

RISUS HEROIC GREECE

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The myths of ancient Greece speak of heroes, gods, and monsters, of mighty quests and tragic fates. It differs from standard fantasy in many ways, yet much of it has found its way into our books, our movies, even our RPGs.

Fans of the popular "Hercules" and "Xena" TV series will find much that they recognize here, but many of my interpretations of various mythological characters will be based more on the myths themselves. However, "maximum game fun" is my goal, so don't look for a dry, scholastic dissertation, either.

To use this page you'll need a copy of [Risus: the Anything RPG](#), (copyright 1993-2001) by S. John Ross.

CLICHES FOR HEROIC GREECE

HEROES

Most heroes have a divine patron or parent, and have earned the displeasure of some god or another because of the circumstances of his conception (Hera despises the issue of Zeus' infidelities, for example), something they've done (such as stealing some god's sacred cattle, or cuckolding them), or something they didn't do (omitting an important sacrifice, especially if you promised one).

Note: many of the cliches below look as if they're pretty much interchangeable, and they are, pretty much. However, many of these terms are taken from Greek mythology and epic poetry, and are included to establish the proper atmosphere for the Age of Heroes.

- **Lover of Battle:** Slay monster, hew limbs, bash heads, clean gore off your armor, avenge insults to your honor,
- **Wild Spear-Fighter:** Fight fiercely, fling javelin, stab with spear, retaliate for dishonor
- **Spear-Famed Warrior:** Thrust expertly, fling javelin, strike target, prize fame
- **Wide-browed King:** Look regal, find compromise, keep factions happy, reward followers
- **Leader of Men:** Inspire confidence, make good decisions, rally aristocrats
- **Shepherd of the People:** Increase prosperity, rule generously, protect the people
- **Stalwart Charioteer :** Keep chariot upright, give advice, avoid obstacles, keep chariot out of danger, repair chariot, get hero to physician, bring back word of the hero's death
- **Sacker of Cities:** Besiege city, rally warriors, survive battle, maintain morale, command authoritatively, break enemy line, recognize valor
- **Spoil-taker:** raid cities, acquire loot, avoid defenders, mindful of glory
- **Leader of Battles:** Bolster morale, make tough decisions, plan wisely, listen to counsel, brook no affrontery
- **Son of Battle:** fight until victorious, seek glory, slaughter foes
- **Clean-limbed Athlete:** Flex muscles, oil body, compete for prizes, avenge slights
- **Rock-fisted Boxer:** Pummel opponent, pound face, swift uppercut, feint and dodge, mind reputation
- **Powerful Wrestler:** Break out of hold, pin foe, iron grip, shun modesty
- **High-vaulting Bull-leaper:** Train bull, leap gracefully, evade harm, please the crowds
- **Fleet-footed Runner:** Run swiftly, pace self, pull ahead
- **Long-armed Javelin-thrower:** Hit the mark, throw far, suffer no insults
- **Godlike Warrior:** Give no quarter, rage against foe, destroy shield, terrify opponent, delight in slaughter, avoid disgrace
- **Cattle Raider:** Sneak past patrols, quiet cattle, liberate herd, know lots of rope tricks, defend reputation

- **Far-Shooting Archer:** Hit distant target, be calm and steady, keep people from playing with your bows, make more arrows, object when people say that archers are cowards
- **Child of a God:** Call on Mom or dad for favors, have funky power (see Signature Abilities, below)
- **Antlike Myrmidon:** Fight in formation, work well with your fellow Myrmidons, obey orders absolutely
- **Horse-riding Amazon:** Fight as well as a man (or better), shoot from horseback, live off the land
- **Breaker of Horses:** tame horses, guide chariot, tend steeds

COMMON FIGHTERS

These men fight for reasons other than glory: duty to their lord, personal gain, etc.

