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ODYSSEY

OF THE DRAGONLORDS

PLAYER'S GUIDE

Your guide to exploring the hidden continent of Thylea
for the world's most popular roleplaying game

ODYSSEY

OF THE DRAGONLORDS

PLAYER'S GUIDE



AW

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Special thanks to Chris Birch and the entire team at Modiphius Entertainment for their guidance and support throughout the process of publishing these books.

ABOUT THIS BOOK

Welcome to the *Player's Guide to Odyssey of the Dragonlords*. This booklet will provide you with everything you need to begin your career as a prospective hero in the forgotten land of Thylea.

Odyssey of the Dragonlords is heavily inspired by stories from ancient Greek mythology. As we designed the campaign, we sought to include ideas from many different sources: *The Odyssey*, *The Iliad*, *Jason and the Argonauts*, *The Oresteia*, and others. However, Thylea is **not** ancient Greece. You will not find Zeus, Athena, or Apollo among the gods.

As you explore Thylea, you will encounter familiar tropes, monsters, and treasures from Greek mythology—but the rules are different here. Mortals have only recently come to these lands. The world of Thylea blends high fantasy with the trappings of ancient history. Elves, dwarves, and halflings now live alongside minotaurs, centaurs, and satyrs.

Our goal is to make you feel like one of the heroes from the greatest stories ever told—but never forget that this is your story. Make no assumptions about the things that you will encounter here. Your choices will change history. The fate of Thylea is truly in your hands.



ON THE COVER (CAMPAIGN BOOK)

The city of Mytros is under attack by a colossal silver dragon, while two heroes prepare to save the city. The Oracle has prophesied the Doom of Thylea: the destruction of Mytros and the death of the gods. Will you be the one to save the forgotten land?



ON THE COVER (PLAYER'S GUIDE)

An Amazonian warrior from the island of Themis watches from the trees. She wields her curved kopis sword in one hand while tending to her bronze automaton stimfay bird with the other.

Odyssey of the Dragonlords is published under the OGL rules for 5th Edition. Special thanks to all the many talented people who created our favorite edition of the world's greatest roleplaying game.

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PREFACE

This is where most authors would confess to a life-long obsession with Greek mythology. Rest assured that I found such stories very boring when I was young. Rather than studying The Odyssey in school, I devoured pulp fantasy by the likes of David & Leigh Eddings and Margaret Weis & Tracy Hickman. It was only later, as I grew older, that I began to appreciate the depth of human experience contained within the ancient myths. I began to see how and why they had inspired so many of my favorite fantasy worlds. There is not much you can do to improve upon the world of ancient Greek myth, but we thought of one thing: we added more dragons.

— Jesse Sky

Pen and paper roleplaying games will never die. The combination of open-ended exploration, cooperative storytelling, and tactical combat is addictive and timeless. The 5th edition of the world's greatest roleplaying game proves this. Like all of the editions before it, the game owes a debt to the classic fantasy stories of Tolkien, Lieber, Howard and the rest. It gives players the opportunity to be the hero of their own epic tale. And a world inspired by Greek myth is the perfect place to set a fantasy story where the players are the stars. It's also worth noting that the selfish, conflicted heroes from Greek myths have a lot more in common with my usual play group than the chummy fellowships of modern fantasy...

— James Ohlen



CHAPTER 1: THE WORLD OF THYLEA

THIS BOOK IS DESIGNED TO HELP YOU RUN A story-driven roleplaying campaign that combines classic fantasy dungeon crawling with the epic sweep of Greek mythology. It takes place in the world of Thylea—a forgotten continent where fey creatures make war upon civilization and gods walk the earth in the guise of mortals.

The campaign is designed for the 5th Edition of the world's greatest roleplaying game. It has been designed for a party of 4-6 heroes of 1st level. By the end of the campaign, the heroes should be 15th level or higher.

Odyssey of the Dragonlords combines an epic story with a structured, open world. As the players complete major milestones in the story, new parts of the world will become available for them to explore. The story is divided into a prologue and five acts, the last being an epic finale.

The goal of this adventure is to explore what it means to be a hero in a land where gods and Titans still walk the earth—where the forces of civilization are only just beginning to prevail against the monsters that haunt the seas and the forests. Your players will take on the role of mythic heroes charged with fulfilling a prophecy and confronting the Titans. Their decisions will shape the future and forever change the world of Thylea.

THE HISTORY OF THYLEA

ARRIVAL OF MORTALS

In the centuries before the founding of Mytros, mortals had no dominion over the untamed lands of Thylea. When elves, dwarves, and humans washed up on Thylea's shores, their weapons failed them, and their magic ceased to work. They were forsaken by their gods, forced to live as beggars among the fey races.

TIMELINE OF THYLEAN HISTORY

~2,000 DA	Height of the Gygan empire
24 DA	Arrival of the Dragonlords
18 DA	Founding of the first settler kingdoms
14 DA	The First War begins
12 DA	Sydon kills the last dragon
10 DA	The Five Gods appear
1 DA	Mytros ascends to the heavens
0 CE	The Oath of Peace is sworn
1 CE	Founding of the Kingdom of Mytros
28 CE	Disappearance of the Ultros
35 CE	Construction of the Necropolis
125 CE	The Aresian campaigns begin
330 CE	Pythor becomes king of Estoria
370 CE	The Kraken destroys one of the Colossi
400 CE	The last great Aresian campaign ends
468 CE	Acastus becomes King of Mytros
500 CE	The Oracle's Prophecy (Now)

Curious about these strange refugees, the nymphs and satyrs offered them hospitality, and many small settlements were founded. The centaurs, however, offered them no quarter, and the cyclopes were known to devour men whole. Life in Thylea was short and brutal for the so-called 'trespassers' from foreign lands.

During this era, the Twin Titans wielded great powers, unlike anything seen since the dawn of time. Sydon was venerated as the Lord of Storms. He could conjure apocalyptic storms with his right hand and cataclysmic earthquakes with his left hand. His sister-wife Lutheria held dominion over the land of dreams, and her voice was said to give life to the dead.

Fearing eradication, the desperate mortal settlers built shrines to Sydon and held feasts in Lutheria's honor. Thousands of sacrifices were dedicated to the Lord of Storms, and libations of wine were poured to the Lady of Dreams at every meal. The twins were at first unswayed but, over time, they warmed to the persistent worship of the hapless settlers.

In exchange for this devotion, the Titans offered the mortals oaths of protection, which shielded them from the worst ravages of the centaurs and cyclopes. The settlements survived, but they were always at the mercy of the Twins. So it remained for many hundreds of years.

ARRIVAL OF THE DRAGONLORDS

One fateful day, a flight of powerful bronze dragons arrived on Thylea's shores, each bearing a great champion from the Old World. These were the legendary warriors known as the Dragonlords, and they heralded an upheaval that would forever change the history of the Forgotten Land.

Within just a few years of their arrival, many small cities were founded, and a half-dozen small kingdoms sprang up along the roads of the western reaches. The Dragonlords founded powerful dynasties, and the humble mortals who had once lived in terror of the Titans now abandoned their temples and stood tall.

The Dragonlords were symbols of hope for a beleaguered people. Whenever any mortal settlement was razed to the ground by roving centaurs and cyclopes, the Dragonlords would repay the attackers in kind. Through harsh winters, blistering summers, and relentless assaults by the native races, the Dragonlords fought tirelessly, and the people of Thylea persevered.

Everywhere the dragons were greeted with shouts of adulation. When spotted flying overhead, they would be hailed as saviors, and great songs and feasts would be held in their honor. They were radiant to behold, bronze scales gleaming like fire. To be visited by one of the dragons was to be blessed; and nowhere was more blessed than the City of Mytros.



But the great powers that ruled Thylea grew jealous. Sydon and Lutheria, the Twin Titans, immortal children of the mother goddess, amassed great armies to eradicate the city. The Dragonlords responded by gathering all the mortals in Thylea into a united assault on the native races, and so began the First War.

THE FIRST WAR

The histories of the First War are vague, having been passed down through the centuries in the form of decaying scrolls and tapestries. What is known for certain is that the native races were driven into exile. The centaurs retreated into the steppes, while the satyrs fled into the forests. The Gygons, an ancient civilization of cyclopes, were annihilated, leaving behind the crumbling ruins of their fallen cities.

The cost of victory was great: by the time the war ended, the last of the dragons had been killed defending the city they loved most. Although the Dragonlords are remembered as the great heroes of this age, their noble dragons came to be equally venerated as guardian spirits. The blood of their sacrifice is woven into the stones of Mytros, and to this day the city is said to glow radiant bronze at sunset.

Perhaps most miraculous of all, however, was the appearance of the Five Gods. These immortal figures descended from heaven when the tide had turned

against the Dragonlords. Some have claimed that they were manifestations of Thylea's own desire to protect her immigrant children. They took the form of mortal men and women, but their eyes were alight with the fire of divinity.

Each of these new gods manifested some portion of the power that had once belonged to the Titans. Pythor, the Lord of Battle, took command of the centurions of Mytros and, after many gruesome battles, the armies of the native races were broken. When the final spear had been thrust into the heart of the Gygon King, the Five Gods fell into a torpor, apparently to recover their strength. The city, it seemed, was safe.

But Sydon and Lutheria swore vengeance. The mountains shook, the seas boiled with rage, and spine-chilling nightmares descended upon the mortal armies. Such was the anger of the Titans that their retaliation threatened to sunder the very foundations of Thylea.

In the end, Mytros, the goddess of dawn, sacrificed herself and ascended once more to the heavens in order to rescue her beloved city from destruction.

THE DEEDS OF THE NEFARIOUS DRAGONLORDS HAVE BEEN GREATLY EXAGGERATED. I AM CERTAIN THAT THEY HAD NOTHING TO DO WITH THE SUMMONING OF THE FIVE GODS.

— CHONDROS, PRIEST OF LUTHERIA

THE OATH OF PEACE

Having lost their mounts, the Dragonlords commissioned a fleet of warships and took to the seas. The greatest of these ships was called the Ultros, captained by one Estor Arkelander. He is said to have sailed into the very depths of the underworld where Lutheria sleeps upon her diamond throne. The other Dragonlords are said to have ascended Phraxys, the Tower of Sydon, where the Lord of Storms watches all.

Many songs are sung of the trials and troubles of the Dragonlords, but few can say what actually transpired during their final journey into the perils of the Forgotten Sea. The priests of Mytros watched for signs of the impending apocalypse. On the night of the winter solstice, when Thylea's doom seemed near, the boiling seas suddenly calmed and the nightmares ended.

Some days later, a black ship sailed into the harbor of Mytros, carrying the bodies of many of the Dragonlords. The ship was captained by Damon, a powerful wizard who had served the Dragonlords during the First War. He was mortally wounded, but he uttered not a single word. He delivered three precious items to the Temple of the Five, and then vanished in his ship, along with the bodies and arms of his fallen masters.

One of the items that Damon carried was a scroll of parchment, upon which was written the Oath of Peace. This Oath was cause for great celebration. Sydon and Lutheria had sworn not to take vengeance upon the mortals of Thylea for a period of 500 years, provided that daily sacrifices to the Titans should resume, and that their temples should be maintained and honored.

THE PRESENT DAY

The Oath of Peace has prevailed for 500 years and, throughout this age, the mortals of Thylea have flourished. The City of Mytros grew into a great metropolis, and it has been protected by the twin Colossi, beacons of civilization on the shores of a dark frontier. More settlers came from beyond the Forgotten Sea, and the ranks of humans, dwarves, and elves grew. The remaining Dragonlords became kings and established dynasties to rule over the new cities that were founded across the land. As the worship of the Five spread, so also did their power over the land and oceans grow, until every village boasted shrines to Volkan and Pythor, and the dominion of Sydon and Lutheria was nearly forgotten.

The Five Gods loved their people and made sure to walk amongst them whenever they could.

While five centuries may seem like an eternity, the time now grows near where this period of peace must finally come to an end.

THE ORACLE'S PROPHECY

With the imminent end of the Oath of Peace, the Oracle has prophesied the Doom of Thylea: the death of the

gods, the destruction of the sacred tree, and the total annihilation of all mortal races.

Players in this campaign will take on the role of a group of heroes who have been summoned to the Temple of the Oracle in an attempt to avert this catastrophe.

TRAVELING TO THYLEA

Adventurers who explore the oceans of their world to their farthest reaches will eventually discover the Maelstrom: a terrifying region of hurricanes, whirlpools, and jagged rocks. Drunken sailors often boast of death-defying encounters within the Maelstrom, but none who have sailed its waters have ever returned.

Adventurers who brave the Maelstrom must spend days battling storms, skirting whirlpools, and navigating through treacherous shoals. The passage is so intense that the crew is likely to be rendered unconscious. Lucky adventurers will awaken in calmer waters, under a cloudless sky—a glittering green expanse known as the Forgotten Sea.

The Forgotten Sea stretches for hundreds of miles in every direction, and it boasts hundreds of islands. Powerful ocean currents prevent ships from approaching these islands, and any attempt to do so will cause a ship to lose control and be smashed on a rocky shoreline.

Watchful sailors may glimpse strange things on the islands: impossibly tall humans in fine clothing, monstrous reptilian beasts, and great stone carvings in the shape of human faces. Intrepid explorers will eventually catch sight of a towering bronze colossus shining brightly on the horizon. This beacon serves to guide ships into the harbor of Mytros, the greatest city in Thylea.

Thylea may be found in almost any adventure setting. It exists beyond the boundaries of all maps, and its location is unknown to even the most experienced travelers. Sailors often shipwreck here from other worlds.

THE POWERS OF THYLEA

THE ANCIENT TITANS

The Titans are divine powers native to Thylea. They have existed since the dawn of time.

THYLEA, GREAT MOTHER OF ALL

Thylea is the namesake of the Lost Land. She takes the form of a gargantuan tree on an island at the heart of the Cerulean Gulf, and her followers believe that her roots reach deep into the earth, binding the world together in an eternal embrace. Thylea is believed to be a generous, life-giving goddess. The Druids of the Oldwood believe that her will is communicated through the changing of the seasons, rather than through words. Long winters, for example, signal her displeasure; long summers are a sign of her approval.





Kentimane, the Hundred Handed rises to survey the lands

KENTIMANE, THE HUNDRED HANDED

Kentimane was the most powerful of the Titans. He is believed to be both the husband and eternal guardian of the Great Mother. Many references are found to him in the poetry of the gygans and the centaurs, but few credible sources have survived the ravages of time.

Kentimane is usually depicted with one hundred heads and one hundred hands.

SYDON, THE LORD OF STORMS

Sydon is the Lord of the Oceans and all that flows from them. He takes the form of a colossal, bearded man with three eyes, and he carries a terrifying black glaive. He surveys both land and water tirelessly, summoning storms to punish those who displease him. Sydon is a jealous and vengeful god who makes no allowances for the worship of any god but himself or his sister-wife, Lutheria.

Every temple in Thylea fears the wrath of Sydon. Daily sacrifices are offered to him in every village, even as the settlers continue their silent prayers to the Five. Whenever thunder rolls through the skies of Thylea, you can be sure that someone has provoked Sydon's anger.

LUTHERIA, THE LADY OF DREAMS

Lutheria takes the form of a beautiful, black-eyed woman who sleepwalks through the underworld, greeting the spirits of the dead. She carries a crystal scythe, which she uses to harvest the souls of those who displeased her in life. Lutheria commands her followers to live without remorse, to drink, dance, and feast to their heart's desire, because any day could be their last. She is a mother to the fey races of Thylea, who she strongly favors.

Worship of Lutheria is rare among settlers, but she is nevertheless honored with many feasts and festivals because Sydon demands it. Whenever any drink is poured, a libation must be made to Lutheria or else a swift punishment is sure to follow.

THE FIVE GODS

The Five Gods are widely celebrated as the settlers' favored gods. With the exception of Mytros, they are not heaven-dwelling deities but familiar faces who walk among their people. They have been known to take mortal husbands and wives, rule over cities, and sire demi-god children. They helped the Dragonlords and the mortal races to defeat Sydon and Lutheria during the First War. For centuries, they have blessed the mortal races, protecting them from tyrannical domination by Sydon and Lutheria.

Shrines to the Five gods can be found in nearly every settler household. Prayers to the Five must be accompanied by the sign against the evil eye to ward off the jealous gaze of Sydon and Lutheria.

MYTROS, THE GODDESS OF DAWN

Mytros, called by some the 'Silver Queen' is the most benevolent of the Five Gods and the patron goddess of the most important kingdom in Thylea. She is widely credited with the survival of the city during

*Mytros,
the Goddess
of Dawn*



The goddess of dawn took her name from the city she loved. She died protecting Mytros during the First War and ascended to the heavens. We humble priests still draw upon the power of her magic.

— Aesop of the Dragon Shrine

the destruction and aftermath of the First War, and she is said to appear to her priests as a warrior queen clad in shimmering golden armor. Having ascended to the heavens after a cataclysmic battle with Sydon and Lutheria, she no longer walks among mortals. She is the most powerful of the Five Gods, and the source of most priestly magic in Thylea.

VOLKAN, THE GOD OF FORGES

Not much is known about Volkan except that he is the husband of Mytros. He concerns himself with artifice and crafting and is primarily worshipped by dwarves, smiths, and wizards. He is depicted as an elderly and wise-looking man (and sometimes as a dwarf). He is rumored to travel through the Heartlands on the winter solstice, distributing toys and sweets to children.

PYTHOR, THE GOD OF BATTLE

A son of Mytros and Volkan, Pythor appeared to the settlers during the First War and fought tirelessly against the centaurs and gygans that threatened to

THYLEAN DEITIES

Deity	Alignment	Suggested Domains	Symbol
<i>The Ancient Titans</i>			
Thylea, Great Mother of All	TN	Nature	Eternal golden ash tree
Kentimane, The Hundred Handed	TN	Destruction	Spiral of ten stone hands
Sydon, The Lord of Storms	TN	Tempest	Lidless black and red eye
Lutheria, The Lady of Dreams	CE	Death	Crown of black antlers
<i>The Five Gods</i>			
Mytros, The Goddess of Dawn	LG	Life, Light	Silver dragon with golden eyes
Volkan, The God of Forges	NG	Forge	Silver anvil wreathed in blue flame
Pythor, The God of Battle	CG	War	Golden hammer and five stars
Kyrah, The Goddess of Music	CG	Trickery	Silver-stringed lute with five stars
Vallus, The Goddess of Wisdom	LG	Knowledge	Golden laurel wreath with five stars

overwhelm the city of Mytros. His praises were sung for centuries after, and he is said to have walked among the settlers in mortal guise, taking women to his bed and fathering demi-god children. A few centuries ago he became the king of the city of Estoria when he overthrew a mad tyrant.

VALLUS, THE GODDESS OF WISDOM

Vallus is revered as the goddess of wisdom and beauty, and she is believed to know as much about Thylea's history as Sydon and Lutheria. She was once known to travel far and wide, surveying ancient ruins and collecting lore concerning the origins of the land and the fey races. Prayers are offered to Vallus when guidance is needed and information is scarce. She is the oldest daughter of Mytros and, in many ways, she has inherited her mother's legacy, serving as both queen and patron goddess to the city.



*Vallus,
Goddess
of Wisdom*

My sister Vallus: wisest of the gods, queen of the fun-haters.

- Kyrah, Poet Laureate

KYRAH, THE GODDESS OF MUSIC

Kyrah is revered as the trickster goddess of music and poetry. She is the swiftest of all the gods, capable of disappearing in the blink of an eye and she can travel great distances with each step. Her voice is said to be more beautiful than any musical instrument. There are very few shrines to her, except among bards, who revere her as the Muse.

THE MORTAL KINGDOMS

THE KINGDOM OF MYTROS

The city of Mytros was the first settlement founded by the Dragonlords. It was protected by the Goddess of Dawn and grew into a mighty kingdom after the end of the First War. It is the largest city in all of Thylea and the center of commerce, religion, and politics. The Great Games are held outside of the city once a year. The Temple of the Five stands at the center of the city, but in recent years the worship of Sydon has been growing in popularity. The Titan now has his own grand temple that stands across the street from the Temple of the Five.

Mytros is ruled by the mighty King Acastus, the last true descendant of the Dragonlords. Acastus is revered across all of Thylea and he is the husband of Queen Vallus, the wisest of the Five Gods. Through some miraculous feat of magic, he has recently resurrected the race of dragons, which were thought to be extinct since the end of the First War. He now seeks to rebuild the ancient order of the Dragonlords and restore the city of Mytros to its former glory.

