (reversed only), summoning

Add: * *speak with astral traveler* (1st), *astral window* (2nd), *join with astral traveler* (3rd), also add *invisibility* (3rd), *finger of death* (7th)

Undead: control

Weapons: standard

Armor: any

Symbol: black ram

- 1) view spirits within 60' and use any "astral" spell on spirit or newly dead gain saving throw versus breath weapon or +4 on save vs undead special attacks (paralysis, strength/level drain, etc)
 - 5) 60' vision underground immune to darkness (natural and magical)
 - 10) immune to undead special attacks (paralysis, strength drain, level drain, etc)
 - 15) sense wealth within 10' radius per level
- Must charge for any beneficial service

Athena

LG greater goddess of wisdom, war, combat, judgment, crafts, and defender of heroes

Clerics: LG

Worshippers: any Good

Major: combat, divination, good, guardian, protection, war

Minor: creation, healing, law, thought

Add: *remove fear* (1st), *gaze reflection* (2nd), *sticks to snakes* (4th), *stone to flesh* (6th), *gorgon's eye** (like *flesh to stone*, but with 30' range and requiring eye contact, spell lasts rnd/level with permanent effects, 7th)

Undead: turn

Weapons: spear* plus any

Armor: any

Symbol: aegis, owl, helmet, spear, olive tree, writhing serpents

May advance as Fighters (split-class)

Must have 13+ wisdom

Must remain chaste outside of marriage

Apollo

CG greater god of light, archery, prophecy, music, the arts, civilization, rational thought, harmony, healing, and the sun

Clerics: NG and CG

Worshippers: any Good

Major: divination, elemental fire, healing, sun (solar)

Minor: charm, combat, creation, good, plant, protection, summoning, thought

Add: *raise dead* (but some else must willingly die instead, 5th)

Undead: turn

Weapons: bow*, club, dagger, hammer, javelin, mace, short sword, spear, staff

Armor: chain mail and shield

Symbol: sun, lyre, bow, laurel leaves, raven

May advance as Archers (split-class)

- 1) *cure disease* as a paladin of same level immune to disease
- 5) *lay on hands* as paladin of same level may safely handle musical magical item (bardic harps and the like)
- 10) prophecy (can view the foreseeable future of individual or nation based on DM input)

Must have 13+ dexterity and charisma

Must spend at least one additional proficiency on appropriate skill (music, healing, bowyer, prophecy, etc)

Aphrodite

CG w/CN lesser goddess of love, beauty, passion, desire, romance, & sex

Clerics: CG and CN

Worshippers: NG, CG, N, and CN

Major: charm*, divination, protection, summoning

Minor: animal, elemental water, guardian, healing, sun, thought

Add: * access to all mage charm spells including *charm person*, *friends* (1st), *love*, *suggestion* (3rd), *charm monster*, *confusion*, *emotion* (4th), *mass suggestion* (6th), also add *charm person or mammal* (2nd), *swan chariot* (as *chariot of Sustarre*, but non-flaming, 6th)

Undead: no effect

Weapons: club, dagger, hammer, short bow, staff

Armor: none

Symbol: doves, swan, goose, sparrows, seashell, myrtle trees, red poppies, mirror

May advance as Hourii (split-class)

- 1) +2 saves vs charm, -2 saves for victims of cleric's charms
- 5) influence members of opposite sex with lower level and less wisdom than cleric's charisma
- 10) *philter of love* power but useable on others up to 10' distant x1/day +1 charisma

Must have 16+ charisma

Ares

CE lesser god of war, violence, strife, battle, and carnage

Clerics: any Evil

Worshippers: any non-Good

Major: combat, protection, war

Minor: charm, death, guardian, healing

Add: *emotion read* (1st), *bleeding* (save vs death or -1 hp/rnd per wound til bound), *emotion control* (2nd), *battlerage* (as *confusion* but always attack nearest creature), *mental domination* (4th), *raise dead* (but only if killed in battle, 5th)

Undead: command (demons, but undead only to do battle)