- **Freeborn Soldier:** Obey superiors, complain about food, stand watch, complain about superiors, gamble and drink and wench whenever possible
- **Gold-Greedy Pirate:** Sail the seas, attack ships, demand ransoms, climb the rigging, say things like "sink me fer a lubber" and "shiver me timbers"
- **Cowardly Bandit:** ambush passers-by, live off the land, retreat when overmatched
- **Cowardly Archer:** shun glory, strike from afar, defend self poorly

CRAFTS, PROFESSIONS, CALLINGS

These vocations are primarily practiced by those of non-heroic stature, but many heroes also practice them as well at home or on campaign.

- **Pragmatic Priest:** butcher animal, interpret sacrifice, perform ritual, perform marriage
- **Blood-Spattered Chirurgeon:** ignore screams, amputate maimed limb, cauterize stump, stitch wound, tell them "this won't hurt a bit", bind ribs, splint broken bones
- **Gossipy Midwife:** tell old wives' tales, spot pregnancy, treat infertility, prescribe contraceptive, terminate pregnancy, tend mother-to-be, deliver child, save mother
- **Doting Herdsman:** keep herd safe, watch out for predators, run after animal, tend sick animal, butcher animal, stay awake
- **Hard-Working Farmer:** manage farm, plow fields, lift heavy burdens, talk about crops, complain about weather, fix things
- **Fisherman:** go fish, keep quiet, make traps, make nets, swim, know the waters, patch up boat
- **Honorless Thief:** skulk about, slink warily, wait for opportunity, pilfer swag, pocket valuables
- **Wide-Faring Poet:** compose poem, enrapture audiences, sing and play lyre, be welcome anywhere
- **Low-Born Entertainer:** entertain audience, sense mood of audience, have casual fling
- **Clever-tongued Bard:** compose spontaneously, travel widely, praise host, receive hospitality wherever you go
- **Slender-waisted Dancer:** dance gracefully, follow the rhythm, evade unwanted suitors
- **Sweet-throated Singer:** remember songs, find pitch, cover mistakes, attract lovers
- **High-vaulting Acrobat:** Tumble gracefully, leap high, keep balance, climb effortlessly
- **Craftsman:** make things, appraise things, find stuff to make things out
- **Meticulous Woodworker:** build furniture, carve decorations, make cabinets, appraise woodwork
- **Finger-stained Leatherworker:** flay cattle, tan hide, endure stench, work leather
- **Clay-daubed Potter:** find clay, spin wheel, shape pottery, decorate handiwork
- **Wealthy Goldsmith:** obtain gold, create jewelry, appraise works
- **Broad-Shouldered Metalsmith:** make things out of bronze, ignore burns, flex muscles impressively, evaluate metal
- **Clever-Handed Engineer:** build palace, drain swamp, build fortifications, build the occasional mechanical bull or strap-on wings
- **Swift-Stalking Hunter:** live in the wild, stalk prey, wait patiently, know nature lore, wise in the chase
- **Salt-stained Sailor:** man oars, set sail, follow the coastline, know landmarks, gossip and swear, keep a weather eye out, be superstitious, keep a girl in every port, brawl at a moment's notice
- **Wing-Worded Herald:** Memorize messages, walk long distances, travel under the protection of the gods
- **Labor-Weary Slave:** bear heavy burden, live on scraps, ignore pain, go without sleep, work until you drop, endure mistreatment

- **Far-Roving Trader:** Evaluate goods, drive hard bargain, protect goods, organize trading expedition, communicate with stranger
- **Battle-Hardened Medic:** Bandage injury, splint broken bone, carry patient, dodge attacker, survive battle
- **Unwashed Beggar:** Tell sad story, beg for scraps, flatter patron, show old wound, do amusing trick, swallow pride, sleep anywhere
- **Dutiful Wife:** Do chores, run household, prepare meals, welcome guests, obey husband, raise children, keep household gods happy
- **Grape-Stained Vintner:** Grows grapes, make wine, shake off hangover
- **Sleep-Wary Sentinel:** Challenge newcomers, defend wall, remain at post, withstand pain, go without sleep, stand fast, light beacon, sound alarm

DRAMATIC ROLES

These aren't occupations or nationalities or races, but they're roles that come up frequently in Greek mythology. These all make great cliches.