THE KINGDOM OF ESTORIA

Estoria is an ancient stronghold that has resisted centuries of attacks by centaurs, cyclopes, manticores, and other dangers which thrive on the steppes beyond the Arkelon River. The king of Estoria is Pythor, the mightiest of the Five Gods. He rules from his palace at the highest vantage point in the city.

From his throne, Pythor can survey the sprawling farmlands of his kingdom to the south and watch vigilantly for any new threats that might emerge from the north. Although the Estorians are considered provincials by the people of Mytros, everyone knows that the greatest warriors and adventurers of this age are forged in the service of the Lord of Battle.

THE KINGDOM OF ARESIA

The kingdom of Aresia has long been a rival to the kingdom of Mytros. The two cities have been engaged in dozens of wars over the last several hundred years, which are collectively known as the Aresian campaigns. The reasons for the fighting vary, but one thing is certain: warriors on both sides seek glory in battle.

The warrior monks of the eastern shore are amongst the most feared fighters in all of Thylea. Their children begin training with spears from the day they take their first steps, and every adult is required to serve in the militia. Aresians spend their lives in pursuit of 'degrees' in schools of martial philosophy, which have been refined over many centuries of defending their borders.

Aresian warriors cultivate an air of rugged austerity out of a sense of pride in their history, but it disguises long hours spent on beauty rituals, poetry readings, and decadent feasting. The most powerful families in Aresia are those which take the greatest pains to appear ascetic—eating unspiced gruel and wearing little to nothing in public, while lavishing fine foods and luxurious garments on their servants in paradoxical and conspicuous displays of wealth. The highest caste warriors make a point of leading lifestyles that most closely resemble those of their hard-pressed ancestors.

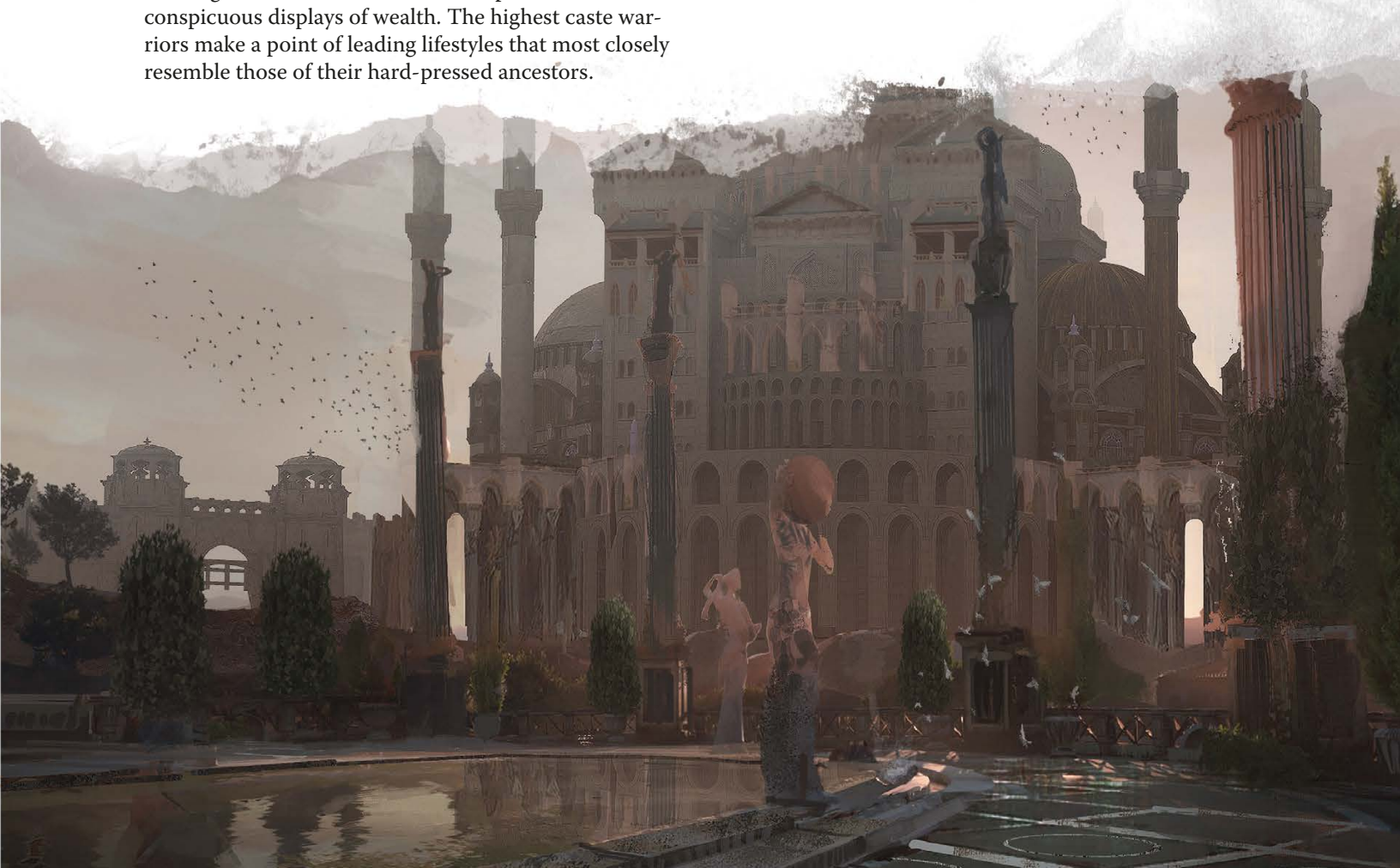
BARBARIANS OF THE GULF

For millennia before the coming of the Dragonlords, outsiders would occasionally wash up on the shores of Thylea. These were usually shipwrecked explorers or merchants who were blown far off course. Of all races and nationalities, these people had to live in harmony with the natives of Thylea. They formed tribes and lived on the islands of the Cerulean Gulf. When the Dragonlords came, these tribes fought with the natives of Thylea against the newcomers. In present times the barbarians are still looked upon with fear and distrust by the civilized races. They are seen as being as dangerous as the centaur tribes or fey creatures of the Oldwood. The most feared of the barbarian tribes are the Amazons that dwell upon the island of Themis.

FACTIONS OF THYLEA

THE TEMPLE OF THE FIVE

The Temple of the Five was one of the first buildings constructed in the city of Mytros, and is the oldest civic building there. Elected representatives from the districts of Mytros and her outlying villages form a council that meets at the temple every new moon. However, the pattern of civic life is increasingly dictated by the Order of Sydon, who believe that the Temple of the Five should be destroyed in order to appease the Titans. King Acastus has taken no sides in this conflict, but the peace is becoming precarious.





NORTH GATE

THE KING'S PALACE

THE AGORA

AMPHITHEATER

THE ROCK OF ESTOR

THE CITY OF ESTORIA

J. OBERGREN

CENTURIONS OF MYTROS

The city of Mytros conscripts a regular army of centurions to enforce the law of the land. The centurions have a history that dates back to the First War, when they followed Pythor into battle against the centaurs and gygans. Although the centurions honor Mytros at religious festivals, nearly every soldier prays openly to Pythor, the god of battle. The highest-ranking centurion is King Acastus who commands the army and serves as the final arbiter of justice for the city.

THE ACADEMY AT MYTROS

The Academy was formed centuries ago and is the center of learning in Thylea. The great wizard Damon was one of its founders, but it wasn't only an institution for magical learning. It was also a place for philosophy and other intellectual pursuits. Now it consists of many colleges devoted to the different schools of magic (divination, evocation, etc.) and to safeguarding the lore of Thylea. It is also a place where Thylea's interests in theater, song, and other arts are encouraged.

THE TEMPLE OF THE ORACLE

The Oracle is a famous water nymph who dwells in the hot springs below a temple south of Estoria. She has the gift of prophecy, and her soothsaying is heeded by gods and kings alike. Despite her heritage as a daughter of Sydon, she has always had a special fondness for the mortals of Thylea, and she is attended by many faithful priests.

THE DRUIDS OF OLDWOOD

Deep within the Oldwood is a druid grove ringed by monolithic stones. The druids of Oldwood are white-clad men and women who wear laurels and wield oaken staves. They worship the mother goddess Thylea, and believe that the people of Mytros should never have settled in her Heartlands. They perform a daily ritual sacrifice to Thylea, hoping to atone the sins of the mortal races.

THE ORDER OF SYDON

The Order of Sydon are zealots who revere the ocean titan Sydon above all other gods. They watch for signs from the heavens—lightning strikes in particular—and their priests communicate the will of the ocean god to the council of Mytros. The ranks of the order are filled with heavily-armored paladins who wear cerulean cloaks and golden clasps, but they welcome true believers from any warrior background. The Order wishes only to enforce the will of Sydon, and they have been known to destroy shrines to the Five.

THE CULT OF THE SNAKE

This thieves' guild operates in the shadows of Mytros. They are headquartered deep within the aqueducts.

The cultists have recently been breaking into the homes of wealthy citizens, stealing everything of value, and leaving entire families petrified. The leader of the cult is someone who calls herself the Lady of Coins.

LOST TRIBE OF THE GYGANS

The gygans were Sydon's favored people, six armed giants with a single eye. Once the greatest civilization in Thylea, the Gygan Empire fell during the First War. The ruins of this empire can be found on countless islands throughout the Cerulean Gulf. The few surviving gygans keep to themselves, but take any opportunity for vengeance against the hated settler races.

CENTAURS OF THE STEPPES

The centaurs of the Steppes are a nomadic people divided into dozens of warring tribes. They move through the hills in thunderous stampedes, hunting, foraging, and raiding the camps of other peoples. Centaurs hold themselves to a strict code of honor, and the children of warriors slain in battle are adopted and raised as part of the conquering tribe. During times of truce, the centaur tribes set up camps along the steppe rivers, drink honeymeade under the stars, and sing tales of ancient Thylea.

THE RAVING ONES

The Raving Ones are a den of fey creatures who worship Lutheria. On the edges of the Oldwood, west of Atrokos, there is a system of caves where they are said to dwell. They sometimes travel along the roads in the guise of maidens in distress, luring travelers back to the den to be torn apart and devoured in rituals to the goddess of revelry. The Raving Ones are the mothers of the goatlings, who are born from the union of a satyr and a Maenad.

THE LAWS OF THYLEA

There are several aspects of Thylea that are different from a typical fantasy world. Oaths are expected to be honored upon the life of the swearer, and guests can expect to be shown hospitality even in the homes of their fiercest enemies. When these ancient laws of Thylea are disobeyed, the resulting punishment can forever change the life of a hero.

Oaths and curses are not enforced by any particular titan or god. These are natural laws that were woven into the fabric of Thylea at the dawn of time. Even Sydon and Lutheria must honor their oaths or suffer dreadful consequences.

GUEST FRIENDSHIP

Guest friendship is a concept of great import in the lands of Thylea. It requires that all hosts show generosity and courtesy to guests who are far from home, no



matter what disputes may divide the two parties. For guest friendship to be established, a host must invite someone into their home and provide them with food or drink.

It is expected that the guest should provide a gift to the host to seal the friendship, but the bond is established as soon as the guest has shared a meal with the host. The bond of guest friendship ends when the guest has departed with the host's blessing. After that, the two may become enemies once more.

However, if one party brings about harm to the other while the bond is in effect, then the friendship is broken, and the offending party is now subject to the **curse of the treacherous**. The Furies are widely known to be the arbiters of such disputes, and few are willing (or foolish enough) to suffer their wrath.

SACRED OATHS

Oaths are sworn between men and their kings all the time, but oaths between men and gods are rarer and more binding. Oaths sworn to powerful creatures of the Fey, or to demons and devils can be just as binding.

OATH OF PEACE

An oath of peace is one where a powerful creature or king demands that the person swearing the oath will commit no violence against them or any of their

servants. There is almost always a time limit to such an oath. Sometimes the time limit can be weeks or months, but other times it may be years or centuries. An oath of peace is central to the story presented in this book.

OATH OF PROTECTION

An oath of protection is one in which a powerful individual is sworn to come to the aid of another in a time of great need. One of the most famous of these oaths in mythology is the oath that the Achaean kings swore to Menelaus, husband of Helen. The kings swore to assist Menelaus if anyone ever threatened Helen. When Menelaus called upon the kings to fulfill their oaths, the Trojan War was the result.

An oath of protection requires the swearer to answer a call for aid as quickly as possible. Once the threat has been neutralized, the oath is fulfilled, and there is no further obligation. Failure to answer the call, or even allowing the other party to come to harm, will cause the oath giver to be branded an oathbreaker, and they too suffer the **curse of the treacherous**.

OATH OF SERVICE

An oath of service is an oath sworn by one individual to another. The swearer is required to perform one task, which does not need to be specified when the oath is sworn. Unlike the oath of protection, this task could be of any type: it may even require evil deeds, such as

assassination. For this reason, most people are hesitant to ever swear such an oath, viewing it as a last resort.

When the oath swearer is called upon, they must answer as quickly as possible. Once the task has been completed, the oath is fulfilled and there is no further obligation. Failure to answer the call, or refusal to complete the task, brands the swearer as an oathbreaker and makes them subject to the **curse of the treacherous**.

MORTAL CURSES

Curses fall upon those who break oaths, break guest friendship, make deals with powerful evil creatures or anger the gods. Curses are not to be taken lightly: they publicly and clearly mark a hero's untrustworthy quality for everyone to see.

CURSE OF THE HARPY

Any person afflicted with this curse will slowly transform into a harpy. It is sometimes invoked by powerful fey creatures such as hags or nymphs when an oath is unfulfilled, though sometimes the gods might punish a mortal with this curse. The only way to stop the transformation is through powerful divine magic.

CURSE OF THE MEDUSA

A person cursed in this fashion will slowly transform into a **medusa**. This curse usually comes from bargains made with devils and demons: a mortal might have been asking for beauty or eternal life, but instead was granted the terrifying form of a medusa. Sometimes, ancient fey creatures such as hags will transform a victim into a medusa, often simply for amusement.

The transformation can be stopped with divine magic, but without intervention the victim will transform within a few weeks.

CURSE OF THE GRAVEROBBER

This curse is visited upon someone who takes any magical item from the grave of a hero blessed by the gods. Those afflicted by this curse cannot eat. After a number of days equal to their Constitution score, the cursed character will gain one level of exhaustion every day until they die from starvation. It is impossible for the person to get rid of the magical item that they stole, even by returning it to the correct grave. It will always return to their possession at midnight.

CURSE OF THE TREACHEROUS

This curse afflicts those who abuse guest friendship or break powerful oaths. Those who violate the tenets of guest friendship are at risk of being cursed by the offended host or guest. Breaking an oath made to the gods will almost always cause the offending mortal to be cursed, but a person might also become cursed for breaking an oath to an especially powerful king, or even a pious beggar. The effect of this curse is directly related to the injustice of the offense.

MYTHS OF THYLEA

THE LEGEND OF CREATION

Thylea was of the Old Gods—ancient even when the world was young. Gentle and generous, she was born into a time of war and chaos among her kind. Refusing to take sides in their disputes, she lived her entire life in contemplative silence, never speaking a single word.

Yet though she was silent, she possessed a powerful resolve that the other Gods sensed and respected. Even Kentimane of the Hundred Hands—the most violent and warlike of them all—was drawn to her quiet strength. She alone of all the Gods could quell his furious temper with her calming spirit.

Eventually, Thylea grew weary of the endless strife and conflicts. She isolated herself from the other Gods, seeking respite on the farthest edges of the ocean. Kentimane—now her lover and protector—followed, turning his back on war and violence to walk with Thylea on the path of tranquility.

Alone, the pair were happy for a time. But Thylea still felt all the pain and suffering in the world like a million arrows piercing her gentle soul. In time, her joy gave way to despair until, unable to bear it any longer, she drowned herself beneath the water.

Yet her death was not a surrender... it was a glorious sacrifice. Thylea's body came apart; her head and torso floating back to the surface to become a chain of virgin islands. Her heart burst from her chest and transformed into a great tree rising up from the center of the continent she had birthed. Her limbs sunk to the bottom of the sea, stretching and twisting into great roots that connected each island, nurturing the fertile plants and gentle animals that sprang into being on the islands' surface.

Much of Thylea's ancient history has been lost to time, but the great poets of Mytros have kept alive a tradition of myths and oral histories. These have been collected into many volumes, some of which can no longer be found outside of the Forbidden Library at Yonder. I have included some of the more interesting bits here for your perusal. I must caution that these tales have grown somewhat in the telling. Take nothing at face value, especially where the gods are concerned.

— Aesop of the Dragon Shrine

Kentimane's grief over his lover's death was inconsolable. Without Thylea to temper his moods, he succumbed once more to his most violent urges. Screaming his fury at the heavens, he thrashed and raged in the oceans around the body of his lover, unleashing terrible storms and massive tidal waves that threatened to swallow the new-born islands.

Yet even after her death, a part of Thylea's spirit remained in the great Heart-Tree at the center of the islands. She reached out—silent as ever—and brushed against her mad husband's mind, soothing his tortured spirit with a soft caress. Sensing her presence, the hundred-handed giant transformed his grief into a new purpose. Binding himself to what was left of his lover with a solemn vow, Kentimane became the ward and protector of the islands, taking up an eternal vigil in the waters around their untouched shores.

Fed by Thylea's generous spirit—and with Kentimane keeping the evils of the outside world at bay—life in the Forgotten Land flourished into a perfect, unspoiled paradise. And finally, the Goddess who never spoke was content.

THE BIRTH OF THE TITANS

In the beginning, the islands of Thylea were populated only by harmless plants and gentle animals—the flora and fauna a reflection of the nurturing spirit of the Mother Goddess that sacrificed herself to create them. A virgin paradise, the Forgotten Land was kept safe from the perils and evils of the outside world by the giant Kentimane of the Hundred Hands—Thylea's lover and protector. And together, the two were content.

But one day, the tree at the center of the islands—the transformed heart of the Mother Goddess herself—blossomed with seven strange fruits. Each the size of a boulder, they shimmered and pulsed with vibrant, shifting colors, almost as if alive. Seeing the tempting bounty sprouting from the branches, Kentimane reached from the ocean and plucked the fruit. His fifty heads gorged themselves on the succulent flesh, tearing and chewing until all that remained were seven spike-covered pits, which he tossed into the ocean.

Instead of sinking, the pits floated on the waves, bobbing up and down. Offended by their taunting presence, Kentimane seized each pit in a clenched fist, squeezing so hard the spikes bit into his flesh and drew

THE MOST ANCIENT MYTHS SPEAK OF ELDER GODS WHO WERE EQUAL IN POWER TO THYLEA AND KENTIMANE. THEIR NAMES ARE NOT KNOWN TO US.

— CHONDROS, PRIEST OF LUTHERIA

blood. Howling in rage, Kentimane slammed the pits down beneath the water, burying them deep beneath the muddy bottom of the ocean floor.

But the next morning the pits floated back up to the surface. Before Kentimane could seize them again, the pits burst open and the children of Thylea and Kentimane sprang forth into existence.

The hundred-handed god stared in wonder at his offspring: eight Titans born from the fruit of Thylea's tree, fertilized by the blood of Kentimane himself. Each of the first six pits had incubated a single child blessed with a different attribute drawn from one of their parents: Strength; Beauty; Wisdom; Craft; Prophecy and Swiftness. As these six Titans grew from children into adults, they became demi-gods, each representing the aspect of their parents they most embodied.

However, from the seventh pit two Titans were born: Sydon and Lutheria, twin brother and sister. Sydon embodied his father's raging fury, and as he grew he became the God of Time and the Lord of Storms. His sister, Lutheria, inherited her mother's stillness and calm... but without Thylea's compassion or gentleness, she would eventually become the Goddess of Death and the Lady of Dreams.

But all this was far in the future, and Kentimane did not foresee what his offspring would one day become. He could not imagine the strife and suffering the Twins would bring to the peaceful islands. If he had known, he might have drowned them on the spot. But instead, he scooped up his children from the waves—including Sydon and Lutheria—and placed them gently at the base of the great Heart-Tree rising up from the center of the island, where Thylea could watch over them.

Having deposited the children in the warm bosom of their mother, Kentimane returned to the sea and resumed his eternal vigil, bound by his sacred vow to keep Thylea—and now also their children—safe from the outside world.





Thylea is home to many ancient constructs that were forged during the wars between the gods and Titans

CHAPTER 2: CREATING HEROES

THIS SECTION INCLUDES GUIDANCE FOR CREATING hero characters for *Odyssey of the Dragonlords*.

The first thing you should decide is where your hero is from. Heroes who hail from Thylea will have a stake in her future—but outsiders may choose to quest only for some means to escape these shores.