Weapons: spear* plus any

Armor: any

Symbol: bloody spear, gladius, vulture, wolf

May advance as Fighter (split-class)

10) *cause fear* as a samurai

Must have 13+ strength

May roll percentile strength, gain constitution bonus, use magical items, etc, as a Fighter

Artemis

N lesser goddess of hunting, forests, moon, chastity, wild animals, and childbirth

Druids: N

Worshippers: any non-Evil

Major: as Druid

Minor: as Druid

Add: *cause/cure blindness*, *continual* (moon-) *light* (3rd)

Undead: no effect

Weapons: as Druid plus short bow*

Armor: as Druid

Symbol: moon, stag, bow and arrow, greyhound, bear, goose

May advance as Archers, Rangers, or Archer-Rangers (split-class)

Must remain chaste

Female only

Demeter

N lesser goddess of grain, agriculture, fertility, and harvest

Druids: N

Worshippers: any non-Evil

Major: as Druid

Minor: as Druid

Add: *create food and water* (double amount, but all grains, breads, mead, etc, 1st)

Alter: *plant growth* (triple area of effect when used to bless/blight crops)

Undead: no effect

Weapons: as Druid but minus scimitar and plus flail

Armor: as Druid

Symbol: sheaf of wheat or corn, torch, mare's head, cornucopia, scepter

May not drink wine

Dionysus

CN w/CG lesser god of wine, happiness, peace, madness, indulgence, vines, mystery, creativity, and the theater

Clerics: CG and CN

Worshippers: any non-Lawful

Major: animal, chaos, elemental (all), healing, plant

Minor: creation, divination, weather

Add: *alter self*, *knock* (2nd), *confusion* (4th), *chaos*, *raise dead* (but one day time limit, 5th), *freedom* (reverse of *imprisonment*), *madness* (as *confusion*, but caster chooses effect, 6th)

Undead: no effect

Weapons: as Druid minus scimitar

Armor: none

Symbol: thyros, grape vine, ivy, leopard, lion, dolphin, snake

- 1) function without combat penalties while drunk treat as illusionist with regard to chaos spell but as cleric with regard to *feeblemind* +1 save vs insanity/confusion per two levels (round up)
- 5) drunken frenzy -- while drunk 15" move and d6/d6 bare-hand attack but no spell casting
- 10) may enter and leave drunken frenzy at will, in this state x2 chance to open doors, bars, etc
- 15) immune to insanity, chaos, confusion, drugs (negative effects), etc Cannot create water -- only very alcoholic wine Cannot create generic food -- only grapes and other Greek "feast" material

Hephaestus

N lesser god of smithing, craftsmanship, metalworking, artifice, and fire

Clerics: NG, LN, N and CN

Worshippers: any non-Evil

Major: creation, elemental earth, elemental fire, protection

Minor: combat, divination, guardian, healing, sun

Undead: no effect

Weapons: hammer*, axe, club, hand axe, mace, morning star, staff

Armor: any

Symbol: hammer and anvil, axe

- 1) may forge weapons and armor as a warsmith of two levels lower
- 5) reaction bonus to all who work stone or metal or who are ugly or disfigured
- 10) *fire resistance* (always on)
- 15) create metal *golems* (iron, bronze, gold, etc)

Hera

N lesser goddess of marriage, wives, intrigue

Clerics: NG, LN, N

Worshippers: any

Major: charm, divination, guardian, protection

Minor: combat, creation, healing, spying*, thought, weather

Add: * access to *detect invisibility* (2nd), *clairaudience* (3rd), *clairvoyance* (3rd), *all around sight* (3rd), *wizard's eye* (4th), *detect scrying* (4th), *false vision* (5th), also add *enrage person* (1st) and *enrage monster* (4th) (victim in berserk rage for duration with save and effects similar to *charm*, but days treated as rounds, weeks treated as minutes, etc)