- **Calm-browed Peacemaker:** End feud, forge alliance, put down weapons, see both sides, calm passions, find compromise
- **Favored by Aphrodite:** Be mysteriously attractive, caress passionately, perform under duress, demonstrate ardor, endear with a glance, stay awake, run from enraged spouse, jump out window
- **Wise Friend:** Boost confidence, resolve argument, prevent anger, sting pride, lift friend's burden, lighten heart
- **Steadfast Companion:** Fight to the death for friend, stand loyal, watch friend's back, avenge friend's honor, talk sense
- **Trustworthy Counsellor:** Be impartial, cite precedent, know unseen factors, sense dissent, find weakness in argument, talk for hours, know traditions, find compromise, memorize, speak with authority
- **Princess Chained to a Rock:** Have parents that tick off the gods, get chained to a rock waiting for a monster to eat you, marry the hero who rescues you, slays the monster, and kills your parents.
- **Wicked King:** be paranoid of mysterious visitors, arrange to have mysterious visitors killed, try and circumvent prophecy that you'll be killed by a mysterious stranger, get killed by mysterious stranger
- **Scheming Aristocrat:** Betray confidence, work for own gain, seek the throne, set impossible task, lust after princess
- **Implacable Avenger:** Seek revenge, right wrongs, protest against iniquity
- **Tireless Defender:** Defend the helpless, stand against odds, face hopeless odds
- **Giver of Wealth:** Be generous, inspire loyalty, react badly when generosity is called into question
- **Doom-shouting Soothsayer:** Bring evil tidings, warn against folly, deliver unpleasant truths, suffer in public
- **Devious Manipulative Priest:** scheme against your enemies, bring about disaster, curry favor, anger the gods

RACES

There aren't any elves, dwarves, or orcs in the myths of the Greeks, but there were plenty of non-human intelligent beings. Very few of these will be player-characters; however, they often figure into the background of heroes. Many heroes were the sons of nymphs, and many of the greatest were trained by the centaur Chiron.

- **Lustful Satyrs:** Have the legs of a goat, be horny all the time, try to seduce anything female, shy away from confrontation, play panic song, play frolicsome tune
Note: Satyrs are always male. How they reproduce is best left to the imagination.
- **Shape-shifting Empusae:** Look like a human, hindquarters of brass
- **Woman-Stealing Centaurs:** Be part-human/part horse, get rowdy when you drink wine, play the lyre, be an archer
Note: Centaurs are always male. Lock up your women AND your mares.
- **Wild-Haired Wood Nymphs:** Live in forest, make friends with forest animals, know home territory, disdain cities, move easily through forest, etc.

Note: Nymphs are always female.

Different Types of Wood Nymphs:

- Alseids: Sacred groves in the midst of the forest
- Meliads: Ash Trees in particular, but not bound to one single tree like Hamadryads
- Hamadryads: Live as long as your tree does, protect and avenge your tree, merge with your tree
- **Deep-Dwelling Water Nymphs:** Live in river/ocean, speak to fish, know home territory, disdain cities, swim quickly, breathe in air and water equally well, etc.,

Note: Nymphs are always female.

- Naiads: clear springs and freshwater brooks, often the daughter of a river-god
- Nereids: live in grottoes and near shore, attend court of Poseidon.

SIGNATURE ABILITIES

Many heroes have a special ability or quality that marks them as unique. These abilities are often the result of being the child of a god, or an object of the god's special interest. Take the "Child of a God" cliché above and choose a "signature ability" like the ones below to go with it (or make up one of your own). Generally, you should only have one signature ability or a very closely related set of signature abilities (e.g., a special way with horses: communicating with horses, calling horses to you, a special healing touch with horses).