Player characters can be natives born in Thylea, or outsiders from overseas. Native characters should follow the guidelines below. Outsiders are those recently washed ashore from an ill-fated voyage across the great ocean, and can be of any race or class that exists in the world from whence they came.

THYLEAN NATIVES

Dwarves, elves, gnomes and halflings are all descended from the original settlers or an outsider who arrived during the last five centuries. Half-elves are descended from a union between a native elf and native human. Since there are no orcs on Thylea, all half-orcs come from a small community in Mytros that has existed since its founding. Tieflings can come from a union between a mortal spellcaster and a fiend. A dragonborn is someone who has the blood of the original bronze dragons in their veins. The children of the dragons usually take on the characteristics of the race of their mortal parent, but sometimes they are born with a strong tie to their draconic ancestors.

THYLEAN NAMES

Names in Thylea have a Greek flavor to them. This applies to both humans and non-human races. However, it is fine for players to choose names that follow a more traditional fantasy adventuring flavor or use something completely different: all of the native races are only a few centuries removed from their original homelands.

Male Names: Adonis, Adrian, Basil, Belen, Bemus, Calix, Claus, Corban, Cy, Damen, Darius, Demitrius, Deo, Dru, Egan, Estevan, Evan, Faustus, Giles, Gregory, Griffin, Isidore, Jace, Jorges, Julian, Kal, Karan, Keelan, Kyril, Lander, Layland, Leo, Magus, Mateo, Neo, Nicholas, Nicos, Odell, Oreluis, Orrin, Pancras, Pearce, Philip, Quinn, Rastus, Sander, Santos, Sirius, Spiro, Stavros, Tadd, Tassos, Theo, Timon, Tyrone, Vitalis, and Xander.

Female Names: Adara, Adrianna, Aegea, Aria, Ava, Bryony, Cadie, Calista, Calla, Cara, Cleo, Dalia, Daria, Demi, Desa, Diana, Dora, Echo, Electra, Falana, Finn, Galena, Gemina, Halia, Hatria, Hester, Idylla, Iliana, Ina, Irene, Iria, Jacinda, Jenesis, Justina, Kaia, Kat, Kiersten, Lacie, Layna, Leah, Lyssa, Madelia, Mariam, Maya, Melani, Nara, Nora, Orelle, Pamela, Penelope, Petra, Rhoda, Seema, Selena, and Tabatha.

THYLEAN OUTSIDERS

Outsiders may lead difficult lives in Thylea. They often start their careers in the Forgotten Land with very little—for example, basic gear that they managed to cling to after a shipwreck. As in many societies, this visible poverty makes them objects of suspicion for the natives: who are these strangers, and what are they about to steal? Members of races that are rare in Thylea will face inevitable suspicion. In extreme cases, they will need to persuade the natives that they are not some monster sent as punishment by the gods.

Provided that outsiders don't run amok, the natives are likely to treat them with a degree of kindness: the rules of guest friendship apply even to those who wash ashore from shipwrecks. However, it's easy for a stranger to run afoul of the conventions of Thylea—those of guest friendship in particular. For an outsider, it can be difficult to grasp the idea of being both the mortal enemy of “savage centaurs” and also a guest in a centaur camp. Worse yet, no one will explain that they will once again be fair game when they leave the camp on the next morning. This absolute standard of hospitality can be mistaken for weakness—a fatal error. Outsiders who abuse guest status will soon find everyone's hand raised against them and curses raining down upon them.

All Thylean natives understand the importance of oaths and the rules of civilized oath-taking. Because this is widely-understood (and therefore blindingly obvious), no one bothers to explain it. Outsiders may foolishly swear an oath, thinking that they are merely making a promise. In actuality, they are submitting to a solemn and binding vow. In this world, a hero's word means something—it has real weight. Outsiders who learn this lesson quickly will survive and thrive. Those who fail to do so will find themselves at the mercy of the Furies.

The gods of Thylea can also be unforgiving. Disrespecting or doubting divine power will provoke native superstition. Rightly so—for persistent doubt could well bring down the wrath of the gods. Openly practicing an outsider religion will also make natives uncomfortable. Denying the validity of Thylean religions will make their devotees fearful of divine anger. Being stupid enough to rob or desecrate a Thylean temple will infuriate both the gods and their native worshippers. Where the gods are concerned, caution is always preferred.

But provided that outsiders obey the rules of civilized behavior, mind their manners, and do not make rash statements or promises, they can make something of their lives in Thylea—and even thrive.

THYLEAN BACKSTORIES

Use this section for inspiration to determine your hero's personal history.

BARBARIAN—TRIBAL WARRIOR

You come from the barbarian tribes on the margins of civilization. These tribes are made up of outsiders who occasionally washed up on the shores of Thylea in the centuries before the coming of the Dragonlords. Originally of all races and nationalities, your people fought on the side of the natives in the First War. Thus, you are treated with distrust by the civilized races.

BARD—SATYR MINSTREL

You are a wandering satyr minstrel, traveling across Thylea and sharing your music with whoever is willing to listen or play with you. You perform in the smoky taverns of human towns, and also in forest glades, for nymphs and other fey creatures.

BARD—STUDENT OF THE ACADEMY

You are a student from the Academy in the city of Mytros. You learned from the masters there and have devoted yourself to knowledge, philosophy, beauty, and music.

CLERIC—PRIEST OF A DISTANT GOD

You worship one of the gods of the world from outside of Thylea. The worship of this god was kept alive for generations within your family. Most view your veneration of an outside god with amusement, but there are those who think such worship should be stamped out.

CLERIC—PRIEST OF THE FIVE GODS

You worship the Five. You, and others like you, keep the faith alive by performing miracles and drawing upon the power of the Five. You are devoted to resisting the creeping influence of the Titans, Sydon and Lutheria.

DRUID—KEEPER OF THE OLDWOOD

You are a member of the druidic order of the Oldwood. You are in tune with the mother goddess herself. You serve as an intermediary between the settlers and the native races of Thylea—satyrs, centaurs, and nymphs.

DRUID—CENTAUR MYSTIC

You are a centaur who believes that all races of Thylea can co-exist peacefully. You travel the human cities, spreading the faith of the mother goddess. It is a difficult life, as you are often confronted with fear and hatred.

FIGHTER—WARRIOR OF MYTROS

You can come from almost any background: a warrior in the service of one of the kings, a retired veteran, or a member of the Mytros city guard. Whatever your station, by all the gods, you know how to fight.

MONK—ARESIA WARRIOR

You are a member of an ascetic sect of warriors who hail from the kingdom of Aresia. Aresians are considered the most dangerous warriors in all of Thylea, and you are proud of this reputation.

PALADIN—KNIGHT OF THE FIVE GODS

You are one of the knights sworn to serve and protect the Five Gods. You were trained at the Temple of the Five in Mytros, and you are fiercely loyal to Queen Vallus, the goddess of wisdom.

RANGER—AMAZON WARRIOR

You are an Amazon from the island of Themis. You left the island when it was taken over by a death cult thirteen years ago. You are unfamiliar with the ways of men, simply because you have known very few of them.

RANGER—OLDWOOD TRACKER

You might belong to the druidic order of the Oldwood but, whether this is the case or not, you often work for one of the Thylean kings as a scout.

ROGUE—THIEF OF MYTROS

You can have one of many origins: perhaps you are an outlaw who used to work with the thieves' guild in Mytros; perhaps you recently quit a bandit gang or pirate crew; you might be a spy for one of the kings; or perhaps you grew up on the streets and are a self-taught practitioner of the light-fingered arts.

SORCERER—DESCENDANT OF THE GODS

One of your ancestors was a god, and their power has manifested in your blood as an innate aptitude for magic.

SORCERER—EXILED SATYR

You are a satyr who was born with the gift of magic in your blood. Ostracized from your own people and driven from home, you left the fey lands to live amongst the civilized folk.

WARLOCK—PRIEST OF LUTHERIA

You once served as a priest of Lutheria. After leaving her service, you swore a pact with one of the dark powers that lurks in the Nether Sea.

WARLOCK—SERVANT OF THE FATES

You are a servant of the three ancient witches who dwell on the Island of the Fates.

WIZARD—ACADEMY PHILOSOPHER

You learned magic at the Academy in Mytros. After finishing your studies, you may have stayed at the Academy as a teacher—or perhaps you wandered abroad, seeking new magic.

BRONZE WEAPONS AND ARMOR

Because of Thylea's lack of iron deposits, nearly all the native weapons and armor are forged from bronze, an alloy of copper and tin. In Thylea, bronze weapons are just as effective as their iron and steel counterparts. This is because the blacksmiths of Thylea have devised techniques to strengthen the bronze during the casting process. These techniques are closely-guarded secrets, which are passed down from master to apprentice. Legend holds that they were originally taught to the smiths of Estoria by the forge-god, Volkan.

THYLEAN WEAPONS

Warriors in Thylea typically use spears, shields, and swords. There are exceptions, of course, but the armies of Mytros and Aresia train thousands of soldiers in the use of these simple armaments. Heavier weapons, such as halberds and greataxes, are thought to be barbaric.

Ranged weapons are typically limited to javelins, slings, longbows, and shortbows, although there are some who have adopted the use of complex recent inventions, such as crossbows. These weapons are engineered in small quantities by the Academy and are not widely available.

Thylea boasts a handful of unique cultural weapons, which can be found at just about any blacksmith or adventuring shop. With the exception of the chakram, they function identically to their normal counterparts (unless they are magical).

- **Kopis.** This forward-curving shortsword is heavier along the end of the blade. This gives it significantly more cutting power than a typical shortsword, allowing it to be used like an axe.
- **Chakram.** This bladed circular disc is an unusual thrown weapon. It glides through the air, slicing through anything in its path. Warriors who specialize with the chakram can learn to throw it in such a way that it returns to them after cutting the enemy.



- **Dorata.** Dorata are spears (singular dory) carved from the wood of the ash tree. Warriors typically carry two dorata, in the event that one is thrown or destroyed.
- **Makhaira.** This longsword has a single curved blade with a flat edge along the top. It is heavier than most longswords, making it more effective when used by mounted combatants.
- **Xiphos.** This double-edged shortsword is very common among rank-and-file soldiers. Xiphos have straight, leaf-shaped blades, which are excellent for thrusting and piercing.

FAME

When heroes perform great deeds in this story, they are rewarded with fame. All great heroes seek to increase their fame. Fame ensures that your name will live through history in the form of songs and legends. It is the surest path to immortality.

Swearing an *Oath of Fellowship* ensures that the entire party shares the fame from their accomplishments. An entire pantheon of gods might be born from a party that maintains such an oath.

EPIC PATHS

Epic paths are an optional addition to character creation. One of the recurring themes of ancient Greek myths is that many heroes are “born of the gods.” Epic paths are designed to give players mythic archetypes for their heroes, so that they feel like divinely touched figures, such as Hercules, Achilles, Odysseus or Theseus.

Each player should choose one of the epic paths described in this section. This will determine their hero's mythic context within the land of Thylea and influence relationships with her gods and people. Epic paths are different from standard backgrounds in that they are specific to this setting. They unlock new aspects of the adventure, including special relationships with story characters and access to specific magic items.

Players should choose a standard background in addition to their epic path. This will provide them with skills, tool proficiencies, languages and starting equipment. The flavor of the standard background should be enhanced or replaced by the description provided by the epic path.

Every epic path has a set of goals. While these goals are personal to each hero, they are supplementary to the overall goals of the adventure. When a hero accomplishes their goals, they become blessed by the gods. Each epic path has a different **divine blessing** that is granted upon completion of its goals.

There are also **magic items** listed under the goals for each of the epic paths. Some items may be located in distant parts of Thylea and must be found before they can be used. Other items may be forged or built, and a hero must discover how to build the item, find the

TABLE OF FAME REWARDS

Fame Points	Perks and Effects	Fame Points	Perks and Effects
1	Your name is known in the taverns local to the region where you performed your first great deeds.	11	You are often recognized in large crowds of people. If you move through a crowded area without moving stealthily, there is a 25% chance that you will be mobbed by admirers for 1 hour.
2	Local tavern patrons treat you to free drinks and challenge you to arm wrestle, so that they can brag to their friends.	12	Idealized statues of you have been placed in the public squares of Mytros and Estoria. Visitors leave fruits, flowers, fragrant oils, and other trinkets at the feet of your statue each day.
3	Several songs have been composed about your exploits. Most of them are satirical in nature, embellishing your exploits for comic effect.	13	Once per day, when you make a public appearance in Mytros or Estoria, you receive a small magic item as a gift. Roll on a lesser magic item table (potions, spell scrolls, etc.) to determine your gift.
4	When you visit smaller settlements, the locals greet you with food, wine, and gifts. When you visit a smaller settlement, roll once on the trinkets table to determine the gift that you received.	14	At this level of fame, the mortal world has placed you on a pedestal. You dread disappointing your fans. Backing down from any sort of challenge or quest may cause you to lose up to 6 points of fame.
5	Smaller settlements throughout the countryside now hold festivals to celebrate your name. You have free lodging in smaller settlements, and you have advantage on Persuasion checks during festivals.	15	Three shrines have been constructed in locations of your choice across Thylea. Each is dedicated to your name. Each shrine is tended by a faithful priest , as well as a bard who sings of your exploits.
6	Tales of your great deeds have spread to the cities, and your presence draws many curious onlookers. You have free food, drink, and lodgings in Estoria and Mytros.	16	Each of your shrines now features a golden statue of you seated upon a throne, guarded by seven cultists . When you are near one of your shrines, you may summon the cultists to your side.
7	Bards now frequently approach you, asking to tell the “real” story of your exploits. Choose one deed that you’ve performed. When songs are sung about you, they focus on this particular deed.	17	Your shrines are now thronged by pilgrims who bring all manner of offerings to lay at the feet of your statue. Each shrine earns you 50 gold coins per day, which you can collect from one of your priests.
8	You are lionized as the tragic hero of dramatic plays that are regularly performed in the amphitheaters of Estoria and Mytros. When you attend such a play, the audience demands that you stand and bow for several rounds of applause afterwards.	18	The largest of your shrines is now a temple. It is tended by seven priests and seventy acolytes . It earns you 500 gold coins per day. When you visit your temple, you gain one charm of your choice.
9	When you bow for the audience at the end of a play, you are showered with d100 silver coins. If you take the stage and act out the drama yourself, then the audience also showers you with d20 gold coins.	19	Rival gods now plot against you, sending terrifying creatures to destroy you before your fame can overshadow theirs. Until you prove that you deserve true immortality, you get very little sleep.
10	Your presence draws so much business that taverns everywhere compete to offer you free food, drink, and lodging. You never pay for these things, unless you travel in disguise.	20	Your name is now etched into the fabric of the multiverse, granting you something akin to immortality. With the proper rituals, you could even ascend to godhood.

necessary components, and then find a forge where the work can be done. Heroes often have a choice between several magical items.

In addition to linking each hero to the divine powers of Thylea, epic paths are intended to help tie the heroes to the story in a powerful way. When you think of the greatest fantasy epics, the heroes always have strong ties to the story—special relationships with kings, queens, villains, and gods. The heroes of these stories are important for reasons that go much deeper than the powers and the items they wield.

Epic paths should not diminish player agency. Players are free to pursue the story hooks presented in each path in any way that the GM deems appropriate. They are also free to modify an epic path with the agreement of the GM. The GM should take care when modifying the magic items, however, as the adventure is balanced with these specific items in mind.

MONSTROUS RACES

Satyrs, centaurs, minotaurs, medusae, and sirens are considered to be monstrous races. They have unique heritages that require slight changes to each epic path. Check the call-out boxes below each epic path for details.

THE CURSED ONE

You come from a great family or tribe that has been cursed for centuries, owing to the actions of one of your distant ancestors, who angered the Titans. Whatever the nature of your curse, the stigma has haunted you for all your life. Wherever you go, you are shunned by the ignorant and the superstitious. As a result, you have felt like an outsider for all your life. You know that as long as you remain cursed, you will be incapable of living a full life. Moreover, you are not sure that your family or your tribe will survive for another generation unless you find a way to lift the curse.

For players who love: Cadmus, Atreus (Greek Tragedies)

Restrictions: None.

Adventure Hook: The Oracle reveals that she knows who can end the curse.

HEROIC TASKS

- ◆ To end your family's curse.
- ◆ To find a family artifact that is key to ending the curse. Pick one lesser and one greater magic item from this list:
 - > **(Lesser) Gem of Brightness:** only you can attune.
 - > **(Greater) Staff of Fire:** can be any melee weapon.
 - > **(Greater) Belt of Fire Giant Strength:** this belt also grants resistance to fire.
 - > **(Greater) Efreeti Bottle:** only you can attune.

DIVINE BLESSING

Blessing of the Gods. You and your direct family are immune to curses, diseases, and the poisoned condition.

MONSTROUS RACES: CURSED ONE

Monstrous races are especially compatible with this epic path, since many of them have been subjected to curses.

THE DEMI-GOD

You are a mortal child of Pythor, the god of battle. Your temper is legendary. From an early age, you demonstrated unnatural talent in everything that interested you.

You've never met your father, but your mother was a woman famed for both her beauty and her skill as a harpist. She was carried away by a green dragon when you were very young. A family of soldiers adopted you, and then raised you to be a mighty champion for the city of Mytros. You are a favorite child of the city, and bards already sing of your great deeds while travelling the Heartlands.

As a youth, the Oracle predicted a great destiny, one in which you might be able to join the pantheon alongside your divine father, who has recently fallen into despair and drunkenness. According to the Oracle, Pythor can be brought back from his drunken oblivion if you are able to achieve the three great labors that defeated him. You must find Pythor's last great love (your mother), defeat his greatest foe, and finish building his greatest weapon. Do these tasks, and your father will be redeemed.

For players who love: Heracles, Kratos

Restrictions: You must be a native to Thylea.

Adventure Hook: You have been summoned by the Oracle due to your fame and divine heritage.

HEROIC TASKS

- ◆ Find your mother (**Ophea** or a name created by you).
- ◆ Defeat Pythor's greatest foe. According to legend this is a green dragon known as **Hexia**.
- ◆ Finish building Pythor's greatest weapon. Choose either:
 - > **Rod of Lordly Might;** or
 - > **Luck Blade** (can be any type of sword)

DIVINE BLESSING

Blessing of Health. Your Constitution score increases by 2, up to a maximum of 22.

MONSTROUS RACES: DEMI-GOD

Pythor was known to take many forms, bedding both mortals and the native races of Thylea. As one of the monstrous races, you are unlikely to be a champion from Mytros. Instead, you are a champion of the druids of Oldwood or one of the tribes of the steppes.

THE DOOMED ONE

You come from a famous and distinguished family with ancestors that include Dragonlords and gods. However, you had the misfortune of being born under a fell astrological sign, one that portended a doom of epic proportions. Your parents died shortly after you were born, under mysterious circumstances.

All your life you have been plagued by ill luck, and you have long suspected that your death will be as ugly as it is spectacular. The prophets and fortune tellers of Mytros make signs against evil when they see you in the street, and you have always been treated with prejudice and superstitious dread. Nevertheless, you've been called by fate to the Temple of the Oracle, and this can only mean that your nameless doom is now at hand. The Oracle has promised that your doom can be avoided, for she alone knows what will protect you.

For players who love: Achilles, Elric of Melniboné
Restrictions: Must be a native to Thylea.

Adventure Hook: The Oracle knows that your doom reflects the doom of the world. If you save yourself, you will be able to save the world.

HEROIC TASKS

- To defeat the creature that has been fated to kill you.
- To forge the one artifact that will protect you from your doom. These items provide resistance to all damage that originates from the creature that is fated to kill you. Choose one from the following list:
 - > **Robe of the Archmagi**
 - > **Breastplate of Invulnerability**
 - > **Cloak of Invisibility**

DIVINE BLESSING

Blessing of Protection. You gain a +1 bonus to your AC and to all saving throws.

MONSTROUS RACES: DOOMED ONE

Your ancestors are not Dragonlords; instead one of your ancestors is a Titan, such as Lutheria or Sydon.

THE DRAGONSLAYER

You have a tragic past. Something terrible happened to you when you were young, and it forced you to reckon with the darkness within much sooner than anyone should ever have to. This tragic event shaped your identity and drove you to become who you are today. You know that it was a dragon who was responsible for destroying your childhood. The dragon might have razed your village to the ground—or it might have ruined your life in more insidious ways while polymorphed into the shape of a man or woman. Either way, you wish to discover the identity and the location of the dragon so that you can seek it out and exact brutal vengeance upon it.

For players who love: Perseus, Turin Turambar
Restrictions: None.

Adventure Hook: The Oracle knows how to find the dragon that was responsible for your tragedy.

