

Demeter (Pelor)	Good
Hope, Life, Sun	
Goddess of the sun, summer, and the harvest, Demeter is the protector of the meek. She supports those in the times of greatest need, and opposes all that is harmful or destructive. As lady of agriculture and plenty, she is commonly worshiped among the common-folk, and her priests are well-received wherever they go. There are many paladins and rangers in her service.	
<ul style="list-style-type: none"> * Alleviate suffering wherever you find it. * Bring Demeter's light into places of darkness, showing kindness, mercy, and compassion. * Be watchful against the undead. 	
Regents Pandora, Dionysus, Apollo	

Hades (The Raven Queen)	Unaligned
Death, Fate, Winter	
The eldest of the brothers, Hades is the spinner of fate and the patron of winter. He marks the end of each mortal life, and mourners call upon him during funeral rites, in the hope that he will guard the departed from the curse of undeath.	
<ul style="list-style-type: none"> * Hold no pity for those who suffer and die, for death is the natural end of life. * Bring down the proud who try to cast off the chains of fate. As the instrument of the keeper of death, you must punish hubris where you find it. * Watch for the cults of Orcus and stamp them out whenever they arise. The Demon Prince of the Undead seeks to claim Hades's throne. 	
Regents Thanatos, the Moirae, Boreas	

Hera (Avandra)	Good
Change, Freedom, Luck	
Goddess of change, Hera delights in freedom, trade, travel, and adventure. Her temples are few in civilized lands, but her wayside shrines appear throughout the world. Travelers, merchants, and adventurers of all types are drawn to her worship, and many toast in her honor as the god of luck.	
<ul style="list-style-type: none"> * Luck favors the bold. Take your fate into your own hands, and Hera smiles upon you. * Strike back against those who would rob you of your freedom and urge others to fight for their own liberty. * Change is inevitable, but it takes the work of the faithful to ensure that change is for the better. 	
Regents Pallas, Hermes, Tyche	

Hestia (Erathis)	Unaligned
Civilization, Creation, Justice	
Hestia is the god of civilization. She is the muse of great invention, founder of cities, and author of laws. Rulers, judges, pioneers, and devoted citizens revere her, and her temples hold prominent places in most of the world's major cities.	
<ul style="list-style-type: none"> * Work with others to achieve your goals. Community and order are always stronger than the disjointed efforts of lone individuals. * Tame the wilderness and defend the light of civilization against the encroaching darkness. * Seek out new ideas, new inventions, new lands to inhabit, new wilderness to conquer. Build machines, build cities, build empires. 	
Regents Athena, Hephaestus, Nemesis	

Poseidon (Melora)	Unaligned
Life, Sea, Wilderness	
Poseidon is the god of the wilderness and the sea. He is both the wild beast and the peaceful forest, the raging whirlpool and the quiet desert. Rangers and hunters revere him, and sailors make offerings to him before beginning their voyages.	
<ul style="list-style-type: none"> * Protect the wild places from destruction and overuse. Oppose the rampant spread of cities and empires. * Hunt monsters and abominations of nature. * Do not fear or condemn the savagery of nature. Live in harmony with the wild. 	
Regents Leto, Triton, Artemis	

Other Gods and Heroes, and the Present Age

Zeus, Aphrodite, and Ares are notably absent from the above list of deities. While not currently commanding domains or a divine portfolio of their own at this period in the ancient world, they are nevertheless present and undoubtedly a force with which to be reckoned.

It's worth pointing out that the events of many myths you may be familiar with have yet to transpire. Apart from the Trojan Wars, the only major events include the **Titanomachy** (the original overthrowing of the Titans), the **Theft of Fire** (and the binding of Prometheus), and the **Gigantomachy** (the revenge of the giants).

Heracles has completed his Labors, and both the Argonauts and Odysseus have returned home (the latter only returning to Ithaca within the last year).

Character Classes and the Power Sources

Martial (fighter, ranger, rogue, warlord)

Most heroes of the Bronze Age draw strength from the Martial power source. They are fighters wielding bows, spears, slings, or mauls. Some also carry swords into battle, they tend to rely more on light blades.

The Third Trojan War, some ten years previous, saw the most active Martial heroes of the Age, and with the advent of Iron, some are heralding the event to be the dawn of a new Age.

Primal (barbarian, druid, shaman, warden, seeker)

Before the Trojan Wars, Primal heroes were among the most plentiful, making pacts with spirits and protecting communities with traditions older than the written word.

Though they still wield great power in their home communities, they are becoming less prevalent in the world outside their isolated towns and villages.