- Godlike speed (run really fast, run over special surfaces e.g. over water, up a wall, over a field of grain, over the tops of trees, on the wind)
- Godlike strength (divert rivers, grab boulders, punch out horses)
- Godlike vitality (spend the night with the 50 daughters of a king)
- Godlike beauty (be adored by the opposite sex/envied by the same sex)
- Godlike agility (dodge arrows, leap over chariots)
- Godlike cunning (think of ways to get an army into a city, think of places to hide loot in plain sight)
- Bloody-Handed Slaughterer (the death, inspire terror, face insurmountable odds)
- Wing-footed (have wings on your feet or back, fight from the air, etc.)
- Weather-wise (predict weather, read weather-omens)
- Keen-eyed as Lynceus (notice things too small or distant for others to see, see ghosts)
- Sharp-eared (Hear words spoken upwind, hear soft or distant sounds, eavesdrop)
- Shapechanger (any animal, certain types of animals, one animal only)
- Understand the speech of animals (all animals, one kind of animal only)
- Diviner (read entrails, examine livers, interpret dreams, know a bit about what the gods are planning)
- Sneaky as Autolycus (change appearance of stolen objects, fabricate truth)
- Vigilant as Argus (never sleep on duty, see clearly at night, sleep with open eyes)
- Impenetrable skin (except for a single vulnerable spot)
- Immortality (cannot be killed even from a mortal wound, though that may not be much fun)
- Son of a water deity: Function normally underwater, hold breath for a long time (or breathe underwater), swim very well, befriend water creatures
- Never suffer gastric distress
- Evil eye (cause illness or misfortune to befall the object of envy or jealousy)
- Prophetic trance
- Scrying in a pool of water, a mirror, a pond, etc.
- Earth-born Might: Great strength or size when standing barefooted on the unpaved ground
- Invisible in one type of environment or circumstances (the dark, the deep woods, the sea, etc.)
- A non-verbal mental connection to a special person or creature (your twin, a favored animal, your mother, etc.) The other person knows when you're badly hurt, in terrible trouble, dead, and so forth. The bond can be one-way or two-way.
- Storm-footed (run up walls, run on top of a wheatfield without bending the stalks, run tirelessly, etc.)
- Produce food: feed an entire army, always have enough food on hand, combat famines
- Thunderous Voice: get attention, always be heard over crowd, shout orders, surprise from behind
- Commanding Presence: make self understood, commanding voice, rally warriors, stand fast

- Unswerving Loyalty: sense disloyalty, fight to the death, stand loyal, fight to the death
- Traveler: Sleep unmolested, find shelter, evade bandits, locate trail, find escape route
- Raised by Bears: speak to bears, hibernate, forage, terrify prey, bear's strength, bear's hide
- Mighty hunter: run without tiring, disdain civilization, track by scent, invisible to prey
- Salt of the earth: sober up, strong as an ox, sway others with honesty, tireless laborer
- Son of Hephaestus: resist heat, keep fires burning, beat metal tirelessly, handle hot metal, create wondrous inventions
- Old Salt: avoid reefs, stay afloat, survive shipwreck, land safely
- Legendary Endurance: bear any burden, go without food, ignore pain, go without sleep, remain standing

COMBINING CLICHES

Most of the cliches above can be combined easily. You can have Cattle-raiding Amazons, a Rock-fisted Sacker of Cities, a Wise Spear-famed Friend, a Silent-stalking Hunting Nymph, a Wing-footed Centaur Favored by Aphrodite, a Horse-taming Wife, or any combination agreeable to you and the gamemaster.

TRAITS

These are not cliches in themselves, but may be used in conjunction with them, e.g. Silver-Tongued Counselor, Huge and Mighty Warrior, Impetuous Charioteer, Bright-Haired Huntress, etc.