HEROIC TASKS

- To kill the dragon responsible for your tragedy.
- To find items that are key to killing dragons. Pick one lesser and one greater magic item from this list:
 - > **(Lesser) Armor of Resistance—Fire:** this can be any armor type.
 - > **(Lesser) Ring of Resistance—Fire:** only you can attune to this ring.
 - > **(Greater) Dragonslayer:** can be any melee weapon.
 - > **(Greater) Quiver of Elhonna:** includes five *arrows of slaying* (dragons) or *bolts of slaying* (dragons).
 - > **(Greater) Wand of Binding:** only you can attune.

DIVINE BLESSING

Blessing of Dragon Slaying. You have advantage on all attacks against creatures with the dragon type. Creatures with the dragon type have disadvantage on saving throws against your spells.

MONSTROUS RACES: DRAGONSLAYER

Monstrous races are especially compatible with this epic path, since many have ancient grudges against dragons.

Even with the Oath of Peace in effect for the last five hundred years, the Titans have discovered numerous ways to meddle in the affairs of mortals. Sydon and Lutheria are afforded certain rights under the terms of the oath, including the right to appeasement by sacrifice. Many families have been destroyed indirectly, by the workings of their servants, including overzealous priests desiring to curry favor. I would not be surprised to discover hundreds of orphans who have seriously contemplated seeking vengeance against the Titans, at whatever cost.

— Kyrak, Goddess of Music

Perhaps one day our sacred order will be resurrected, but I cannot see it happening in my own lifetime. It would require courage, foresight, and leadership equal to that of Xander himself. Isadore might have done it, but she was taken from us too soon.

~ Rizon Phobas, Dragonlord (60 CE)

THE GIFTED ONE

Ever since you were a child you've shown remarkable promise, effortlessly mastering every activity you've attempted. You have no explanation, but most people assume that you must have divine blood flowing through your veins. As you are from a common, or barbarian, family, you have been the target of seething envy from the children of the nobility and the wealthy who believe you do not deserve your gifts. You've therefore spent most of your life proving your worth. You want to achieve fame and fortune and have your name remembered down the ages. Mostly... you want to become a Dragonlord. If you could find a dragon egg and successfully hatch it, you could join the list of legendary heroes that are still remembered after five centuries. The call of the Oracle has given you an opportunity to prove your worth.

For players who love: Jason and the Argonauts, Daenerys

Restrictions: Must be a native to Thylea.

Adventure Hook: The Oracle promises that the prophecy will put you on the path to become a Dragonlord.

HEROIC TASKS

- To found a new order of Dragonlords. To do so you must find the Fortress of the Dragonlords. This fortress is the magical item *instant fortress*.
- To attune with one of the *crowns of the dragonlords*. This will allow you to cast the spells *bond of the dragonlords* and *dirge of the dragonlords*.
- To find a **dragon egg**, hatch it and raise the dragon to be your companion.

DIVINE BLESSING

Blessing of the Dragonlords. While mounted on a dragon, you gain that dragon's damage resistances, damage immunities and senses (**blindsight**, **darkvision** and its passive perception if it is greater than yours). If the dragon is an adult or ancient dragon, you can also use its legendary resistance (but this counts towards the total number of uses per day).

PALADINS: OATH OF THE DRAGONLORD

Paladins who take the Oath of the Dragonlord probably shouldn't choose the Gifted One as their epic path, as they receive similar powers automatically.

THE HAUNTED ONE

You were once in possession of the rarest treasure in Thylea: a truly happy life. You had a loving partner, beautiful children, and lived in a great house in the city of Mytros. As the first child of a powerful family with godly lineage, you were destined to be the next ruler of Mytros.

Then one day, everything changed. You returned home to find your house cold and empty. Your friends and neighbors have no memory of your family, almost as if they never existed. For a while, you struggled against insanity. Now you've resolved to find your family, whatever the cost. You'll travel to the ends of the earth and fight the gods themselves if needed. You'll do whatever it takes to bring back the people you love, even if everyone thinks you're crazy.

For players who love: Orpheus, Harry Potter

Restrictions: Must be a native to Thylea.

Adventure Hook: The Oracle claims that saving the world and fulfilling the prophecy will give you answers about your family's disappearance.

HEROIC TASKS

- To be reunited with your family.
- To reclaim your family name and legacy by tracking down your family artifacts. Pick one lesser and one greater family artifact from this list:
 - > **(Lesser) Ring of Protection:** this signet ring was worn by members of your lost family.
 - > **(Lesser) Amulet of Health:** this amulet is emblazoned with your family crest.
 - > **(Lesser) Ioun Stone, Awareness:** this stone was a jewel given to your ancestors by the gods.
 - > **(Greater) Helm of Brilliance:** this crown was worn by your ancestors, who were past rulers of Mytros.
 - > **(Greater) Dancing Sword:** this sword (it can be of any type) contains the soul of the family's founder.
 - > **(Greater) Rod of Absorption:** this rod was always carried by the leader of your family.

DIVINE BLESSING

Blessing of Magic Resistance. You have advantage on saving throws against spells and other magical effects.

MONSTROUS RACES: HAUNTED ONE

You were the leader of a tribe of centaurs, satyrs, minotaurs, or sirens from the far reaches of the steppes. Your tribe vanished as if they had never existed.

THE LOST ONE

You hail from a distant land, where your people worshipped foreign gods and spoke languages unknown to the people of Thylea. You sailed in search of the fabled treasures of the Dragonlords, but your ship and most of your crew were destroyed in a storm. Found by fishermen and brought to the city of Mytros, you discovered that your arrival had been prophesied by the Oracle.

You may not believe in any of the Oracle's prophecies, but one thing is for certain: you are somehow stranded on Thylea's shores, and your fate is now here. If the Oracle believes that you are one of the chosen few, then you must do what you can to help.

For players who love: Narnia, Wizard of Oz.

Restrictions: Must be an explorer from distant lands.

Adventure Hook: The Oracle thinks you have been sent from the outside world by the gods in order to fulfill the prophecy.

HEROIC TASKS

- Find your surviving crew members.
- Find a way to get back home.
- Find the fabled treasures of the Dragonlords. The treasure trove includes three gems worth 10,000 gp (a diamond, a ruby, and a sapphire), 2,000 pp, and 10,000 gp. It also includes one item from the following list:
 - > **Gem of Seeing**
 - > **Necklace of Prayer Beads**
 - > **Glamoured Studded Leather**
 - > **Rod of Rulership**

DIVINE BLESSING

Blessing of Luck. You may reroll any one attack roll, ability check, or saving throw. You must use the second roll. The blessing cannot be used again until after a long rest (at least several nights' sleep, as the GM decides).

MONSTROUS RACES: LOST ONE

You were a stranger in your own land, across the Forgotten Sea. The tribes of Thylea welcomed you as family, but you still wish to return to your homeland.

THE VANISHED ONE

You are one of the Dragonlords, the legendary outside explorers who first discovered Thylea. You were present when the tiny settlement of Mytros was founded, but you've been missing for almost 500 years. During an expedition into the Cerulean Gulf, you fell victim to the irresistible charms of a nymph named Versi. You've spent the last five centuries in a waking dream, trapped in her cave with no knowledge of time passing or events on the mainland. Versi released her hold on you when you were called by fate to save Thylea, but she made

you swear an oath to return to her once your quest is completed. Versi is known as the Oracle by most of the inhabitants of Thylea.

CENTURIES OF LEISURE

The time that you have spent with Versi has created gaps in your memory. You are no longer the great Dragonlord that you once were. You must relearn all of the skills lost to you.

For Players who love: Odysseus, Captain America

Restrictions: Must be an explorer from distant lands.

Adventure Hook: You are the Oracle's favorite pet.

HEROIC TASKS

- To find if you have any descendants.
- To reclaim your title as a Dragonlord. In order to do this you must:
 - > Attune with one of the *crowns of the dragonlords*. This will allow you to cast the spells *bond of the dragonlords* and *dirge of the dragonlords*.
 - > Find a **dragon egg**, hatch it and raise the dragon to be your companion.
- To get back your fabled armor. Choose one item from the following list:
 - > **Boots of Speed:** Emblazoned on the boots is the image of your old dragon mount.
 - > **Dragon scale mail:** Made from the scales, given willingly, of your old dragon mount.
 - > **Cloak of the Bat:** Only you can attune to this cloak. Instead of transforming into a **bat**, this cloak allows you to transform into a **pseudodragon**.

PALADINS: OATH OF THE DRAGONLORD

Paladins who take the Oath of the Dragonlord probably shouldn't choose the Vanished One as their epic path, as they receive similar powers automatically.

DIVINE BLESSING

Blessing of the Dragonlords. While mounted on a dragon, you gain that dragon's damage resistances, damage immunities and senses (**blindsight**, **darkvision** and its passive perception if it is greater than yours). If the dragon is an adult or ancient dragon, you can also use its legendary resistance (but this counts towards the total number of uses per day).

MONSTROUS RACES: VANISHED ONE

You were not one of the Dragonlords. Instead, you were champion from one of the native tribes that were defeated by the Dragonlords. You want to claim the power of a dragon and rebuild the order to include all the diverse peoples of Thylea.

CHAPTER 3: PLAYABLE RACES

THYLEA IS HOME TO A NUMBER OF MYTHICAL races that your players may choose during character creation. Although these races are normally hostile to the settler races, some of them choose to become heroes.

THYLEAN CENTAUR

I ONCE SAW A STAMPEDE OF CENTAURS GOING TO battle against the cyclopes, west of Xanderia. There is no more marvelous sight in Thylea than their spears gleaming in the sun of the steppes, wild manes flowing, hooves thundering. That night, they feasted and sang under the stars, calling out to me from afar, but I confess that I was too afraid to draw near.

—Leyland, Gladiator of Mytros

A noble race that roams the great plains of the world, centaurs are both feared and respected by other intelligent creatures. Centaur legends claim that they are the offspring of a powerful god of war that came down to the mortal plane in the form of a stallion. They are proud of this divine heritage and demand that the proper respect be shown to them.



EQUINE NOMADS

Centaur possess a humanoid torso with a horse's lower body. They are as varied in coloration and physical build as humans and horses. Their horse body can be chestnut brown, black as a nightmare, pure white as a unicorn, grey, and other colors between. They can be a single color, spotted, have white "socks," or have hooves of different coloration. Their human bodies can be of any skin color from dark skinned to pale. Their human hair can be black, brown, blonde, or red—but it most often complements that of their horse body.

PROUD AND HAUGHTY

Centaur are a proud people. They view themselves as superior to all other races and demand respect and adulation. They can be vain about their appearance and are careful to be dignified and aloof in the presence of others. However, most centaurs are also fond of drink and once inebriated they can become loud, boorish, and dangerous.

CENTAUR TRIBES

Centaur are a tribal people. Centaur are fiercely loyal to members of their tribe and will never leave one of their own behind. When they mate, they mate for life. If they join an adventuring group, they will often consider that group to be their current tribe and will be intensely loyal to their fellow heroes.

They normally roam huge expanses of steppe land that they consider their domain. They don't build settlements in these lands, but they are protective of them. While centaurs can be herbivores, they prefer meat and enjoy hunting, but they will resort to gathering fruit, nuts, and other plants if an area has been overhunted. Travelers who are respectful of the plants and animals in tribal territory are left alone, but those who disrespect nature or try to build permanent settlements of any kind will become a target of the tribe's wrath.

CENTAURS IN THYLEA

Centaur are distrustful of the civilized races. In the First War that raged five centuries ago, thousands of centaurs were killed by the invading Dragonlords, and the centaurs have never forgotten or forgiven. The distrust is mutual, especially as centaur tribes are now flocking to the banner of Sydon and raiding outlying farms. Centaur that enter a Thylean town or city will find that they are tolerated but kept under constant watch.

The centaurs tend to worship the mother goddess, but they will sometimes offer prayers to one of the titans, Sydon or Lutheria. They never worship the Five.

CENTAUR NAMES

Centaur names are specific to their race. These names can often be difficult for members of other races to pronounce, so they can adopt nicknames when traveling with a band of non-centaurs.

Male Names: Agrius (Agri), Amycus (Amy), Asbolus (Az), Bienor, Chiron, Cyllarus (Cyl), Dictys, Eurytus (Tus), Elatus, Eurytion (Yuri), Hylaeus (Hyla), Nessus, Perimedes (Peri), Pholus, Rhoetus (Rote), and Thaumias (Tom).

Female Names: Agaria, Bianco, Cylla, Diena, Eura, Hylonome (Hylo), Heranae (Hera), Nessicana (Nessie), Nara, Ponadata (Pona), Rhaelatisis (Rala), Rhaena (Rain), and Seranu (Sara).

CENTAUR TRAITS

Centaur names are specific to their race. These names can often be difficult for members of other races to pronounce, so they can adopt nicknames when traveling with a band of non-centaurs.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Centaurs mature at the same rate as humans.

Alignment. Centaurs have a tendency toward good. As a tribal people, they don't lean toward the freedom of a chaotic alignment, but they don't obey laws that they feel are unjust or ineffective. They lean toward neutral.

Size. Centaurs range from 6'6" to 7 feet in height and weigh between 700 and 900 pounds. Your size is Medium, but you tower over most other races.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common and Sylvan.

Charge. If you move 30 feet straight toward a target and then hit them with a melee attack on the same turn, the target takes an extra 1d6 damage from the first attack.

Mountable. As a bonus action on your turn, you may allow a single willing ally within 5 feet of you to hitch a brief ride on your back. They are carried on your back until the end of your turn, at which point they must disembark within 5 feet of you. While being carried, your rider is not considered to be mounted and they are not vulnerable to attacks of opportunity. Your rider must be a bipedal creature of your size or smaller.

Quadrappedal Stride. Climbing or maneuvering in tight spaces is considered difficult terrain for you.

The native and cursed races of Thylea are fearsome enemies, but those who side with us against the Titans are valuable allies. I cannot fathom betraying my own kind as they have, but I find it is better not to question their motives. They choose to fight alongside us; that's all that matters to Xander, and so it's good enough for me.

~Rizon Phobas, Dragonlord (15 CE)



THYLEAN MEDUSA

"TRULY, I HAVE NEVER CONSIDERED MYSELF TO BE cursed. I wished for gold, and gold I now have—in great quantities. Those who displease me are added to my lovely collection of statues. And I prefer the company of my snakes to that of lesser mortals."

—Moxena, the Lady of Coins

Medusa are humanoids that have made a bargain with dark powers to achieve beauty, eternal youth, great wealth, or some other mortal desire. As a consequence, their hair has been replaced with snakes, and their eyes have the power to petrify the unwary. They are despised and shunned by all other mortal races, and they must be careful to hide their identity when traveling in the civilized places of the world.

LEGEND OF THE MEDUSA

Thousands of years ago, a woman came to Thylea seeking her fortune. When the creatures of that land asked her from whence she came, she would only say, "I am from the land of the Gorgons." In those days, Thylea was rich in natural beauty but poor in wealth. But the woman would not be deterred.

First, the woman searched the steppes and mountains, and she came to the centaurs, asking, “Where may I find gems and jewels to rival the stars?” The centaurs offered her a shank of lamb and said, “Why seek gems and jewels when the stars are free to everyone?” Disappointed, she cast away the food and left the centaurs to their star-gazing.

Then the woman searched the forests, and she came to the satyrs, asking, “Where may I find rivers of gold and silver that flow like fountains?” The satyrs offered her a goblet of wine and said, “Gold and silver make a very poor feast. Wouldn’t you rather join us for a song and a drink?” Disappointed again, the woman cast away the goblet and left the satyrs to their revelry.

Now, the woman wandered high and low, seeking her fortune to no avail, and finally she came upon three women weaving at a loom. She said, “I wish for riches beyond the imagination of all the creatures that haunt this accursed land.” The three women, who were the Fates, warned her. “Is this truly what you desire? You may have it, but the price will be high.” And the woman answered, “When I am rich, I shall have no trouble paying any price.” And the Fates said, “So be it.”

The woman’s eyes suddenly gleamed like golden coins, and wherever she turned her gaze, creatures were turned to stone. “So that none may rob you of your treasure,” said the Fates. The woman’s hair grew long and sinuous, slithering and scaled like snakes. “So that always you will have the company of hearts as cold as your own.” And finally, the woman’s hands were filled with gems and coins that were beautiful beyond the reckoning of stars or songs. Her name was Medusa, and she was the namesake of her curse, which afflicts many such mortals with more ambition than sense.

CURSED BY DARK POWERS

Medusae have typically made bargains with some sort of fiend or fiendish power, but in some cases, they are oathbreakers who have displeased the gods or the Fates. Either way, they have been afflicted with the *curse of the medusa* as punishment, and recovery from the curse is not possible without the use of powerful magic. In some cases, even the *greater restoration* spell may not be enough to break the curse. But in many other cases, the medusa simply embraces the curse as part of her identity. Children born to medusae are also affected by the curse.

OPHIDIAN SCHEMERS

Medusae are known to spend much of their time plotting against those who rival them in wealth, power, or beauty. Some medusae name their snakes and speak to them as if they were speaking to cherished pets or loved ones. Others are ashamed of their curse and seek to break it. Medusae must train themselves to never

gaze into a mirror or stare at their reflection, for in an ironic twist of fate, they are vulnerable to their own petrifying gaze.

MEDUSA TRAITS

Medusae have the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Medusae are not born—they are made. When a humanoid is afflicted by the curse of the medusa, they gradually transform into a snake-haired monstrosity. Once transformed, they may live for a thousand years, but most are hunted down and killed long before then.

Alignment. Civilized medusae tend toward neutral or lawful evil alignments, because they must find ways to survive on the fringes of society. They must be careful to cooperate with others who will suffer the company of one who is cursed by the gods. Medusae who give into their anger eventually lose control of themselves and become true monsters.

Size. Medusae are the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one language of your choice.

Darkvision. Your eyes are adapted to dark places, giving you darkvision out to 60 ft.

Cursed. You are afflicted by the *curse of the medusa*, but your transformation is already complete. Your curse can only be ended with the *wish* spell. If your curse ends, then your race changes to whichever race you were before you became cursed (usually a human).

Snake Hair. You can attack with your snake hair. This is a melee weapon attack with an attack bonus equal to your proficiency modifier + your Dexterity modifier. It does 1d6 piercing damage on a hit, and your target must make a DC 12 Constitution saving throw or else they are poisoned until the beginning of your next turn.

Snake Blood. You have advantage on saving throws against spells and abilities that inflict the poisoned condition.

Petrifying Gaze. Starting at 5th level, you can use your action to force a creature within 30 feet that can see your eyes to make a DC 8 Constitution saving throw. On a failure, the creature is paralyzed until the end of its next turn. On your turn, you can use your bonus action to force the same creature to repeat this saving throw with disadvantage. Each time it fails, it is paralyzed again until the end of its next turn. When a creature is paralyzed in this way for the third time in a span of 10 minutes, it is instantly petrified.

Starting at 10th level, the DC for this saving throw increases to 10. At 15th level, the DC increases to 12. At 20th level, the DC increases to 14.



THYLEAN MINOTAUR

“I WILL NEVER UNDERSTAND HOW THE PEOPLE OF Mytros can consider themselves to be so enlightened when they treat the minotaur tribes like cattle. Travel widely enough and you will come to know shopkeepers, poets, and philosophers with the faces of bulls. True, there are some who are monsters. But is that not also true of men?”

—Aesop, Keeper of the Dragon Shrine

Minotaurs are the descendants of an ancient tribe of humans who were cursed by the gods, transforming them into half-human, half-bull monstrosities. Although they are widely dismissed as unthinking brutes, they are in fact as diverse and as intelligent as any other race.

LEGEND OF THE MINOTAURS

Over a thousand years ago, a tribe of humans washed ashore in Thylea and came to live in the southern hills of the Aresian peninsula. Here, they laid foundations for a city and called it Minos. But not one man or woman

among them had the strength to till the hard, rocky soil. As fate would have it, they discovered a magnificent bull that could pull a plow through any terrain for days without resting. Using the bull's great strength, they were able to produce bountiful crops with which to survive the first winter.

Over time, the people of the tribe began to venerate the bull, crowning him as the god of the harvest. When Sydon learned of this, he was furious. He threw curses down upon the settlers and transformed them into bulls, in mockery of their insolence. Each of them was harnessed to a plow and forced to tread the same winding, geometric path, until that path became a deep, labyrinthian gorge. Eventually, the plows broke, and the people of Minos slowly began to stand upright again—but their faces had been forever changed by the curse.

The people of the tribe came to be called *minotaurs*—the bulls of Minos—and they have never fully shed their bull-like demeanors. Some of them merely have horns and a snout-like nose, while others have the entire upper torso of a bull. Some continued to dwell in the labyrinth, while others left to explore the far reaches of Thylea. Over the centuries, they have come to view their own cursed existence as the will of the Fates.