Undead: no effect

Weapons: club, dagger, hammer, hand axe, morning star, staff

Armor: any

Symbol: peacock, diadem, cow

- 1) gain alertness skill
 - 5) *detect lie* with successful wisdom check
 - 10) *clairvoyance* (centered on acquaintance, even if location unknown) x1/day plus one addition per additional level
 - 15) powers of *robe of eyes* x1/day
- Must always remain faithful to spouse (although major bitching is fine)

Hermes

N w/CG lesser god of trickery, travel, trade, messengers, theft, judges, glibness, the alphabet, boxing, wrestling, and gymnastics

Clerics: CG and N

Worshippers: any non-Evil

Major: charm, protection, travelers, trickery*

Minor: creation, divination, guardian, thought

Add: * access to all reversed divination spells, add also *run* (1st), *comprehend languages*, *drowsy lullaby* (like *sleep* but requires one round of lyre playing and cannot be used in combat, 2nd), *invisibility*, *prayer* (3rd), *dexterity* (works like *strength* but on dex thief/fighter/mage/cleric), *fly*, *haste* (4th), *improved invisibility* (5th)

Undead: no effect

Weapons: club, dagger, short sword, sling, staff, boxing and wrestling (encouraged)

Armor: none

Symbol: caduceus, winged boots, cap

- 1) skills at pick pocket, move silently, hide in shadow as thief and tumbling (attack and evasion), and move as acrobat of half clerical level (round up) (or at +1 level)
- 5) *undetected lie* with successful charisma check
- 10) determine value of objects on sight
- 15) *detect lie* (at will)

Must have 13+ dexterity and constitution

Must gain skill in diplomacy and boxing or wrestling prior to 10th level

Hestia

LG lesser goddess of home, hearth, safety, security, and culture

Clerics: LG, NG, and LN

Worshippers: any non-Evil

Major: divination, elemental fire, good, guardian, protection, summoning

Minor: charm, combat, creation, healing, law

Undead: turn

Weapons: club, dagger, hand axe, hammer, staff, tools (broom, pitchfork, awl, etc)

Armor: leather and shield

Symbol: eternal flame

- 1) *alarm* at all times in home, temple, den, etc
- 5) *prayer* (automatically) when defending home, temple, worshippers, nation
- 10) *animate objects* in 30' radius when defending home, temple, worshippers, nation, etc
- 15) *shapeshift* (at will) when defending home, temple, worshippers, nation, etc

Virgin females only

Asclepius

NG demi-god of healing and medicine

Clerics: any Good

Worshippers: any non-Evil

Major: animal, death (healing only), good, healing

Minor: divination, protection, sun, thought, travelers

Add: *sleep* (2nd), *dream message* (3rd), *dream* (5th)

Undead: turn (at minus two levels)

Weapons: club, dagger, knife, staff

Armor: any but no shield

Symbol: caduceus, serpents, staff

- 1) *lay on hands* and *cure disease* as a paladin of same level immune to disease
- 3) healing spells restore at least half cleric's level per die (round up) may add level to all healing skill checks
- 5) may split *lay on hands* healing between multiple recipients speak serpent
- 7) may treat poisoned wounds so they do half damage with +2 saves
- 10) healing spells restore at least cleric's level (up to max)

Must be proficient in healing

Must gain skill in dream interpretation prior to 10th level

Cronos

LE w/N demi-god (titan) of time, rulership, despotism, harvest, and the Golden Age of humanity

Clerics: N, LN and LE

Worshippers: any non-Good

Major: charm (rulership), creation, death, summoning, time

Minor: combat, divination, elemental air, elemental earth, plant, travelers

Undead: control

Weapons: sickle*, club, dagger, flail, hand axe, mace, military fork, morning star, scythe, spear

Armor: any

Symbol: sickle, raven

May not receive any invocation/evocation spells, nor divine interventions as Cronos is banished in Tartareus

Cronos' clerics are NOT restricted in their spell use (unlike other Greek priests), although indiscriminate use of these abilities will certainly draw the attention of the other Greek powers. Since all of the other Greek gods (except Gaea and Hecate) are sworn enemies of Cronos, his clerics usually hide their allegiance to avoid execution.