- **Physical:** Mighty-thewed, strong-limbed, tough, stalwart, Herculean, vigorous, robust, brawny, well-built, muscular, huge and mighty, of the great war-cry, powerful, tall, mighty, ambidextrous, horse-like,
- **Mental:** Clever, wily, mighty in cunning, smart, wise, crafty, resourceful, sly, scheming, sly as a vixen, sure-sighted, good in counsel
- **Appearance:** Favored by Aphrodite, cow-eyed (F), fair-cheeked (F), white-armed (F), godlike, fair-haired, flowing-haired, bright-haired, bright-faced, bright, golden, flowering, grim-faced, shining
- **Behavior:** Brutal, reckless, overconfident, generous, noble, fearless, valiant, proud, just, great-hearted, eye of young girls, wild, goatish, untamed, warlike, impetuous, resolute, mighty in wrath, tender, lustful, blameless, loudly-bellowing, man-like (F), most pure, bull-killer, despoiler, merry, disdainful, fearless, tongue-tied, war-like, cheerful, muttering, grunting, grasping, greedy,
- **Luck:** lucky, luckless, unfortunate, fortunate, ill-omened
- **Famous:** Much-praised, justly famed, renowned, illustrious, renowned, praiseworthy, exalted, widely honored
- **Wealth:** rich in substance, profligate, impoverished, greedy, rich in cattle, golden
- **Eloquence:** wing-worded, silver-tongued, honey-tongued
- **Physical defects:** Sightless, smelling like a goat, warty,

SORCERY

In ancient Greece, sorcery is primarily practiced by women. Sorceresses are women with divine blood in their ancestry, which enables them to work magic, often using magic herbs and other substances, words of power, and special equipment. In foreign lands such as Egypt or the Hittite Empire, sorcery is much more common than in Greece, and may be practiced by men and women without divine blood.

Unlike the magicians of most fantasy games, they do not teleport, cast fireballs or lightning bolts, fly (though they can change into a bird or summon a flock of them up), visit other planes of existence (except via an entrance to the Underworld), or become insubstantial. Invisibility is something that only the gods possess, though sometimes they place it upon an object for use by mortals. Spells often take some preparation time to cast properly.

Here are some things you might want to provide in your magical ceremony. (It adds to the atmosphere of the game and it might entertain the gamemaster.) Generally speaking, the more powerful the spell is, the longer it will take; the more props and ceremonies you use, the easier it will be to cast.

- A lead tablet, inscribed with the name of the victim, what was supposed to happen to them, the names of appropriate (or even inappropriate or foreign) gods or powerful magicians. The tablet is folded and put where the powers of the underworld can find it, buried in the grave of someone who died untimely or down a well. Sometimes a scrap of the victim's clothing or some of their hair or a wax doll labeled with their name is folded up inside the tablet.
- Magical herbs served in food.
- A wax doll, as above, with hair or clothing scraps attached, pierced with nails in the portion of the body the spell is supposed to affect.
- An engraved gem, useful for protective amulets and talismans.
- Names of powerful magicians and gods (especially foreign gods)
- Special times (midnight, dawn, twilight, when the moon is full, when the moon is new, a sacred day for a god, at a solstice or equinox, an anniversary, a holiday)
- Special places (graveyards, the home of the person you want to cast the spell on, sacred places, groves, caves, waterfalls, pools, the crest of a hill, the peak of a mountain)
- Magical instruments (flutes, drums, chimes, pipes, lyres) and dancing
- An animal to sacrifice
- Hand gestures (thumb between forefinger and midfinger, forefinger and midfinger placed on either side of the nose), facial expressions (the "gorgon face"), etc.

Here are some examples of spells you might be able to cast. The list is not complete, but it might provide you with a sense of the style of magic employed.

- Restoring and causing injuries, illness, blindness
- Casting illusions (they seem real, but disbelieving them doesn't make them go away)
- Srying (using a mirror, a pool of water, a pond, etc.)
- The Evil Eye (causing illness or misfortune to the object of your envy or jealousy)
- Protection from injury on the battlefield or when traveling, malicious sorcery and ghosts
- Illusions, causing places to seem bright and cheery or cold and gloomy, causing unseen musicians to play
- Sharpening or dulling the senses
- Influencing emotions, particularly love and hate
- Keeping people from speaking against you
- Taking the form and abilities of an animal (or changing others into unintelligent animals)
- Call nearby creatures to you
- Communicate with animals or those who don't speak your language
- Fertility of people, beasts, and crops
- Calling forth spirits of the dead, awakening corpses, and banishing the same

MAGIC ITEMS

Magic items did play a part in Greek mythology, but they were handled differently than they are in many fantasy role-playing games. Sometimes the gods lent their personal gear out to heroes, such as when Hades lent his helmet of invisibility to Perseus. The gods tend to want these items back, and will either drop by and pick them up in person, or arrange for something to happen to said items (say, blasting the hero who tries to hang on to them for too long). It wouldn't be a bad idea to drop them by an appropriate temple for disposal. Often, instead of just giving the item to the heroes, they'll tell them how to find it, which often entails journeying a long way and overcoming some needlessly-dangerous obstacle.