WARRIOR BULLS

Minotaurs possess uncommon strength, making them excellent warriors. The curse infuses their bodies with the power of a bull at all times, and their muscles seldom relax, even when they are drunk or asleep. In battle, minotaurs sometimes lose control of their emotions and fly into a rage. When this happens, the curse takes over, transforming them back into a full-fledged bull for a short period of time.

OATHBOUND SLAVES

Minotaurs are widely shunned, because they are believed to be unthinking brutes who have been cursed by the gods. Most minotaurs gather together to form small farming or fishing communities, far from civilization. The only way that most minotaurs can find work in cities and villages is to swear oaths of service that effectively reduce them to the status of slaves. Many bear this humiliation with stoic grit, but others resort to banditry rather than submit to the unreasonable demands of cowardly superstition.

MINOTAUR NAMES

Minotaurs generally prefer names that are short and simple. They typically punctuate their names with a snort or a sharp exhalation of air through their nostrils. When someone omits this part of their name, they become annoyed.

Names: Arxan, Braz, Dregxa, Elagore, Garnox, Horus, Kath, Luth, Manx, Parth, Raxus, Steth, Torag, Zark

MINOTAUR TRAITS

Minotaurs have the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Minotaurs mature at the same rate as humans and live to about the same ages.

Alignment. Minotaurs tend toward neutral alignments. Most are stoic and proudly stubborn, refusing to be moved by notions of good or evil.

Size. Minotaurs range from 6 to 8 feet in height. They weigh between 200 and 400 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common and Abyssal.

Keen Snout. Despite your powerful demeanor, you have a delicate nose. You have advantage on Wisdom (Perception) checks that rely on smell, and you can detect strong odors from up to six miles away.

Labyrinthine Vision. Your eyes are adapted to the dark conditions of deep canyons and underground labyrinths, giving you darkvision out to 60 ft. You have advantage on skill checks made to solve maze-like puzzles. Additionally, you automatically succeed on saving throws against *maze* and *hypnotic pattern*.

Colorblindness. You see the world in shades of red and grey, leaving you incapable of discerning any color except for very bright reds.

Cursed Transformation. Starting at 5th level, you may use your bonus action to transform yourself into a **bull** using the rules of the *polymorph* spell (no concentration required). This ability recharges after a long rest. This ability automatically triggers if you suffer prolonged exposure to very bright shades of red. Starting at 9th level, this ability transforms you into a **dire bull**.



BULL

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 36 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Challenge 1 (200 XP)

Keen Smell. The bull has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d8 + 4) piercing damage.

Charge. If the bull moves at least 20 ft. straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

DIRE BULL

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 46 (5d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Challenge 2 (450 XP)

Keen Smell. The bull has advantage on Wisdom (Perception) checks that rely on smell.

Relentless (1/day). If the bull takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

Charge. If the bull moves at least 20 ft. straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 5 (1d10) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

THYLEAN NYMPH

“I ONCE LOVED A MAN WHO HAD EYES LIKE jewels, and tresses like the sun, and lips like a flower. He claimed to have been born within a crag at the peak of the mountain near my village, but I did not believe him, for how could anything so delicate be born from hard, pitted rock?”

—Tessela, witch of the western steppes

Nymphs are fey spirits that manifest from the beauty of the elemental forces of creation. There are many kinds of nymphs—dryads of the forests, naiads of the rivers, oreads of the mountains, aurae of the night sky, and nereids of the sea. They have walked the earth for millennia, ever since the Great Mother awakened them from the trees, waters, rocks, and breezes.

Nymphs are most at home in nature, but they have been known to disguise themselves and live amongst mortals, for they are desperately curious about the civilized world. In spite of this, they often have a difficult time comprehending the day-to-day struggle of civilized existence. Their charms are such that they may inadvertently seduce and domesticate mortal ‘pets’ who see to their every need, leaving them somewhat puzzled by the ugliness and hardship that seems to pervade cities.

LEGEND OF THE NYMPHS

There was once a river running through the mountains. None can say which river or which mountains, for this was so long ago that the land has rolled and shifted so as to become unrecognizable in the time since. The mountains were blanketed in a soft powder of white snow, and as the snow melted, it crept along the ground and joined together into streams of water, which trickled along the rocks and formed a river. And the river coursed down through a forest, emptying into the ocean. So it went for eons.

But then one day, the snow on the mountains had a thought. “Am I alike to the water in the streams?” And so also did the water in the river begin to wonder, “Am I alike to the roots of the trees?” They were curious, but it seemed that they would never know the answer, for just as the snow went to inspect the streams, it became the water, and just as the water went to inspect the trees, it became the roots. And so it went for eons.

Eventually, the Great Mother herself became aware of these questions. Holding the world in her embrace, she felt the curiosity of the elements rippling and vibrating across its surface, anxious for answers. And so, she loosened her grip—just slightly. The rippling thoughts of the snow and the waters and the rocks and the trees took shape, and their shapes were beautiful, for they were curiosity made manifest. These were the first nymphs.

BEAUTIFUL AND DIVERSE

Nymphs are famed for their feminine charms, but they are not exclusively female. Some are awakened from the elements with a mix of masculine and feminine features, and others are quintessential specimens of male splendor. As fey creatures, nymphs like little less than to be nailed down by the crude shackles of mortal language. They come in as many shapes and forms as the earth itself. The only physical trait that all of them have in common is an awe-inspiring beauty.

CURIOUS AND POSSESSIVE

Nymphs have an insatiable desire to learn as much as possible about both the natural and the civilized world. Because most have had eons to discover the splendor of nature, it is the civilized world that interests them the most. However, they are not usually very accustomed to mortal culture, and so they may think of men and women as interesting baubles to be collected and admired. Even civilized nymphs tend to cherish their friends and acquaintances as ‘pets’ to be manicured and proudly exhibited. They are not above bragging about their collection—or fighting with one another over their favorites.



NYMPH NAMES

Nymphs have names that sound beautiful and elemental.

Male Names: Celano, Elion, Eratheis, Hyllis, Limnade, Linos, Myrmex, Olbia, Pega, Potameid, Pyron, Taygete

Female Names: Aegle, Alcyone, Arethusia, Asterope, Brettia, Brisa, Calybe, Crinae, Crimisa, Dodone, Electra, Erythia, Hesperia, Himalia, Oeneis, Laodice, Maia, Merope, Polydora, Rhene, Semestra

NYMPH TRAITS

Nymphs have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Age. Nymphs are born cocooned within some feature of their associated element. For example, dryads are usually born within trees, and nereids may be born within giant clamshells. Young nymphs sleep in their cocoon for up to one hundred years before emerging, fully mature. They can live for as long as one thousand years, although many choose to return to the elements once their curiosity about the world has been satisfied.

Alignment. Nymphs tend toward chaotic alignments. They understand the concepts of good and evil, but they tend to select one or the other based on impulse rather than any deep-seated conviction. Nymphs tend to make a game out of performing acts that characterize their chosen alignment, rather than pausing for serious introspection.

Size. Nymphs are the same size as humans, but their builds typically reflect a life of leisure. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Sylvan.

Enthralling Beauty. You possess unearthly grace and beauty, which allows you to dazzle and charm those who are susceptible to such things. You have proficiency in the Persuasion skill. Additionally, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for this spell.

Nymph Ancestry. When you create your nymph, choose one of the following subraces: Aurae, Dryad, Naiad, Nereid, or Oread. You gain access to special traits and magic depending upon your ancestry.

NYMPH SUBRACE: AURAE

Aurae are associated with the breezes and the constellations of the night sky. They look like beautiful humans except that in dim lighting, their features are sometimes illuminated by cosmic light. Aurae are considered to be the wisest and most serious-minded nymphs, as they spend their time reflecting upon the eternal nature of the stars.

Aurae Ancestry. You have Darkvision out to 60 ft., and you have advantage on Wisdom (Survival) checks

when navigating by the stars. Starting at 3rd level, you can cast the *faerie fire* spell once with this trait and regain the ability to do so after a short or long rest. Starting at 7th level, you can cast the *levitate* spell once with this trait and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

NYMPH SUBRACE: DRYAD

Dryads are associated with the forests and trees. They look like beautiful humans but with rough, bark-like skin that ranges in color from earthy browns and greens to flowery pinks and blues. Of all the nymphs, they have the most trouble adapting to civilization, as they do not cope well with being separated from their birth tree.

Dryad Ancestry. You are fluent in the languages of beasts and plants, and you have advantage on Wisdom (Survival) checks in forested regions. Starting at 3rd level, you can cast the *goodberry* spell once with this trait and regain the ability to do so after a short or long rest. Starting at 7th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

NYMPH SUBRACE: NAIAD

Naiads are associated with rivers, lakes, and rushing rapids. They look like beautiful humans but with long hair that coils and tumbles like a flowing waterfall from their shoulders. They adapt to civilization easily, as many mortal settlements are built along rivers. Any beautiful human that seems to enjoy bathing just a little too much might be accused of being a naiad.

Naiad Ancestry. You can hold your breath for 1 hour, and you have a swimming speed of 40 ft. Starting at 3rd level, you may cast the *create or destroy water* spell once with this trait and regain the ability to do so after a short or long rest. Starting at 7th level, you can cast the *control water* spell once with this trait and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

NYMPH SUBRACE: NEREID

Nereids are associated with the stormy seas and oceans. They look like beautiful humans but with pearlescent blue-green skin, luminous eyes, and webbed hands and feet. Nereids have no trouble adapting to civilization, but they are a rare sight, because they vastly prefer the ocean to walking on dry land.

Nereid Ancestry. You can breathe underwater, and you have a swimming speed of 40 ft. Starting at 3rd level, you may cast the *fog cloud* spell once with this trait and regain the ability to do so after a short or long rest. Starting at 7th level, you can cast the *water walk* spell once with this trait and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

NYMPH SUBRACE: OREAD

Oreads are associated with rocky crags and the snowy peaks of mountains. They look like beautiful humans but with cat-shaped eyes. Oreads are fierce hunters, and they are known to stalk rural areas in search of interesting prey. Any hunter who can live for weeks in the wild and come away looking fresh as a flower might be an oread.

Oread Ancestry. You have Darkvision out to 60 ft., and you have advantage on Wisdom (Survival) checks in steppes, rocky islands, and mountainous regions. Starting at 3rd level, you can cast the *hunter's mark* spell once with this trait and regain the ability to do so after a short or long rest. Starting at 7th level, you can cast the *misty step* spell once with this trait and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

THYLEAN SATYR

“TRUST THESE HORN-HEADED FIENDS TO GET THE better end of any deal you make with them. They’ll ask to be paid in wine, and then drink you into poverty. I caught one of them tugging my sister behind the stables, and rather than having the good sense to be ashamed, he wrote a song about it. Sod them all, but the damned goats play music that could make the Muse herself weep.”

—Delphion, Innkeeper of the Dragon’s Tooth

Satyrs are a race of fey creatures with a strong link to the Feywild and all of the creatures and races that come from that place. They prefer forested wilderness but are not afraid to enter towns and cities to enjoy the company and other benefits of civilization.

GOAT MEN

Satyrs have the lower body of a goat and the upper body of an elf. A pair of goat-like horns sprout from their foreheads. These horns can range from small spikes to huge horns worthy of a mountain goat. In addition to a full head of hair, satyrs grow fur on their arms, legs, and torsos. Some satyrs grow less fur, and many choose to carefully shave the hair from their arms and body. They can have brown, black, blonde, red, grey, or white hair. Their skin color ranges from dark to pale.

HEDONISTIC

Satyrs are in tune with their emotions to a degree that can be disturbing to other races. They want to experience everything: happiness, sadness, love, rage, etc. The only thing they avoid is boredom.

They love music, wine, and dancing. They also enjoy an interest in carnal pleasures, and they are not afraid to share a bed with any of the other intelligent races.



MUSIC LOVERS

Satyrs love to listen to music. They will happily spend long stretches of time both playing and composing new music. They are known to travel great distances to hear new songs, instruments, and poetry.

SATYRS IN THYLEA

Satyrs don’t have the same strained relationship with the civilized races of Thylea that the centaurs do. Satyrs can be found in many towns and villages throughout Thylea, as well as the great city of Mytros. They are attracted to the abundance of experiences that civilization provides: the food, the wine, and most especially the music.

The civilized races of Thylea are suspicious of satyrs, for there are many stories of satyrs seducing and corrupting both the old and the young alike.

SATYR NAMES

Satyrs have names that they draw from legends and myths—and from the powers that rule over the Feywild.

Male Names: Adrastos, Aeolus, Brontes, Castor, Cephalus, Glaucus, Helios, Iacchus, Kreios, Lycus, Melanthios, Okeanos, and Proteus.

Female Names: Acantha, Astraea, Briseis, Clio, Erato, Harmonia, Ianthe, Jocasta, Melete, Phaedra, Phoebe, Selene, and Tethys.

SATYR TRAITS

Satyrs have the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Satyrs mature quickly, reaching adulthood by their early teens. They can live for several centuries.

Alignment. Most satyrs are chaotic neutral. They live for pleasure, sensual experience, and excitement. There are some satyrs who have developed empathy for others and tend toward good. Other satyrs have grown cruel and enjoy causing painful emotions.

Size. Satyrs range from 4 to 5 feet in height. They weigh between 100 and 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Sylvan.

Fey Heritage. You have advantage on saving throws against being charmed or frightened, and spells can't put you to sleep.

Memory for Music. You have proficiency with one instrument of your choice. You have advantage on Performance checks made with the selected instrument. You can also memorize and perform any song after hearing it only once.

Enchanting Music. You can cast the *minor illusion* cantrip. When you reach 3rd level, you can cast the *sleep* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can also cast the *suggestion* spell with this trait and regain the ability to do so when you finish a long rest. Casting these spells requires access to an instrument that you are proficient with. Charisma is your spellcasting ability for these spells.

THYLEAN SIREN

“THERE IS NO DENYING THE BEAUTY OF THE songs of the sirens. They can be heard miles from shore, joining with the din of the ocean waves to create haunting melodies. Sailors are always blaming them for shipwrecks, of course, but I imagine that's a convenient excuse when you crash your own ship on the shoals.”

—Chalcodon, philosopher of Mytros

Sirens are a race of winged, aquatic humanoids that typically dwell near rocky sea cliffs. They are famed for their beautiful voices, which they use to sing haunting lamentations, captivating listeners and transporting them to a bygone age. Sirens are rarely found very far inland. They prefer to remain near the coasts, as the gentle roar of the ocean waves calms their roiling emotions.



Sirens typically experience fluctuating moods from one day to the next, ranging from extreme joy and hope for the future, to extreme sorrow and pessimism. No matter how a siren feels, she expresses her emotion through song. On good days, she may annoy her companions with chirpy melodies and vocal warm-ups as she glides around on outstretched wings. Bad days, on the other hand, may see her moaning and wailing and dragging her feet.

LEGEND OF THE SIRENS

The sirens once lived on a great expanse of shoals in the Cerulean Gulf, where they built a city of brilliant white limestone. Its towering spires and pillars thrust out from the rocky waters, allowing the sirens to fly or swim as they pleased. They lived here in joy, singing praises to Sydon, who governed the oceans. Sydon heard this from his throne in Praxys and scowled. “Were they truly grateful, they would not build their towers to rival mine.”

When the sirens learned that Sydon was displeased, they were heartbroken. They dismantled their towers and composed new melodies—songs of

repentance—which once more carried on the winds to the ears of the Titan. He was unmoved. “Were they truly repentant, they would not sing so brazenly, but they would go meekly and offer the proper sacrifices in place of songs.”

This time, the sirens were utterly stricken. They had believed that their songs were cherished by the gods. Their voices were stilled, and in the ensuing silence, the brilliance of the city faded into shadow. Stone foundations cracked, and pediments grew heavy. The pillars collapsed, and the city of the sirens sank deep into the ocean, swallowed by churning waters. Even its name was forgotten.

Centuries passed in silence. Eventually, a new song began—an endless lamentation for the city that now sleeps on the ocean floor. When Lutheria learned that the city of the sirens had been destroyed, she laughed. She captured an entire flock of the pitiful creatures and gleefully cursed them, twisting them into something monstrous. These were the first harpies.

OCEAN LOVERS

Sirens are not amphibious, but they are well-adapted for living in and around water. They are thought to descend from an ancient Nereid who fell in love with an avian celestial. Iridescent scales cover many parts of their body, and their taloned hands and feet are excellent for fishing. They live in small flocks along the shores of the ocean. Siren artwork, poetry, and architecture emphasize their special relationship with both the clouds above and the sea below.

MOURNFUL SINGERS

Every siren is born with an abiding sense of sorrow that never fades—a soul-crushing grief caused by the loss of her ancestral home. From an early age, sirens learn to sing the ancient songs of their lost city, which evoke heart-wrenching memories of a time that will never come again. Anyone who hears a siren’s song is immediately mesmerized by the overwhelming emotion conveyed by her beautiful voice. Some are moved to tears—others collapse into catatonia. The siren herself is not exempt from this—the moment she hears her own lamentations, she experiences an intense pang of loss.

WINGED MESSENGERS

Sirens have broad, feathered wings growing out of their backs, which allow them to fly like birds. For this reason, sirens are often employed as messengers, tasked with conveying satchels of written letters from one city to another. However, a siren can only fly when her heart is filled with light. On such days, her songs are bright and joyful, no matter what manner of message she carries. Thus the saying, “A siren in good spirits may yet carry ill news.”

SIREN NAMES

Sirens have names that sound lyrical and sad. They are ancient names, carried down from generation to generation, and each is associated with an ancestral song. Sirens choose their own names when they come of age, selecting one from the song that moves them most deeply.

Male Names: Alover, Celeus, Everean, Gaiar, Helean,

Inareus, Leiro, Meiar, Nerean, Oren, Reilan, Taeren

Female Names: Alovarea, Celea, Everea, Gaia, Helena,

Inarea, Leira, Meia, Nerea, Orena, Reilana, Taerena

SIREN TRAITS

Sirens have the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Sirens mature at the same rate as humans, but they live about five times as long.

Alignment. From birth, sirens experience deep feelings of sorrow from the loss of their ancestral home. Some wish to prevent another such tragedy from befalling other races, which draws them toward good alignments. Others become bitter and pessimistic, tending toward neutral alignments.

Size. Sirens are slightly shorter than humans, and they have a wingspan of about 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Celestial.

Enthralling Voice. You have advantage on Performance and Persuasion checks made with your voice. Additionally, your powerful lungs allow you to hold your breath for up to 1 hour.

Wavering Emotions. Your mood affects your ability to sing and fly. After any short or long rest, you must choose whether you are feeling joyful or sad. While you are feeling sad, you lose your flying speed but gain *songs of sorrow*. While you are feeling joyful, you gain your flying speed but lose *songs of sorrow*. Your mood may change before the next time you rest, but it won’t affect which ability you have access to until after your next rest is completed.

Flight. You have a flying speed of 30 feet. To use this speed, you can’t be wearing medium or heavy armor.

Songs of Sorrow. Your lamentations have a powerful effect on anyone who can hear them. You can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a short rest. When you reach 3rd level, you can cast the *enthrall* spell once with this trait and regain the ability to do so when you finish a short rest. When you reach 5th level, you can cast the *hold person* spell once with this trait and regain the ability to do so when you finish a short rest. Charisma is your spellcasting ability for these spells, and the targets of your spells must have the ability to hear you singing.

CHAPTER 4: CLASS ARCHETYPES

ODYSSEY OF THE DRAGONLORDS INTRODUCES a number of new class archetypes which can be used by players. These archetypes are flavored to fit with the world of Thylea.

Even among thousands of soldiers, a single great warrior can turn the tide of battle. Usually that warrior is me, but if you work hard, perhaps one day it will be you!

— Pythor, God of Battle

BARBARIAN

HERCULEAN PATH

Some individuals are born with seemingly impossible strength, exhibiting rippling muscles even before they learn to speak or walk. Such men and women quickly learn that every good thing in this world may be obtained through the exercise of overwhelming might. Others may scorn them and call them “barbaric,” but what are words but useless noise to be choked out of the speaker’s windpipe?

As one such individual, you know that strength is what determines one’s worth in the world: strength to crush your enemies—and to impress your allies. You savor the opportunity to show off your great strength, whether it be in battle or in friendly competition. Your incredible strength allows you to accomplish Herculean feats that will leave your foes wailing in anguish.