Hercules

CG w/N demi-god of strength, prowess, heroism, and success of mortals

Clerics: CG and N

Worshippers: any non-Evil

Major: combat, protection

Minor: good, guardian, healing, war

Add: *strength* (2nd), *improved strength* (roll twice number of dice with one rnd casting), *protection from normal missiles* (must have lion skin for reusable material component, 3rd), *heroes' strength* (gives non-fighters percentile scores and fighter's random giant strength, 4th), *plane shift*, *protection from normal weapons* (must have lion skin for reusable material component), *raise dead* (although this always involves a very long and difficult quest and only works if the body is more-or-less intact, 5th)

Undead: no effect

Weapons: club, dagger, hammer, javelin, mace, morning star, short bow, short sword, sling, spear, staff

Armor: any

Symbol: club, lion's skin

- 1) may use Fighter items regarding strength (potion, spell, item, etc)
 - 3) may use potion of invulnerability strength raises to 18
 - 5) may use potion of heroism strength raises to 18/50
 - 7) may use potion of super-heroism strength raises to 18/75
 - 9) any strength magic (including spells from others) always at maximum potency for cleric strength raises to 18/90
 - 11) any strength magic cast by cleric always at maximum potency strength raises to 18/99
 - 13) strength raises to 18/00
 - 16) strength raises to 19
 - 20) strength raises to 20
- Must have 16+ strength
May use poison

Pan

CN demi-god of shepherds, satyrs, dryads, wilderness, wildness, and panic

Druids: CN

Worshippers: any Chaotic

Major: as Druid

Minor: as Druid but add chaos

Add: *sleep* (2nd), *confusion*, *fear* (4th)

Undead: no effect

Weapons: as Druid minus scimitar

Armor: leather but no shield

Symbol: syrinx

Must avoid civilization, structure, oaths, and laws whenever possible
Must be proficient with syrinx or forest survival

Persephone

N w/NG demi-goddess of life, peaceful death, spring, winter, and the afterworld

Druids: N

Worshippers: any

Major: as Druid but add death and remove elemental fire and sun

Minor: as Druid but add death and remove sun

Add: *darkness* (1st)

Undead: turn (at minus two levels)

Weapons: as Druid but minus scimitar and spear

Armor: none

Symbol: pomegranate, torch

Prometheus

NG demi-god (titan) of planning, foresight, fire, and patron of humanity

Clerics: any Good

Worshippers: any non-Evil

Major: creation, divination, elemental fire, good, protection

Minor: death, healing, numbers, thought, travelers, sun

Add: *knock* (only works on bars or chains, 3rd), *raise dead* (humans only), *regrow* (as *regenerate* but takes 24 hours to complete as is exceedingly painful, 5th)

Alter: *commune* (can be used once per week, yields one word answers, and can sometimes give probably future results)

Undead: turn (at minus two levels)

Weapons: standard

Armor: any

Symbol: torch, ring of iron and/or stone

Must have 13+ intelligence and wisdom

Must wear a ring of iron and/or stone to show obedience/binding to the authority of Zeus and the Olympians

Hates eagles and chains

Prometheus is not (technically) bound by the restrictions on the other Greek deities, although especially since he is nominally allied with them, indiscriminate use of these abilities will certainly draw the negative attention.

Actively aids humanity more than any other deity, except perhaps Athena

Tyche

N demi-goddess of fortune and luck

Clerics: N

Worshippers: any

Major: divination, guardian, numbers, protection, summoning

Minor: charm, combat, creation, healing, time

Add: *repeat action* (5th)

Undead: no effect

Weapons: club, dagger, hand axe, hammer, mace, short sword

Armor: any

Symbol: red pentagram

Gaea

N w/NG greater goddess of creation, life, fertility, motherhood, who is the Earth-Mother and source of the universe

Druids: N or **Witches:** NG and N

Worshippers: any

Major: as Druid but add creation

Minor: as Druid but add creation and protection

Add: all *monster summoning* spells as a mage (druids and witches) and witch spells of 1st level (witches only)

Undead: no effect

Weapons: as witch (for both druid and witch)

Armor: none

Symbol: a woman's head, a pregnant woman, a woman made of earth

Note all life is the product of Gaea and she loves humans, animals, and monsters alike. Accordingly, the faith of Gaea is VERY tolerant of all life-forms, philosophies, and classes. Her druids and witches are NOT restricted in their spell use (unlike other Greek priests), although indiscriminate use of these abilities may have other consequences.