Sometimes the gods did have some special item made (usually by Hephaistos) for the heroes. The armor of Achilles is one example of these items, and it's just really really good armor. Really really good weapons are also given by the gods, as well. These items don't tend to have the pizzazz of helms of invisibility or Athene's aegis (a shield with the head of Medusa on it, which she sometimes lends out), but they tend to stay with the hero. They often come highly decorated with stories and scenes upon them, unmistakably the work of the gods.

Still another type of magic item is the type the hero makes for himself, e.g. Heracles dipping his arrows in the venomous blood of the Hydra, taking the pelt of the Nemean Lion as his armor, etc. This is not enchantment, as is commonly understood in other games; no ability to work magic is needed, but if any type of craft is needed to produce the item the hero should have the appropriate skills to accomplish it.

HOOKS

There are plenty of great hooks in the Greek myths. Some are fairly common, while others are rather rare. Here are some ideas you can use when developing flaws and backstories.

- Most heroes tended to die on the battlefield or through accident or treachery rather than old age. Older kings tended to settle down and leave the wars to the young, though they often became fearful of being dethroned.
- Many heroes don't seem to know who their parents are. Gods, especially male gods, have a way of hiding their identities from the mortals they seduce, so their true natures are not revealed until later, as is the case with Heracles. Sometimes a hero is abandoned at birth because of some prophecy, as were Oedipus and Paris, to be rescued and raised by strangers; in these cases he may not even know he was abandoned. Theseus had two fathers,
- Passions tended to run high against the highly competitive warrior-nobles, so you often hear of them killing someone in a fit of anger. Quite often this would be a father or a brother, and would lead to exile. It is not uncommon to pay back what we would call petty insults with blood and war; any slight to someone's honor could be a cause for calamity (yet it happened often).
- Having a god for a parent would seem to be really really lucky, but it's really an invitation to a lifetime of trouble. Your divine progenitor might decide to swoop you off the field of battle just when you were getting ready to deliver that legendary blow that would bring you glory everlasting, or they might decide that you haven't had enough chances to prove your valor lately and fling some exciting challenges at him (usually by sending a monster to menace a village full of uppity peasants or a princess chained to a rock).
- Quite often, one of the gods is sufficiently peeved at a character to make his life difficult. Hera did this to several of Zeus' illegitimate offspring as well as his paramours. Poseidon raised storms and sent sea-monsters off the people who committed offenses against him. Ares tended to aid the enemies of the hero he hated, and hampered the blows he struck in combat. Aphrodite would interfere in a character's love life, perhaps getting him involved in a disastrous affair, breaking up his marriage, or any number of other disastrous affairs of the heart. Dionysus can send maenads and forest creatures after victims to drive them mad or tear them to pieces, or make the crops fail and seduce their women. Most of the gods don't want the offending heroes to die, they want them to suffer. Don't tick off Apollo or Artemis, though.
- Many heroes are impulsive, acting without considering the consequences of their actions (for example, Paris' abduction of Helen of Troy, Jason's rashly vowing to retrieve the Golden Fleece, Odysseus' revealing his true name to Polyphemos). Stubbornness, lechery, and jealousy are also common.
- Heroes often travel incognito, sometimes disguised as a beggar. Since there are no inns or hostels in Achaea, one often seeks out a nearby house or even a palace for lodging and refreshment. Having a guest show up unexpectedly is often considered a blessing from the gods. In spite of Zeus' command that houseguests are sacred, however, there's a distressing tendency for kings to feel threatened by any mystery guests in their households, especially if they are troubled by some family curse or mysterious prophecy; thus they trick them into leaving to perform an impossible task, or try and arrange a stealthy assassination or an unfortunate "accident". This trick almost never works, but it remains a popular way to deal with awkward social problems.