Divine (cleric, paladin, avenger, invoker, rune priest)

Preceding the Trojan Wars, there was a marked increase in the number of Divine heroes in the world, which has also led to an increase in philosophical debate. Some suggest their influence could have prevented the wars.

Divine heroes are coming into their own, becoming the new leaders of growing towns, replacing the aged and dying god-kings and those lost in the Trojan Wars.

Arcane (warlock, wizard, bard, sorcerer)

Often secluded, secretive, and strange, heroes drawing from the Arcane are rare, but becoming more common following the fall of the god-kings in the Trojan Wars.

Arcane heroes often meddle in the affairs of titans and the fell prisoners of Tartarus. It has been whispered that Chained Prometheus was once a bard or wizard of legend before he was bound for spreading knowledge.

Psionic (ardent, battlemind, monk, psion)

Rarer even than Arcane heroes are those who draw upon the powers of the mind. They are poorly understood and often associated with Morpheus, Psyche, and Hypnos.

Elemental (various)

Few dare draw power from the Titans for fear of incurring the wrath of Olympus, though the gods are slow to move against the cults that worship them.

Shadow (various)

Whispers claim those who siphon Underworld power must be agents of Hades, while others argue he can do nothing to prevent its use. They are feared either way.

Helpful Notes About Equipment

First, we're going to use the inherent bonus rules from the *Dungeon Master's Guide 2* instead of the typical rules for finding and improving magic items. You can potentially pick up an artifact or a powerful weapon to augment your character's strength, but you'll mostly be getting stronger as you advance in level.

char. level	inherent bonus
2nd, 7th, ...	attack and damage +1, +2, ...
3rd, 8th, ...	critical damage +1d6, +2d6, ...
4th, 9th, ...	AC, Fort, Ref, Will +1, +2, ...
5th, 6th, 10th	standard character advancement

In terms of equipment, those armor and weapon types most commonly in use are cloth, leather, and hide (all fairly light, and constructed of commonplace material) and the club, dagger, great club, and sling.

Sickles are more common than scythes (the latter an invention of the Northern Scythian tribes), and both are more often found as farming implements than weapons of war, though exceptions exist. Spears and axes are in greater number than any type of blade. Hammers and maces are even less common than swords for their exorbitant and wasteful use of metal.

10 Most Common PHB Weapons

10.	*Longspear	military
9.	**Handaxe	military
8.	Spear	simple
7.	**Javelin	simple
6.	Quarterstaff	simple
5.	Sickle	simple
4.	**Dagger	simple
3.	**Sling	simple
2.	Greatclub	simple
1.	Club	simple

* Reach weapon

** Ranged/Thrown weapon

Honorable mentions: flail, short sword, short bow

Everything else, including heavy armor and weapons made predominantly of metal, are rare and likely to attract the attention of thieves and opportunists.

Factions and Social Order of the Day

Society is broken into five castes, or social groupings. There are **the princes** who have taken control of towns and villages through military force, and fortified them against monsters and invasion.

Supporting them are **the nobles**, purported to be descended from the gods and various gods, monsters, titans, and other personifications of nature, but who are otherwise uninterested in expanding their rule.

Occupying the borderlands are **the tribes**, who may or may not be as primitive and backward as they seem. Many are formed from broken families, driven from their ancestral homes by war and famine.

Nestled in their enclaves are **the guilds**, be they cultists to nameless gods, groups of master artisans, shipping and trading companies, merchant houses, or experts of an emergent trade or fighting school.

Finally, there are **the outlaws**, smugglers, pirates, brigands, slavers, sell-swords, or any who may have been wrongly accused or driven from their homes and not yet resettled. Wanderers, adventurers, or explorers.

Choose Alliances Carefully, Avoid Bridge-Burning

Often times, a faction will have a particular affinity for one deity, class, power source, or fighting style. Those who hold that same affinity will find favor with the faction in question, but falling from grace, or worse -- betraying a faction -- will often lead to far harsher consequences than avoiding factions altogether. Yet, avoiding factions entirely may not be possible, as resources are scarce in the ancient world.

Settlements, Crossroads, and the Wilderness

Be Prepared.

Towns and settlements are often fortified against the dangers of the wild, and are usually the best place to resupply and rest between adventures, but anyone who disturbs the peace and prosperity of a town faces exile and (potentially) angry mobs.

Outsiders are a fact of life, and settlers know what to do when their way of life is threatened.

Crossroads, the open sea, villages, and roadside shrines are places where people tend to gather, and are often the sites of adventure. Large structures are rare, and most settlements disappear under disease or the sword before amassing any great wealth. Monsters and undead are common, and those who claim to be heroes are just as often bandits and marauders.

Take only what you need to survive.