Hecate

LE demi-goddess (titaness) of magic, witchcraft, mystery, transitions, crossroads, the night, and protector of children

Witches: LN, N, LE and NE

Worshippers: any non-Good

Major: divination, travelers

Minor: death, elemental (all), numbers, sun (non-solar)

Add: speak with dogs (1st), produce flame (2nd), speak with dog-like monsters (5th), and add also witch spells up to 4th level (but none function in daylight), only -20% to learn and only -4 from max spells

Undead: special

Weapons: as witch

Armor: none

Symbol: moon (usually bloody or setting), torch, willow tree, dogs

- 3) turn undead as cleric of one half level minus one (round up, i.e. 1st at 3rd, 2nd at 5th, 3rd at 7th, etc)
- 6) command undead as cleric of one third level minus one (round up, i.e. 1st at 6th, 2nd at 9th, 3rd at 12th, etc)
- 9) may enter and leave Hades freely (underworld guardians such as Cerberus, furies, hell hounds, etc will not bother)
- 12) may command underworld guardians (as same level cleric vs special or other, equivalent undead -- hell hounds, for instance, are commanded by hit dice [from shadow to mummy] and shadow mastiffs as shadows)

Hecate's witches are "more acceptable" than the general witch, at least to Greek worshippers. Female goddesses, especially Persephone and Artemis, usually have no issue with Hecate or her devotees.

Other possible deities include: **Eos** (Dawn), **Helios** (Sun), **Celene** (Moon), **Eros** (Love), **Nike** (Victory), **Hypnos** (Sleep), **Thanatos** (Death), **Morpheus** (Dreams), **the Three Fates** (Clotho, Lachesis, and Atropos), **Eris** (Discord), **Iris** (the Rainbow), **Nemesis** (Revenge), **Ganymede** (Cup-bearer of the Olympians), **Hebe** (Youth), **Eileithyia** (Childbirth), **Silenius** (non-civilization), **Aeolus** (the winds), **Harmonia** (Peace after War)

Druid spheres are:

Major: animal, elemental (all), plants, sun, weather

Minor: divination, healing

This is included **only for reference** since Druids get a slightly different set of spells per sphere than traditional clerics -- Druids get limited access to the All and Divination spheres and gain a few spells at slightly different levels (CLW, CCW, speak with animals, etc). **Druids should continue to consult the spell lists specifically for Druids** found in the Player's Handbook and Unearthed Arcana, **adding only** spells found in the **major druidic spheres** (such as *messenger*, *weather stasis*, and *sundazzle*).

General Note – There is a cost for the more refined/defined powers of Greek priests – Greek priests will not normally have spells from the main sphere of a different deity (no weather spells from Apollo or Athena, no anti-undead spells from Zeus or Poseidon, none of the druids can call lightning, etc). As a rule of thumb, unless a god is specifically given access to one of the following spheres, all spells from that sphere are denied: death, elemental water, plant, sun, weather.

In addition, all Greek priests have to *polymorph self* (5th, but non-monstrous forms only), *polymorph other* (6th, non-monstrous only) and *polymorph any object* (7th). The granting of these spells is limited by the power of the god involved; only lesser deities can grant polymorph other and only greater gods can grant polymorph any object.

For a point of comparison, if we were using Roman mythology instead of Greek, then Athena/Minerva and Apollo would both be demoted to lesser gods, Demeter/Ceres and Ares/Mars would be raised to greater gods, and Persephone/Proserpina would be raised to a lesser goddess. Also, Aphrodite/Venus and Hephaestus/Vulcan would have divorced so she could marry Ares/Mars.