THE GODS and other Supernatural Beings

Many times a character will want to contact a god to ask for help or a favor. Priests can try and contact a god during a sacrifice and request a special request that falls within the god's domain. The children of the gods can also appeal to their divine parents, who might answer if they happen to be looking in on their children. Listed below are the Gods and some areas they are usually interested in; some of them are rather obscure.

- **Zeus** : weather, sky, lightning, thunder, lightning, protecting fugitives, oracles
- **Hera**: women, childbirth
- **Apollo**: archery, healing, shepherds, music, athletics, prophecy, plagues
- **Artemis**: hunting, forests, she-bears, the moon, childbirth
- **Ares**: uncontrolled war, fear, terror
- **Athena**: wisdom, cunning, intelligent warfare, many crafts
- **Aphrodite**: all aspects of love
- **Hephaistos**: Metalcraft, beneficial fires, craftsmanship, volcanoes
- **Hestia**: Hearth, the home
- **Hermes**: flocks, travelers, profit, gambling, eloquence, thieves, traders, conducting the dead to the underworld
- **Dionysus**: wine, vegetation, pleasure, frenzy, madness
- **Poseidon**: the sea, seafarers, earthquakes, horses
- **Demeter**: fertility, growing things
- **Helios**: the sun, sight
- **Selene**: the moon
- **Eos**: The dawn
- **Eros**: Capricious love
- **Eilythia**: Childbirth, often associated with Hera or Artemis
- **Leto**: Darkness and nature, mother of Apollo and Artemis
- **Mnemosyne**: Memory
- **Nemesis**: Revenge
- **Hades**: The underworld
- **Asterodeia**: the Sun
- **Budeia**: oxen
- **The Erinyes (Alecto, Megaera, Tisiphone)**: Avengers of crimes against one's family, especially against the mother
- **Persephone**: daughter of Demeter, wife of Hades, object of the Eleusinian Mysteries
- **Iris**: messenger of the Gods, rainbows
- **Hebe**: cup-bearer of the gods, youthfulness
- **Asklepios**: healing, incubation (healing dreams)
- **Hygeia**: health
- **Panacea**: healing
- **Hypnos**: sleep
- **Morpheus**: dreams
- **Themis**: Justice, law, order, the rights of hospitality
- **Hymen**: marriage
- **Leucothea and Palaemon**: mortals changed to sea deities.
- **Pan**: forests, pipes, sudden fear without apparent cause
- **Priapus**: fertility in crops, animals, humans; protection against the evil eye
- **Chloris**: spring and flowers; wife of Zephyros, the West Wind.
- **River gods**: many river gods had mighty powers over those who dwelled within and upon their banks.
- **the Winds**:
 - Eurus: East Wind
 - Zephyros: West Wind
 - Boreas: North Wind
 - Notus: South Wind
- **The Graces (Aglaea, Euphrosyne, Thalia)**: Associated with Aphrodite
- **Nereids**: daughters of the sea god Nereus, often part of Poseidon's retinue. Rescued sailors in distress, aided voyagers. Some famous ones include:
 - Amphitrite: wife of Poseidon
 - Thetis: mother of Achilles
 - Galatea: loved by Polyphemos
- **Moirae (the fates)**: determines the length of a mortal's life.

- Clotho: spins the thread of Life
- Lachesis: disposer of lots, measures the thread
- Atropos: the inevitable, cuts the thread
- **The Horae** (Hours): goddesses of agriculture and social and political order; guardians of the gates of heaven; the seasons.
 - Dike: Justice
 - Eunomia: Good Order
 - Eirene: Peace
 - Thallo: blossoms, spring flowers
 - Carpo: ripeness, summer fruits
- **The Muses**: patrons of the arts:
 - Calliope: epic poetry
 - Clio: history
 - Erato: lyric and love poetry
 - Euterpe: music and flute-playing
 - Melpomene: tragedy
 - Polyhymnia: sacred song
 - Terpsichore: dance
 - Thalia; comedy
 - Urania: astronomy