PRECOCIOUS WRESTLER

Starting at 3rd level, you have learned to take advantage of your innate strength to wrestle foes into submission. You are proficient in the Athletics skill, and you are capable of grappling and shoving creatures that are up to two sizes larger than you. On your turn, you may use a bonus action to attempt to grapple a creature. While you are grappling a creature with one hand, you may use your free hand to attack that creature with two-handed weapons as if you were using both hands.

MIGHTY MARKSMAN

Starting at 6th level, you leverage your immense strength when using ranged weapons. You can use heavy weapons without incurring disadvantage due to your size. Additionally, you may choose to use your Strength modifier for attack and damage rolls with longbows. When you make ranged attacks with longbows or thrown weapons while raging, you may add your rage damage bonus to the damage rolls.

Thunderous Shot. When you make a ranged attack, you may choose to add the effect of *thunderwave* to the projectile, centered on the location that the projectile hits. The DC for this effect is 8 + your proficiency bonus + your Strength modifier. Once you have used this feature, you may not use it again until you complete a short or long rest.

HERCULEAN RAGE

Starting at 10th level, your rages take on legendary qualities and grow more powerful the longer they endure. At the beginning of each of your turns, if you are already raging, your rage damage bonus increases by +1, up to a maximum of your Strength modifier. Additionally, while raging, you are immune to poison damage and you cannot be frightened.

EARTHSHAKER

Starting at 14th level, your colossal strength causes the ground itself to tremble and quake. On your turn, you can use your action to strike the ground and create the effects of an earthquake with a 40 ft. radius, centered on your location. This area becomes difficult terrain.

Each creature on the ground in the affected area that is concentrating must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature’s concentration is broken. At the end of your turn, each creature on the ground in the area must make a Dexterity saving throw with the same DC as the previous one. On a failed save, the creature is knocked prone. You have advantage on this saving throw.

At the beginning of each of your subsequent turns, you may use your bonus action to stomp the ground and continue the effects of the earthquake until the beginning of your next turn, for a maximum duration of 1 minute. Once you have used this feature, you may not use it again until you complete a long rest.



COLLEGE OF EPIC POETRY

Bards who study the College of Epic Poetry are devoted to the creation of a singular masterpiece in the tradition of the epic poets. All the greatest stories in history were originally captured and recreated for audiences as masterful works of poetry. These stories were passed down for centuries in an oral tradition, and eventually, they were recorded on papyrus scrolls and stored in great libraries.

Those who wish to record their own epic poems spend their early years studying philosophy, aesthetics, and music, so that they have the necessary language to capture the splendor of great deeds. However, an epic poet cannot spend all their life in the Academy. Eventually, they must seek out great conflicts, for great conflicts produce great heroes, and great heroes produce great deeds.

As such, you have prepared yourself for a life of turmoil, chasing after warriors who brave impossible odds. You have learned to transcribe events faithfully, even in the chaos of battle. You know that if your quill slips at a pivotal moment, the beauty of that instant may be forever lost to history.

EPIC VERSES

Starting when you join the College of Epic Poetry at 3rd level, you begin composing your epic poem. When certain significant events occur during your travels or during combat, you may use your reaction to compose a new epic verse. Significant events are defined as any of the following things happening to you or one of your allies by chance (e.g. your party cannot deliberately force them to happen by repetition). You must be able to see or hear the event happen.

- **Comedy:** Someone rolls a natural 1 on an attack or saving throw.
- **Hubris:** Someone rolls a natural 20 on an attack or saving throw.
- **Irony:** Someone fails a saving throw after adding a Bardic Inspiration die.
- **Tragedy:** Someone is reduced to zero hit points by an enemy.

Additionally, any particularly exciting event that seems to warrant inclusion in your poem is eligible as long as the GM approves—but don't push it.

Each time you compose a new epic verse, you must declare that you are doing so. If the GM approves, then you may add 1 verse to your poem. You may also want to write down what happened and why, so that you can enjoy reading it later, but this is not required. Your poem increases in rank as the number of verses grows.

VERSE COUNTS & PARTY SIZE

These verse counts are based on a party size of six. If you have less than six members in your party, then the required verse counts are reduced. Multiply your party size by the poem rank to determine the required verse count. For example, if you have 3 party members, then your required verse count for rank 6 is equal to 18 (3 x 6)

EPIC POEM RANKS AND EFFECTS

Poem Rank	Required Verse Count	Bardic Inspiration Improvement
1	6	Minimum Value = 2
2	12	Epic Courage
3	18	Minimum Value = 3
4	24	Epic Foresight
5	30	Minimum Value = 4
6	36	Epic Determination
7	42	Minimum Value = 5
8	48	Epic Reflexes
9	54	Minimum Value = 6
10	60	Epic Resistance

INSPIRATIONAL VERSES

Starting at 3rd level, when you give someone Bardic Inspiration, you recite a portion of your epic poem, which improves the effect of the dice based upon the rank of your poem.

Improved Rolls. Your Bardic Inspiration dice have a minimum result value based on the number of verses that you've collected. Whenever someone rolls one of your Bardic Inspiration dice, if they roll less than the minimum value for your poem rank, then the result is equal to the minimum value as determined by your poem rank.

Additional Effects. Your Bardic Inspiration dice have additional effects based on the number of verses that you've collected. When you give someone Bardic Inspiration, choose one of the following effects that you have unlocked. They gain the benefit of this effect as long as they have your Bardic Inspiration die. The effect is lost when they roll the die.

- **Epic Courage:** You gain advantage on saving throws against effects that would frighten you.
- **Epic Determination:** You gain advantage on death saving throws.
- **Epic Foresight:** You cannot be surprised, and your passive Perception increases by +5.

- **Epic Reflexes:** You gain advantage on saving throws against spells that affect multiple targets.
- **Epic Resistance:** You gain resistance to one damage type (Bard's choice).

ARMORED POET

Starting at 6th level, you gain proficiency with medium armor, so that you can get close to the fighting while composing your poem. Additionally, if you are within 5 feet of an ally when you compose an epic verse about them, then you regain one expended Bardic Inspiration die.

PROTECTIVE EPITHETS

Starting at 14th level, the lyrical epithets that you've selected for your allies take on magical properties, protecting them from death. Whenever a character with

ASSIGNING EPITHETS

If you'd like to add some extra creativity to this process, then you should consider assigning an epithet to each of your allies. Epithets are short compound titles like 'rosy-cheeked,' 'strong-willed,' or 'clear-eyed.' Epic poets use epithets to emphasize a character's most distinguished qualities. Refer to your allies by their epithets when you record verses in your poem, like so: "Stern-faced Orion swings and misses!" Please be respectful—don't choose an epithet that would make your fellow players uncomfortable.

your Bardic Inspiration die would be reduced to 0 hit points, they may choose to roll their Bardic Inspiration die and be reduced to that number of hit points instead. The Bardic Inspiration die is then lost.

CLERIC

PROPHECY DOMAIN

The Prophecy domain focuses on foretelling danger and preventing harmful outcomes. Clerics of this domain are also known as "oracles." Oracles pay special attention to dreams, intuitive thoughts, and hallucinatory visions. They are widely believed to be capable of predicting the future, though their visions are often misinterpreted. They live by the phrase, "know thyself."

Oracles often carry special varieties of incense and holy water with them. The holy water may be boiled to produce vapors, which the oracle inhales in order to enter a trance-like state. During such a trance, the oracle thrashes and wails as they experience flashes of divine insight. They often employ scribes to write down their words, so that they may be recalled later.

PROPHECY DOMAIN SPELLS

- **1st Level:** *detect magic, identify*
- **3rd Level:** *augury, locate object*
- **5th Level:** *beacon of hope, clairvoyance*
- **7th Level:** *death ward, divination*
- **9th Level:** *dream, scrying*

MINDFUL SENSES

When you choose this domain at 1st level, you gain the *message* cantrip if you don't already know it. Additionally, you gain proficiency in the Perception skill.

BLESSING OF FORESIGHT

Starting at 1st level, you use your divination spells to protect your allies from future events. Whenever you cast a divination spell of 1st level or higher, choose one creature you can see. That creature gains temporary hit points equal to your Wisdom modifier + your cleric level.

CHANNEL DIVINITY: PROPHETIC TRANCE

Starting at 2nd level, you can use your Channel Divinity to enter a prophetic trance. As an action, you inhale hallucinatory vapors and enter a trance-like state for 10 minutes. Roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these prophecy rolls. You must choose to do so before the roll is made. Each prophecy roll can be used only once. You lose the prophecy rolls when your trance ends.

VISIONS OF DANGER

Starting at 6th level, you experience flashes of foresight that reveal to you when your allies will be harmed, allowing you to react with uncanny speed. When you ready a spell that restores hit points, it does not require or break concentration. Additionally, when one of your allies takes damage or fails a saving throw, you may use your reaction to move up to your speed and cast a beneficial spell that only targets your imperiled ally. The casting time of the spell must be a reaction, action, or bonus action. You may use this feature twice, and you regain any expended uses when you finish a short or long rest.

HEALING VAPORS

Starting at 8th level, your healing spells are accompanied by a mist of restorative vapors. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to your Wisdom modifier.





The Oracle is not the only creature in Thylea with the power of prophecy. Over the centuries, others have exhibited the same gift as Versi. The power is exceedingly rare, and it seems unaffected by one's bloodline. Even the lowest of mortals may experience visions of the future, though few are wise enough to use the knowledge well. My sister seeks out those with the gift, hoping to offer them guidance. It's dangerous business, meddling with Fate.

—Kyrrah, Goddess of Music

Additionally, when you cast a spell of 1st level or higher that restores hit points, you may choose to add the effect of *fog cloud* at the location of one of your targets. You must complete a long rest before you can create another *fog cloud* with this feature.

PERFECT FORESIGHT

Starting at 17th level, your prophetic powers are nearly infallible. When you enter a prophetic trance with Channel Divinity, you may choose to replace the result of either d20 prophecy roll with any number between 1 and 19 of your choice. Additionally, while you are in the trance, you gain darkvision out to a range of 60 feet, and you can see invisible creatures and objectives within 10 feet of you that are within line of sight.

IT WAS THE DRAGONLORDS WHO BROUGHT THEIR FOREIGN NOTIONS OF GOOD AND EVIL TO THYLEA. BEFORE THEIR ARRIVAL, IT WAS UNDERSTOOD THAT THE GODS AND TITANS ARE NOT TO BE CHALLENGED; THEY ARE ONLY TO BE HONORED AND APPEASED. IF LIVES MUST BE SACRIFICED TO CALM THEIR ANGER, THEN THAT IS THE ULTIMATE GOOD. CLINGING TO LIFE IS NOT ONLY PATHETIC; IT'S AN INSULT TO THE MISTRESS OF DEATH, WHO HAS BEEN CHARGED WITH SHEPHERDING EACH SOUL AT ITS APPOINTED TIME.

— CHONDRUS, PRIEST OF LUTHERIA

CIRCLE OF SACRIFICE

Druids of the Circle of Sacrifice believe that nature connects one to the entire universe, including the stars and the astral void between planes. They know that immutable laws have been set down by the great powers of the universe and that sacrifices must be made to these powers in order to keep the balance. Such sacrifices take the form of great bonfires, wherein fallen creatures are immolated.

Druids who keep the Circle of Sacrifice are sometimes called the Keepers of the Old Ways, and they revere mistletoe as a sacred plant connected to the infinite power of the astral plane. Mistletoe must be harvested with extreme care, following rituals that ensure that the plant maintains its potency.

As one of the keepers of the Old Ways, you sometimes gather with others of your kind at sacred rings of standing stones. These standing stones connect the natural world to the heavens and the astral void.

RITUAL OF SACRIFICE

Starting at 2nd level, you learn how to perform a sacrificial ritual that pleases the gods. You know the *produce flame* cantrip. When you make an attack with *produce flame*, add your Wisdom modifier to the damage roll.

Immolation. Whenever you reduce a creature to 0 hit points, you may choose to immolate them as a sacrificial offering. As the creature is engulfed in fire, you and every ally within 60 feet of the immolated creature gain the effects of the *bless* spell for 1 minute (concentration is not required). You may use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses after a short or long rest.

RITUAL OF MISTLETOE

Starting at 6th level, you carry a pouch full of mistletoe that you've collected with your sickle. You have sprigs of mistletoe represented by a number of d4s equal to your druid level. On your turn, you may use a bonus action to expend one of the sprigs of mistletoe and perform one of the following effects:

- ◆ **Divining Ritual:** You cast *detect magic* without using a spell slot.
- ◆ **Healing Ritual:** You cast *cure wounds* as a 1st-level spell without using a spell slot.
- ◆ **Purification Ritual:** You cast *purify food and drink* without using a spell slot.
- ◆ **Song of the Solstice:** You cast *heroism* as a 1st-level spell without using a spell slot.

Additionally, any time you cast a spell that restores hit points, you may expend any number of sprigs of mistletoe to roll those dice and add them to the number of hit points restored. You regain all expended sprigs of mistletoe after completing a long rest.

KEEPER OF THE LAW

Starting at 10th level, you are initiated into an ancient order of druidic judges who keep and enforce the laws of the cosmos. Your sprigs of mistletoe increase to d6s.

Sacrificial Offering. On your turn, you may use a bonus action to choose one creature that you can see. That creature is marked as a Sacrificial Offering for the next hour. Whenever any of your allies hit that creature with an attack, you may use a reaction to expend one of your sprigs of mistletoe to roll the die and add the result as fire damage. Additionally, whenever a Sacrificial Offering is reduced to 0 hit points, you may activate your Immolation feature on that creature.

Restoration Ritual. On your turn, you may use an action to expend two sprigs of mistletoe to cast the *lesser restoration* spell.

ASTROLOGICAL WISDOM

Starting at 14th level, you have studied the stars and memorized the pathways that connect the material plane to the astral plane. Your sprigs of mistletoe increase to d8s. Additionally, you gain access to the *teleportation circle* spell and always have it prepared.

Stone Circle. You know the ancient methods used to construct a circle of standing stones. You may spend 8 hours and 12,000 gp to construct a circle of twelve standing stones inscribed with druidic sigils, where each stone is 10 feet tall and weighs 1 ton. This stone circle may be used as a permanent anchor location for the *teleportation circle* spell.



FIGHTER

HOPLITE SOLDIER

The rank-and-file warriors of large cities are sometimes trained to fight in large armies of identically-outfitted soldiers called hoplites. Hoplites fight behind heavy shields, which have notches to accommodate the use of spears and javelins. Additionally, they may carry a sword called a xiphos for close quarters combat. Hoplites are famous for the use of the phalanx formation, which allows many soldiers to band together closely, benefiting from the protection of their neighbor's shield.

OPTIONAL FIGHTING STYLE: HOPLITE

When you select your fighting style at 1st level, you may choose this one. While you are wielding a shield, you are alert to attacks made against nearby allies. Whenever a creature attacks an ally standing within 5 feet of you with a melee attack, you may use your reaction to make a melee opportunity attack against the offending creature.

PHALANX (SHIELD WALL)

Starting when you choose this archetype at 3rd level, you can use a bonus action to activate your Shield Wall ability. You may use this ability once, and you regain the ability to do so after completing a long rest.

Shield Wall. For 1 minute, you and every ally who can see or hear you gains +2 AC as long as they are standing within 5 feet of an ally who is using a shield. Additionally, your allies wielding shields gain an additional +1 AC from their own shields (this includes you). This ability does not stack with itself.

SPEAR MASTERY

Starting at 7th level, your damage dice with spears, tridents, and javelins increases to d8 (d10 when wielded

with two hands), and your melee attack range with these weapons is increased to 10 feet. When you make an attack with one of these weapons, you may use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

DISCIPLINED DEFENSE

Starting at 10th level, you are practiced at using your shield to intercede and protect allies. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to add your proficiency bonus to the target's AC until the beginning of your next turn. You must be wielding a shield.

SHIELD BUSTER

Starting at 15th level, your attacks score a critical hit on a roll of 19 or 20. When you score a critical hit with a melee weapon, you knock away your target's shield if they are wielding one. The shield lands in a free space up to 10 ft. away. If your target is not wielding a shield, then they suffer an additional d6 damage from the sheer force of your weapon attack.

PHALANX WRECKER

Starting at 18th level, you have become a whirling machine of death in close quarters combat. When you take the Attack action, you can forgo one of your attacks to make a single melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

MONK

WAY OF THE SHIELD

Some monasteries teach a specialized form of combat that is very different from traditional monk fighting techniques. This style is known as the Way of the Shield, and it emphasizes the shield as a living extension of the warrior. Monks of this tradition train to take advantage of shields and polearms, so that they can fight with or against large armies of hoplites in phalanx formations. Such monks commonly wear long red cloaks to disguise their intentions and add fluidity to their movements.

Temples that teach the Way of the Shield are often decorated with scrolls that exalt the feats of warriors who are fearless when faced with impossible odds. Massive armies may be surprised to encounter

resistance from a proud band of shield monks with less than a tenth of their numbers. Grandmasters of this tradition have even been known to stand alone against creatures many times their size.

ARESIAN TECHNIQUE

Starting when you choose this tradition at 3rd level, you gain proficiency with shields. Additionally, wielding a shield does not impede your Martial Arts, Unarmored Movement, or Unarmored Defense features. You may also use your shield as a "free hand" to catch and hold missile weapons with your Deflect Missiles feature.

As long as you are wielding a shield, opportunity attacks against you are made with disadvantage.

SHIELD DANCER

Starting at 6th level, you have learned new techniques for using shields on the battlefield.

Vaulting Strike. As a bonus action on your turn, you may spend 1 ki point to vault yourself into the air, leaping up to 15 feet in any direction. If you are wielding a shield, then this leap does not provoke opportunity attacks. If you take an Attack action immediately after leaping, then you have advantage on your first melee attack, and it scores a critical hit on a roll of 19 or 20.

Counterattack. Whenever a creature makes an opportunity attack against you and misses, if you are using a shield, you may use your reaction to spin around and make a single melee weapon attack against that creature, without interrupting your movement.

SHELL OF THE DRAGON TURTLE

Starting at 11th level, you have learned to think of your shield as an extension of your body. As a reaction when you are attacked, you may spend 1 ki point to gain an additional +3 AC from your shield, including against the triggering attack, until the beginning of your next turn.

UNDAUNTED SPIRIT

Beginning at 17th level, you are fearless when faced with overwhelming enemies. You have advantage on all attacks made against creatures that are Huge in size or larger. Additionally, you cannot be frightened or paralyzed by spells or abilities used by such creatures.

PALADIN

OATH OF THE DRAGONLORD

Dragonlords are paladins who seek to extend their reach across the land by binding a dragon into their service. Such a task should never be undertaken lightly. Forming a true bond with a dragon requires a paladin to hatch a dragon egg and raise the wyrmling from the first moment it draws breath. Raising a dragon in this way requires the paladin to lay their life on the line by swearing an oath. This oath creates a reciprocal bond between the paladin's soul and the soul of the dragon.

But finding a dragon egg is no easy task either. For this reason, Dragonlords summon pseudodragon familiars and train them to seek out the perfect egg. This process may take years, and many paladins come to view the pseudodragon as a partner in the oath. When an egg is finally discovered, the paladin and the pseudodragon may share an almost parental pride in the hatchling.

Once the paladin's dragon is grown, its master becomes a true Dragonlord. But the paladin is as much a servant to the dragon as the dragon is to its master. The two are one—their destinies are interlinked—and whatsoever pain is suffered by one is also felt by the other.

OATH SPELLS

Starting when you swear your oath at 3rd level, you gain Oath Spells at the listed levels and always have them prepared.

- **Level 3:** *hunter's mark, find familiar*
- **Level 5:** *gust of wind, levitate*
- **Level 9:** *fly, haste*
- **Level 13:** *freedom of movement, stonewall*
- **Level 17:** *hold monster, telepathic bond*

PSEUDODRAGON FAMILIAR

When you cast the *find familiar* spell, you summon a **pseudodragon** instead of one of the normal forms described in the spell. The pseudodragon's primary purpose is to find you a dragon egg. The pseudodragon can smell dragon eggs if they are within one mile.

The pseudodragon is likely to find a dragon egg by the time you are 5th level, but it might be earlier. If your pseudodragon hasn't found a dragon egg by 6th level, then it departs in search of one. In 3d6 days, the pseudodragon returns to you with a dragon egg of your choice from this list: brass, bronze, copper, or silver.

If at any time your dragon egg is lost or destroyed, your pseudodragon will depart in search of another one. It will return in 3d6 days with the lost egg or a suitable replacement. If you deliberately lose or destroy your egg, then your pseudodragon refuses to perform this service.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Dragon's Wrath. As an action, you can mimic the frightful presence of a dragon, using your Channel Divinity. You issue a roar as loud as an adult dragon. Each creature of your choice that is within 60 ft. of you and aware of you must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scorn the Unworthy. Your dragonlord oath elevates you above the multitudes of the corrupt and the weak. As an action, you can intone the Dragonlord's oath, using your Channel Divinity. Enemy creatures within 30 feet that are Large or smaller in size must make a Charisma saving throw. On a failed save, the creature falls prone and loses concentration on any spells that it has active.





DRAGONLORD'S BOND

At 7th level, your dragon egg will hatch. You must cast the spell *bond of the dragonlords* while touching the newborn wyrmling within 24 hours of it hatching. The dragon wyrmling is now bonded to you. Additionally, you may cast the spells *bond of the dragonlords* and *dirge of the dragonlords*, and they require no material components when you cast them. Your wyrmling has hit points equal to 40 + twice your paladin level, and it adds your proficiency bonus to its saving throws.

YOUNG DRAGON

By 15th level, your dragon grows into a young dragon of the appropriate type if five years have not yet passed

since its hatching. The dragon will now allow itself to be used as a mount. In addition, while mounted on a dragon, you gain that dragon's damage resistances, damage immunities, and senses (blindsight, darkvision, and its passive Perception if it is greater than yours).

UNBREAKABLE BOND

By 20th level, you and your dragon have learned to fight in unison on the battlefield. Your dragon gains access to its Multiattack feature, and its breath weapon now recharges using the normal rules each round instead of using the restriction outlined in *bond of the dragonlords*.

Additionally, when your dragon fails a saving throw, you may choose to have it succeed instead. This ability recharges after you and the dragon complete a long rest.

RANGER

AMAZONIAN CONCLAVE

The Amazons are a warrior culture that emphasize the strength of the individual, in contrast to societies that defend themselves with large armies of hoplites and mounted cavalry. A typical Amazonian conclave will outline its territory, usually an island, and fight viciously to drive away trespassers. When the territory is threatened, they may band together into war parties, whose collective battlecries are said to strike fear into enemies up to a mile away.

A lone Amazonian huntress relies upon her mechanical companion, an avian *stimfay*, for support in battle. Every huntress learns to build and repair these mechanical birds when they are young, often forming deep and lasting bonds with the strange creatures. Each huntress is formidable in close quarters with her deadly *kopis* blade, but she also trains with an exotic ranged weapon called the *chakram*.

Amazonian conclaves are ruled by women, and huntresses are almost exclusively female. Men are generally regarded as the weaker sex, but they may be trained in the arts on occasion—for example, when a mother who wishes for a daughter is given a son instead.

AMAZONIAN MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Amazonian Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

- Level 3: *command*
- Level 5: *find steed*
- Level 9: *haste*
- Level 13: *confusion*
- Level 17: *mislead*

STIMFAY COMPANION

At 3rd level, you construct a **stimfay** companion to accompany you on your travels. Stimfay are clockwork birds of prey that assist an Amazon with stalking her quarry. Choose from the following list of creatures for your stimfay's appearance: eagle, harrier, hawk, kite, osprey, owl, or archaeopteryx. Your stimfay's appearance does not affect its abilities, but it does influence its personality.

In areas that are open to the sky, you can direct your stimfay to spend 10 minutes scouting the surrounding 1 mile radius and report back to you with anything it has seen. It comprehends instructions that you give it in any language. It speaks in a series of clicks and squawks that only you can understand.

The stimfay obeys your commands to the best of its abilities, and it acts on your initiative in combat. If you are incapacitated, your stimfay acts on its own.

Your stimfay has hit points equal to 15 + your ranger level, and it adds your proficiency bonus to its attacks, damage, saving throws, and ability save DCs. It regains any lost hit points during a long rest. If it is ever destroyed, you may spend 8 hours to fully repair it.

AMAZONIAN BATTLECRY

At 3rd level, you gain the ability to enter the legendary frenzy of the Amazons by shouting your signature battlecry. On your turn, you can use a bonus action to shout your battlecry and enter a frenzy. Your frenzy lasts for 1 minute and grants you the following benefits. It ends after you take damage—or when you are knocked unconscious.

- You have advantage on attacks against creatures of your favored enemy type.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You have advantage on saving throws against being frightened or paralyzed.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

BRACER REFLECTION

Starting at 5th level, you've learned to reflect attacks with your bracers. Whenever you would be hit by an attack, you may use your reaction to shield yourself with your bracers. You gain a +5 bonus to AC against all attacks, including the attack that provoked this reaction, until the beginning of your next turn. You may use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a short or long rest.

CHAKRAM TECHNIQUE

Starting at 7th level, you've learned the famous Amazonian technique of ricocheting your chakram to hit multiple targets. You can also throw it at targets that are not in your line of sight, such as around corners.

You can use your action to make a ranged attack with your chakram against one target. If your attack hits, then any number of additional creatures of your choice within 10 feet of that target must make a Dexterity saving throw using your spell save DC. Each creature that fails the save takes the same amount of damage as your first target.

THYLEAN WEAPON: CHAKRAM

Martial Weapon. Damage: 1d6 slashing. Properties: Thrown (range 60/120 ft.), light, finesse, special: The chakram returns to you when thrown, unless you fumble the attack by rolling a natural 1. Weight: 2 lbs. Cost 10 gp.

STIMFAY

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 21 (6d6)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	6 (-2)	8 (-1)	7 (-2)

Skills Perception +3

Damage Immunities fire, poison, psychic

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 13

Challenge 1/2 (100 XP)

Keen Sight. The stimfay has advantage on Wisdom (Perception) checks that rely on sight.

Immutable Form. The stimfay is immune to any spell or effect that would alter its form.

The Amazons of Themis are fiercely loyal and true to their ancient code. The sisterhood have developed many secret techniques over the centuries. Would that we had more warriors like them in Mytros.

— Vallus, Goddess of Wisdom

IMPROVED FALCONRY

At 11th level, your stimfay matures. It gains a bonus to its AC equal to your proficiency bonus, and it now has hit points equal to 30 + your ranger level. The damage dice for its Talons, Pinion Storm, and Piercing Screech increase to 2d6, and its attacks are now magical.

Additionally, any time you would take damage from an attack or an effect that you can see, you may use your reaction to have your stimfay intercept the attack or effect and take the damage instead of you. Your stimfay must be functional and ready to assist you in order to use this ability, and it must be located within 60 feet of you.

PRESSURE POINTS

Starting at 15th level, you know how to attack pressure points in your opponent's body that will cut off the blood supply to their brain. On your turn, you may use a bonus action to make a special melee attack against one creature. If the attack hits, the creature must make a Constitution saving throw versus your spell save DC. On a failure, the creature is paralyzed for 1 minute or until you use a bonus action to touch them and reverse the effect. At the end of each of the creature's turns, it repeats the saving throw and the effect ends if it succeeds. You may use this ability a number of times equal to your Wisdom modifier, and you regain all expended uses after a short or long rest.

Automated Helper. The stimfay can carry a single potion and administer it to any willing creature as an action. Additionally, the stimfay can use a bonus action to stabilize a dying creature that it can touch.

Distracting Nuisance. When the stimfay successfully hits a creature with its talons, that creature cannot make opportunity attacks until the beginning of its next turn.

ACTIONS

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

Pinion Storm. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. Hit: 1d6 piercing damage.

Piercing Screech. The stimfay emits an ear-splitting cry directed at one creature of your choice. The target must succeed on a DC 10 Constitution saving throw or else it takes 1d6 psychic damage and is deafened until the beginning of the stimfay's next turn.

ROGUE

THE ODYSSEAN

Odysseans are legendary tricksters who at first glance seem like common soldiers. They carry spears and shields like any rank-and-file hoplite, but rather than moving in strict formations or honing their discipline, Odysseans hone their minds. When two armies smash together, shields bursting under the strain of a perfect phalanx, the Odyssean is the soldier who stands back and searches for weaknesses in the enemy's defenses. Even when badly outnumbered, they may find a way to exploit conditions on the battlefield to turn the tide in the favor of their allies.

Soldiers who exhibit such a sharp mind quickly grow in notoriety and fame, but being famed for your cleverness is a double-edged sword. Odysseans are often drawn into conflicts that take them far from home, where monsters and other dangers are a constant threat. Such harrowing odysseys are the namesake of the Odyssean, who may be forced to survive several such journeys in their lifetime.

As an Odyssean rogue, you have a quick mind and you can intuit the strengths of your companions. You enjoy using your intelligence to trick your enemies and impress your friends. However, you know that you must never let your mind grow dull, for when the time comes that you are again flung into the wilderness, it will be your wits alone that save you from a gruesome death.

VAGRANT SOLDIER

Despite your roguish demeanor, you have all the training of a common soldier. When you choose this archetype at 3rd level, you gain proficiency with shields. Additionally, spears and tridents count as finesse weapons for you.

CLEVER AS THE GODS

Starting at 3rd level, you are rarely outwitted on the field of battle. On your turn, you may use your bonus action

to devise a clever plan to trick an enemy. Choose one creature that you can see. Make a Charisma (Deception) roll contested by that creature's Wisdom (Insight). If you win the contest, you and your allies have advantage on attacks against that creature until the beginning of your next turn. This feature cannot be used on the same creature more than once per combat encounter.

NOTORIOUS TRICKSTER

Starting at 9th level, you are famed for your cleverness, to the point where intelligent enemies are extremely wary of you. Creatures who are aware of your presence but cannot see you become too distracted to perform opportunity attacks until they can see you again. Additionally, when you hit a creature with a Sneak Attack, if that creature is concentrating on a spell, they have disadvantage on the roll to maintain concentration.

TENACIOUS SURVIVOR

At 13th level, you've survived through so many ordeals that you face each new challenge with grim determination. You can add your Charisma bonus to your initiative rolls. Also, at the beginning of your first turn in combat, you may use a bonus action to take a deep breath and regain hit points equal to your rogue level. You may use this feature a number of times equal to your Charisma modifier, and you regain any expended uses when you finish a short or long rest.

LEGENDARY CUNNING

Starting at 17th level, you are able to instantly assess every opportunity to seize the upper hand in combat. Whenever any of your allies makes an opportunity attack against a creature, you may choose to make a ranged attack against that same creature with advantage.

SORCERER

DEMIGOD ORIGIN

Your magic springs from the divine blood that flows through your veins. The gods have often been known to consort with mortals, and such unions sometimes produce half-divine offspring. These individuals are called demigods, and many of them are born with a powerful aptitude for magic.

Demigods exhibit powers that are related to the domain of their godly ancestor, but their magic is not constrained by this association. Rather, they may channel

the power in their blood to improve the efficacy of any spell, regardless of its type. Additionally, the divine power that courses through their blood makes demigods impressive specimens of both physical fitness and beauty.

GODLY ANCESTOR

Starting at 1st level, choose the divine domain of your godly ancestor from the following list. You can cast each of the associated spells once without using any spell slots, and you regain the ability to do so after completing a short or long rest.

Additionally, whenever you make a Charisma check when interacting with gods or celestials, your proficiency bonus is doubled if it applies to the check.

DEMIGOD DOMAINS AND SPELLS

Divine Domain	Associated Spells
Death	<i>bane, ray of sickness</i>
Knowledge	<i>command, guiding bolt</i>
Life	<i>cure wounds, bless</i>
Nature	<i>entangle, healing word</i>
Light	<i>burning hands, faerie fire</i>
Tempest	<i>fog cloud, thunderwave</i>
Trickery	<i>charm person, hideous laughter</i>
War	<i>shield of faith, thunderous smite</i>

INHERITED STRENGTH

Starting at 1st level, your godly lineage bestows you with extraordinary strength for someone without martial training. You are proficient in Strength saving throws. Additionally, you may choose to add your Charisma modifier to melee attack and damage rolls instead of your Strength.

EMPOWERED MAGIC

Starting at 6th level, echoes of divine power flow through your spells. When you cast a spell, you may spend 1 sorcery point to increase the spell's level by 1. You cannot use this feature to increase a spell's level by more than 1. For example, if you use a 5th-level spell slot to cast *fireball* as a 5th-level spell, you may spend 1 sorcery point to cast the spell at 6th level instead.

DIVINE RESISTANCE

Starting at 14th level, your divine blood allows you to shrug off effects that would destroy mere mortals. When you fail a saving throw, you may choose to succeed instead. You may use this feature once, and you regain the ability to do so after completing a long rest.

ASCENDANT SORCERY

Starting at 18th level, your power has begun to rival your divine ancestor's. When you use the Empowered Magic feature, you may increase the spell's level by more than 1. You must spend 1 sorcery point for each level that you add to the spell.

WARLOCK

PATRON: THE FATES

Your otherworldly patron is actually a trio of ancient beings: the coven of hags known as the Fates. The Fates weave the destinies of all gods and mortals in their magical loom, but whether they manipulate fate or merely record it is unknown. You have sworn yourself into the service of the Fates, and they sometimes reward you with glimpses into the future. However, you know that the Fates are utterly evil—whatever power that your pact affords you may pale in comparison to the ugly fate that they have likely prepared for you.

EXPANDED SPELL LIST

The Fates let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

- ◆ **1st Level:** *detect evil and good, identify*
- ◆ **2nd Level:** *levitate, see invisibility*
- ◆ **3rd Level:** *clairvoyance, call lightning*
- ◆ **4th Level:** *arcane eye, divination*
- ◆ **5th Level:** *planar binding, geas*

FATE'S BIDDING

Starting at 1st level, you are expected to consult with the Fates each morning to learn what they have

planned for you. You can cast one divination spell without expending a spell slot immediately after completing a short or long rest. If you do so, you gain temporary hit points equal to your warlock level (minimum of 1). You must choose a spell that you could normally cast, and you must have the necessary material components.

FATE'S FORETELLING

Starting at 6th level, you can call on the Fates to foretell future events. When you finish a short or long rest, roll 1d20 and record the number you rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll. You must choose to do so before the roll. This foretelling roll can be used only once. When you finish a short or long rest, you lose any unused foretelling rolls.

FATE'S DEMANDS

Starting at 10th level, the weight of your servitude grows heavy, and the burden only lessens when you help another creature meet its fate. Each time you reduce a creature to 0 hit points, you regain one expended spell slot. You may use this feature twice, and you regain any expended uses when you finish a long rest.



INESCAPABLE FATE

Starting at 14th level, you learn to accelerate the entropic power of fate. You can use an action to force a creature you can see to make a Wisdom saving throw. If the creature is unaware of your presence, then it has disadvantage on the roll. If the creature fails the saving throw, choose another creature that you can see. The first creature is compelled by fate to move toward the second creature for 1 minute.

At the beginning of each of the first creature's turns, if it is not located within 5 feet of the second creature, then the first creature takes 2d10 psychic damage, and it must use its full movement to move closer to the second creature, dashing if necessary, even if it cannot reach them. This effect ends if you or either of the creatures are reduced to 0 hit points or knocked unconscious. Once you use this feature, you can't use it again until you finish a long rest.

WIZARD

ACADEMY PHILOSOPHER

Academy philosophers are great thinkers who do not specialize in any particular spell school, but rather spend their time analyzing the nature of reality and applying that learning to their magic. They usually spend many years studying at venerable schools where philosophers from many different disciplines gather. They enjoy participating in endless debates and dialogues, and they always seek to score points on those who champion rival schools of thought.

PHILOSOPHICAL SCHOOL

Starting at 2nd level, you choose from one of several philosophical schools to specialize in at your academy. This school becomes deeply ingrained in your way of thinking about the world.

SCHOOL: CYNICISM

Cynics believe that one should reject material desires such as wealth and power. They advocate for an ascetic lifestyle, seeking to increase virtue by achieving harmony with nature.

Starting when you choose this school at 2nd level, the gold and time you must spend to copy a spell into your spellbook is halved. Additionally, you may spend 10 minutes foraging to locate the material components for any spell, with a total value of 50 gp or less.

SCHOOL: ECLECTICISM

Eclectics believe that no single set of doctrines can be all-encompassing. They adapt the ideas of multiple philosophical schools by choosing what they think is most reasonable.

Starting when you choose this school at 2nd level, you learn an additional language of your choice. Starting at 5th level, choose another philosophical school. You gain the abilities of that school.

SCHOOL: EMPIRICISM

Empiricists believe that the world must be observed to be understood, and that the goal of philosophy is to understand why things are as they are.

Starting when you choose this school at 2nd level, you become proficient in the Perception skill. Additionally, you may cast the *identify* or *detect magic* spell once with this trait (without using a spell slot), and you regain the ability to do so after completing a short or long rest.

SCHOOL: EPICUREANISM

Epicureans believe that the world is ruled by chance and that appealing to the gods is useless vanity. They believe that happiness is achieved by minimizing pain and living simple lives.

Starting when you choose this school at 2nd level, when a creature you can see attacks you, you can use your reaction to impose disadvantage on the attack roll. You may use this ability a number of times equal to your Intelligence modifier, and it recharges when you complete a short or long rest.

SCHOOL: STOICISM

Stoics believe that we must develop self-control and fortitude in order to overcome our own self-destructive emotions. They advocate for humility and faith as antidotes to suffering.

Starting when you choose this school at 2nd level, whenever you take damage that reduces you to 0 hit points or less, you may spend a spell slot of 1st level or higher to be reduced to 1 hit point instead. Once you have used this feature, you may not use it again until you complete a short or long rest.

SCHOOL: SOPHISM

Sophists specialize in developing rhetorical and aesthetic powers, and they advocate for principles of excellence and virtue in all endeavors.

Starting when you choose this school at 2nd level, you become proficient in the Persuasion skill and double your proficiency bonus when using that skill. Additionally, you gain the *friends* cantrip.

SCHOOL: HEDONISM

Hedonists believe that pleasure is the supreme good, and that everyone should seek to achieve the immediate gratification of their desires.

Starting when you choose this school at 2nd level, when you regain hit points from a spell or ability, you may choose to add twice your wizard level to the number of hit points restored. Once you have used this feature, you may not use it again until you complete a short or long rest.

SCHOOL: SKEPTICISM

Skeptics believe that to truly possess knowledge of things is impossible. They believe that there are universal truths, but they cannot be understood well enough to shape dogmatic ideas about the world.

Starting when you choose this school at 2nd level, you have advantage on ability checks to detect visual illusions and on saving throws against effects imposed by them. You also have advantage on saving throws against spells and effects that would charm you.

MATHEMATICAL PRINCIPLES

Starting at 6th level, you have spent years solving complex mathematical equations, allowing you to shape your spells with precision and create pockets of safety for allies. When you cast a spell that affects other creatures that you can see, you may choose a number of them equal to your Intelligence modifier. The chosen

creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save. Additionally, when you cast a spell that has an area of effect radius, you may choose to increase or decrease the radius by 5 feet.

METAPHYSICAL PRINCIPLES

Starting at 10th level, you gain new insights into the nature of causality. Whenever a creature casts a spell with a single target that you can see, you can use your reaction to choose a new target for the spell. The new target must be legal for that spell. Once you have used this feature, you may not use it again until you complete a short or long rest.

MAGICAL PARADOX

Starting at 14th level, you've spent years studying philosophical paradoxes, which allows you to work seemingly impossible feats with magic. Whenever you would lose concentration on a spell for any reason, you may choose to maintain concentration instead, as long as you are not incapacitated. You may use this feature a number of times equal to your Intelligence modifier, and you regain any expended uses after a long rest.

NEW SPELLS

BARD SPELLS

2ND LEVEL

Sleeping Draught
(*enchantment*)

3RD LEVEL

Dirge of the Dragonlords
(*necromancy*)

Fate Binding (*necromancy*)

5TH LEVEL

Sword of Fate (*illusion*)

CLERIC SPELLS

3RD LEVEL

Dirge of the Dragonlords
(*necromancy*)

Fatebinding (*necromancy*)

5TH LEVEL

Sword of Fate (*illusion*)

9TH LEVEL

Theogenesis (*conjunction*)

DRUID SPELLS

3RD LEVEL

Animal Polymorph
(*transmutation*)

6TH LEVEL

Seeds of Death
(*necromancy*)

PALADIN SPELLS

2ND LEVEL

Bond of the Dragonlords
(*enchantment*)

3RD LEVEL

Dirge of the Dragonlords
(*necromancy*)

RANGER SPELLS

3RD LEVEL

Animal Polymorph
(*transmutation*)

SORCERER SPELLS

3RD LEVEL

Animal Polymorph
(*transmutation*)

6TH LEVEL

Seeds of Death
(*necromancy*)

9TH LEVEL

Theogenesis (*conjunction*)

WARLOCK SPELLS

2ND LEVEL

Sleeping Draught
(*enchantment*)

3RD LEVEL

Fatebinding (*necromancy*)

5TH LEVEL

Sword of Fate (*illusion*)

6TH LEVEL

Seeds of Death
(*necromancy*)

WIZARD SPELLS

2ND LEVEL

Sleeping Draught
(*enchantment*)

3RD LEVEL

Fatebinding (*necromancy*)

5TH LEVEL

Sword of Fate (*illusion*)

6TH LEVEL

Seeds of Death
(*necromancy*)

9TH LEVEL

Theogenesis (*conjunction*)

ANIMAL POLYMORPH

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell transforms a creature you can see within range into a new beast form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast of CR 1 or less that does not have a fly speed. While in this new form, the target is charmed by you and views you as a trusted ally. The target can understand simple commands such as “attack” or “stay.” The charm affects creatures that are immune to charm in their normal form. The charm ends immediately when the target reverts to its normal form.

The target’s game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The creature is limited in the actions it can perform by the nature of its new form, and it can’t speak, cast spells, or take any other action that requires hands or speech. The creature’s gear melds into its new form. The creature can’t activate, use, wield, or otherwise benefit from any of its equipment.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

BOND OF THE DRAGONLORDS

2nd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, M (magical armor, shield, weapon, ring, rod, staff, or wand worth at least 5,000 gp, which the spell consumes, and an unhatched dragon egg)

Duration: Special

You permanently bond with a newly-hatched metallic dragon. This requires you to locate an unhatched dragon egg and spend 1d4 days nurturing the egg so that it hatches. The hatchling may be any of the following types of dragon wyrmling: brass, bronze, copper, or silver.

You can confer the bond to another recipient who you are touching when you cast the spell. A dragon that has been bonded can never be bonded with another target. Likewise, this spell cannot be used to bond more than one dragon to any individual.

Wyrmlings cannot be used as mounts until they grow into young dragons. A dragon cannot use legendary actions while it is being used as a mount.

Controlling the Dragon. Your dragon moves and acts on your initiative. You can decide how the dragon moves and attacks. While your dragon is fighting alongside you, it loses its multiattack feature. If your dragon has a breath weapon, it can be used once, and it recharges after you and the dragon complete a long rest.

If your bonded dragon dies, you will also die within 24 hours unless the dragon is returned to life. You cannot be raised from the dead unless your bonded dragon is alive. The same is true for your dragon.

DIRGE OF THE DRAGONLORDS

3rd-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, M (an offering of gems and coins worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You return a dead dragon that has been bonded to a Dragonlord back to life. The dragon returns to life with 1 hit point. All of the dragon’s mortal wounds are closed, and any missing body parts are restored.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the dragon at the time it died. This spell doesn’t, however, remove magical diseases, curses, or similar effects; if these aren’t first removed prior to casting the spell, they take effect when the dragon returns to life.

FATEBINDING

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 hour

Choose two creatures that you can see. Both creatures must make Charisma saving throws, and they do so with advantage if they are hostile to you. If a creature is charmed by you, it has disadvantage on this saving throw. If both creatures fail their saving throws, then their fates are now bound together.

- Whenever one of the creatures takes damage, the other creature takes an identical amount of damage, unless both creatures took damage from the same single source, such as a *fireball* spell.
- Whenever one of the creatures regains hit points, the other creature regains an identical number of hit points, unless both creatures regained hit points from the same single source, such as *mass cure wounds*.

The two target creatures remain fate-bound for the duration of the spell, even if both targets are on different planes of existence.

SEEDS OF DEATH

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (three or more minotaur teeth and alchemical fertilizer worth 100 gp)

Duration: Concentration, up to 10 minutes

You throw three minotaur teeth on to the ground in front of you. At the start of your next turn, three **minotaur skeletons** erupt from the ground, fully formed. You can use a bonus action to shout commands at the minotaur skeletons if they are within 100 ft. of you. Your commands must be general orders, such as "attack that enemy" or "guard this room." Once given an order, the minotaur skeletons will continue to follow it until the task is complete or until you issue another command. If the minotaur skeletons are given no commands, they will attack the nearest creature. When the spell ends, the minotaur skeletons dissolve into bone dust.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you animate an extra minotaur skeleton for each slot level above 6th.

SLEEPING DRAUGHT

2nd-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a draught of liquid)

Duration: 1 minute

You open a draught and a purple mist flows from you to a target creature. Roll 9d8; if the target creature has fewer current hit points than the total, then it falls unconscious. The target remains unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. If the target creature has more hit points than the rolled total, then it becomes drowsy and its speed is halved, it can't take reactions, and it can't make more than one melee or ranged attack during its turn. The target remains drowsy until it takes damage or until the spell ends.

Undead and creatures that are immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll an additional 3d8 for each slot level above the 2nd.

SWORD OF FATE

5th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

Choose a creature that you can see. You create an illusory sword that hangs above that creature's head.

Everyone with line of sight can see the sword except for the affected creature. When you cast the spell you must shout out one of the following conditions:

- *You cannot harm us.* The target creature breaks this condition if they target the spell caster or a companion with an attack or a spell that causes damage.
- *You cannot use magic.* The target creature breaks this condition if they cast a spell.
- *You cannot leave this area.* The target creature breaks this condition if it moves more than 30 feet from the spot it was standing when the spell was cast.

If the target creature breaks the condition, it takes 10d8 slashing damage as the blade becomes real and slices downward. If the target is reduced to 0 hit points, then one of its heads is removed. If the creature has no remaining heads, then it is instantly killed.

The sword of fate can be dispelled. In addition, *remove curse* will end the spell on the target.

THEOGENESIS

9th-level conjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (offerings worth at least 10,000 gp, which are consumed, and all three Divine Artifacts: the *Caduceus*, the *Ambrosia*, and the *Promethean fire*)

Duration: Special

Theogenesis is a powerful spell that is used to place a divine spark into a mortal creature, unlocking the potential to ascend to godhood. The artifacts are not consumed when the spell is cast, but the offerings are.

Choose a single target (non-divine) creature for the spell. You must remain in contact with the target for the duration of the casting. If contact is broken, both you and the target take 20d6 radiant damage, and both the spell and the offering are wasted. If the spell is successfully cast, then one of the greater gods must decide whether or not to grant the divine spark. The creature's relationship with the god determines its chance of success, and the base chance is 0%. Each of the bonuses below are cumulative:

- The target shares at least one alignment axis with the greater god: **+20%**
- The target has the exact same alignment as the greater god: **+20%**
- The target has faithfully worshipped a god in the same pantheon for at least a year: **+20%**
- The target has faithfully worshipped the greater god for at least a year: **+30%**

Failure means that the greater god decides not to grant the divine spark. That greater god can't be chosen again if the spell is cast on the same target. Success means that the target has been permanently granted a divine spark. It can only be removed with a *wish* spell.

CHAPTER 5: OATH OF THE DRAGONLORD

THE OATH OF THE DRAGONLORD IS THE sacred rite that bonds a mortal and a dragon together. Swearing this oath requires a mortal to cast the *bond of the dragonlord* spell. During the casting of the spell, the Dragonlord intones the oath. If a Dragonlord ever breaks the oath, the bond ends immediately. The oath must be intoned in the Draconic language, while a magical item is sacrificed. The speaker does not need to know Draconic; they may be coached by someone who does.

While the Oath is being spoken, the energy from the magic item is drained and used to bind the Dragonlord to a newly-hatched wyrmling. The magic item becomes non-magical and loses its properties.

The Dragonlord must speak the following words and faithfully obey the rules of the oath. At the end of the oath, the Dragonlord considers all metallic dragons to be of his or her bloodline. The speaker of the oath becomes the dragon's "oathsworn."

I CANNOT POSSESS YOU,
for you belong to yourself.

I CANNOT COMMAND YOU,
for you are a free creature.

WE SHALL SERVE EACH OTHER
in the ways we both require.

WE WILL INCREASE OUR WEALTH
by righteous means.

WE WILL ACHIEVE HAPPINESS
and harmony through knowledge.

WE WILL AID THOSE OF OUR BLOOD
to achieve their great destinies.

WE WILL AVENGE THOSE OF OUR BLOOD
who have been done harm.

I AM BLOOD OF YOUR BLOOD,
and bone of your bone—forever.



CHAPTER 6: THYLEA WORLD PRIMER

THYLEA IS A SMALL CONTINENT SURROUNDED on all sides by an ocean called the Forgotten Sea. The natives of Thylea are centaurs, cyclopes, gygans, nymphs, satyrs, and other fey races. Thousands of human, elven, and dwarven settlers arrived in Thylea five hundred years ago.

- **Oaths.** Oaths are taken very seriously in Thylea. The punishments for violating an oath are severe.
- **Curses.** Breaking oaths or violating the laws of Thylea may cause you to be afflicted by dreadful curses.
- **Natives.** Centaurs, satyrs, nymphs, and other native races live and work alongside the settler races. The peace with their many tribes is precarious.

THE TITANS

Thylea is named after the mother goddess who watches over the continent. She and her husband, Kentimane the Hundred Handed, bore many children. These ancient gods form a pantheon called “the Titans.” The two most powerful of their children are:

SYDON, LORD OF STORMS

Sydon is the ancient Titan who once ruled over Thylea, long before the arrival of mortals. He seeks to dominate the land once again—to be worshipped by all mortals. He controls all the waters of Thylea, including the weather, and sacrifices must be offered to him daily.

LUTHERIA, MISTRESS OF DEATH

Lutheria is the sister-wife of Sydon. She has dominion over the underworld, and she seeks to corrupt mortals and capture their souls for her own amusement. In spite of this, she is honored by frequent sacrifices and wine festivals throughout the land.

THE DRAGONLORDS

For many ages, Thylea was a wilderness of centaurs, satyrs, cyclopes, and other creatures who worshipped the Titans. Mortals who came to Thylea lived in small, defenseless tribes—until the arrival of the Dragonlords.

The Dragonlords were an order of heroic, dragon-riding mortals who came to Thylea five centuries ago. They initiated the First War against the Titans and defeated their armies. Most of the Dragonlords and their dragons were killed during this conflict.



THE FIVE GODS

When all seemed lost, the mortals of Thylea were saved by the sudden appearance of the Five Gods, who walked the land in mortal guise. They forced the Titans into a temporary truce, called the Oath of Peace.

- **Kyrah,** Goddess of Music
- **Mytros,** Goddess of Dawn
- **Pythor,** God of Battle
- **Vallus,** Goddess of Wisdom
- **Volkan,** God of the Forge

THE OATH OF PEACE

The Oath of Peace has prevented open warfare with the Titans for five hundred years. But now, the truce is ending. The power of the Five Gods wanes, and the Titans prepare to wage war upon mortals once again.

THE ORACLE'S PROPHECY

The Oracle is a water nymph named Versi. She is Thylea's most famous prophet, and she has recently had a terrifying vision of the future. She has called for a band of mortal heroes to join together to confront the Titans.

THE MORTAL KINGDOMS

There are three major kingdoms in Thylea.

THE CITY OF MYTROS

The kingdom of Mytros was the first kingdom founded by the Dragonlords. It is the largest city in all of Thylea and the center of commerce, religion, and politics. The ruler of Mytros is King Acastus, one of the last descendants of the Dragonlords.

THE CITY OF ESTORIA

Estoria is an ancient stronghold that has resisted centuries of attacks by centaurs, cyclopes, manticores, and other dangers which thrive in the steppes. The ruler of Estoria is King Pythor, the God of Battle.

THE CITY OF ARESIA

The kingdom of Aresia has long been a rival to the kingdom of Mytros. The two cities have been engaged in dozens of wars over the last several hundred years, which are collectively known as the Aresian campaigns. The ruler of Aresia is Queen Helen.

WHO AM I?

You are one of the heroes who has been called by the Oracle's prophecy to save the world from the tyranny of the Titans. Whatever your personal background, you know that you are destined for greatness.

CHAPTER 7: WHAT IS MYTHIC HEROISM?

ODISSEY OF THE DRAGONLORDS CASTS YOUR players into the roles of **mythic heroes**, who have been the subjects of a dire prophecy. This prophecy pits a small band of mortals against the last of the Titans—and promises an epic conflict that will forever reshape the world of Thylea.

GODS AND KINGS

Mythic heroes have dealings with the gods, almost as a matter of course. The gods are not always nice. They are jealous, capricious, cruel, generous, vengeful, kind, vicious, forgetful, thoughtless, lusty, selfish, passionate, and generally all-too-human in their ways. They do not know everything and cannot control everything, but within their spheres of influence, they are awesome, terrible, and dangerous. It's a foolish mortal who disrespects the gods. The wisest heroes acknowledge the power of the gods over every aspect of life.

Mythic heroes must also contend with the will of mortal kings and queens. Earth-shattering events demand action from the most powerful rulers from across the land, but their hands are often bound by the vagaries of fate. Sometimes, they are forced to take up arms and join the quest themselves, but more often they must depend upon the might of famous heroes.

OATHS AND CURSES

Mythic heroes are often bound to their quest by powerful oaths. Oaths are inviolable sacred vows that are sworn only in the most serious of circumstances. Oaths have a powerful, far-reaching effect on society. They may create peace between the gods, promote unbreakable fellowships, and even instigate bloody wars.

No mortal of sound mind would ever dare break an oath, lest they be afflicted by terrible curses. To be cursed by the gods is to be cursed by the land itself. Food turns to dust in the mouths of those who are cursed. Harpies peck out their eyes, and their souls are dragged screaming into the Underworld.

For this reason, even the bravest of heroes fear the consequences of breaking an oath. The gods, on the other hand, are literally incapable of breaking their oaths, for they are made from the same magic that binds and enforces them.

FAME AND HUBRIS

All great heroes seek to increase their fame. This may sound like vanity, but within a mythic context, fame is essential to achieving one's goals. Famous heroes may summon warriors to their aid, influence the opinions of the masses, and even demand audiences with the gods. Though seeking it may shorten one's life, fame is the most direct route to immortality.

The greatest heroes are not those who perform the most valiant deeds, but rather those who lead lives that make fantastic stories. To be written into the histories, one must rise when Fate calls, no matter how impossible the task may seem.

—Kyrrah, Poet Laureate

But the danger of increasing one's fame is *hubris*. Excessive pride, or hubris, leads to the downfall and destruction of many famous heroes who overestimate their abilities—or who underestimate the gods.

FATE AND PROPHECY

Mythic heroes are subject to the forces of fate and prophecy in equal measure. Fate directs the lives of both gods and mortals, and though she is the greatest of all mysteries, she is also cruel to those who defy her. The greatest gift she gives us is the gift of prophecy.

Prophecies reveal paths that would otherwise be hidden to us—paths which allow us to rise to our fate, rather than be destroyed by it. Such paths are often dangerous, and walking them may seem like madness, but that is the task of the mythic hero. To dismiss prophecy and spurn one's fate is hubris of the highest order.

COMEDY AND TRAGEDY

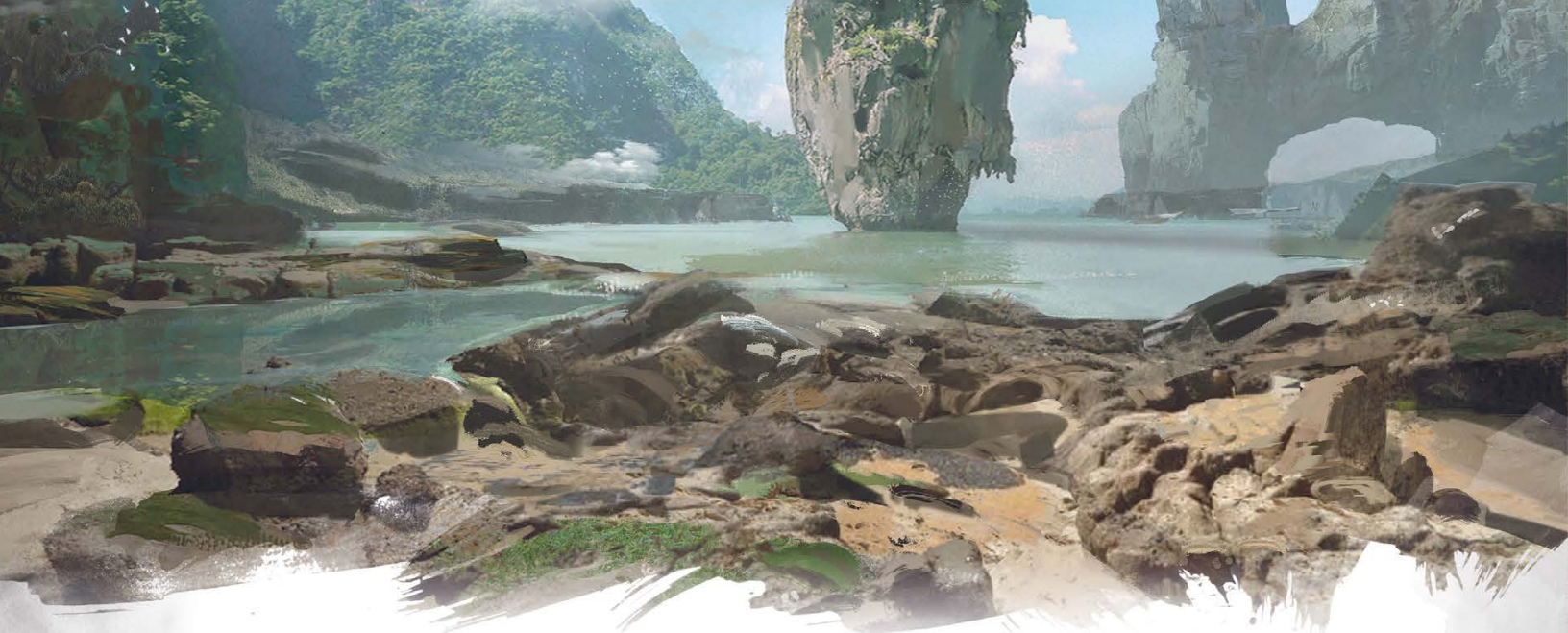
In the end, the story of a mythic hero falls into one of two categories. Those who win fame by rising to their fate and honoring their oaths may be forced to make tragic sacrifices, but they will be happier in the end. On the other hand, those who turn from fate, break their oaths, and curse the gods will meet tragic endings, even if their lives are happier in the short run.

In other words, mythic heroism means rising to the challenges that fate throws at you, even when the gods themselves work against you. It means losing yourself in the wilderness for decades, only to return in glory when your enemies least expect it. It also means betraying your loved ones, overthrowing rightful kings because of petty grievances, and discovering that you were a pawn of prophecy all along.

Mythic heroes do not lead easy lives, but they do lead dramatic ones. It's not just the victories that make their adventures memorable—it's the failures, also.



THE CONSTELLATIONS OF THYLEA



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END OF LICENSE

CLASS & LEVEL

CHARACTER NAME

INITIATIVE

SPEED

RACE

EXPERIENCE

BACKGROUND

ALIGNMENT

PLAYER NAME

INSPIRATION

PROFICIENCY BONUS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

POEM VERSES

FAME RANK

FEATURES & TRAITS

STRENGTH

DEXTERITY

CONSTITUTION

ARMOR CLASS

EQUIPMENT

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

- ▽ ... ACROBATICS (DEX)
- ▽ ... ANIMAL HANDLING (WIS)
- ▽ ... ARCANA (INT)
- ▽ ... ATHLETICS (STR)
- ▽ ... DECEPTION (CHA)
- ▽ ... HISTORY (INT)
- ▽ ... INSIGHT (WIS)
- ▽ ... INTIMIDATION (CHA)
- ▽ ... INVESTIGATION (INT)
- ▽ ... MEDICINE (WIS)
- ▽ ... NATURE (INT)
- ▽ ... PERCEPTION (WIS)
- ▽ ... PERFORMANCE (CHA)
- ▽ ... PERSUASION (CHA)
- ▽ ... RELIGION (INT)
- ▽ ... SLEIGHT OF HAND (DEX)
- ▽ ... STEALTH (DEX)
- ▽ ... SURVIVAL (WIS)

CURRENT HIT POINTS

HIT POINT MAXIMUM

TEMPORARY HIT POINTS

ATTACKS & SPELLCASTING

NAME

ATK BONUS

DMG /TYPE

HIT DICE

DEATH SAVES

TOTAL

FAILURES
SUCCESSSES

SAVING THROWS

STRENGTH
INTELLIGENCE
DEXTERITY
CONSTITUTION
WISDOM
CHARISMA

CHARACTER
BACKSTORY

CHARACTER
NAME

ADDITIONAL
FEATURES & TRAITS

CHARACTER APPEARANCE

EPIC PATH

AGE

HEIGHT

WEIGHT

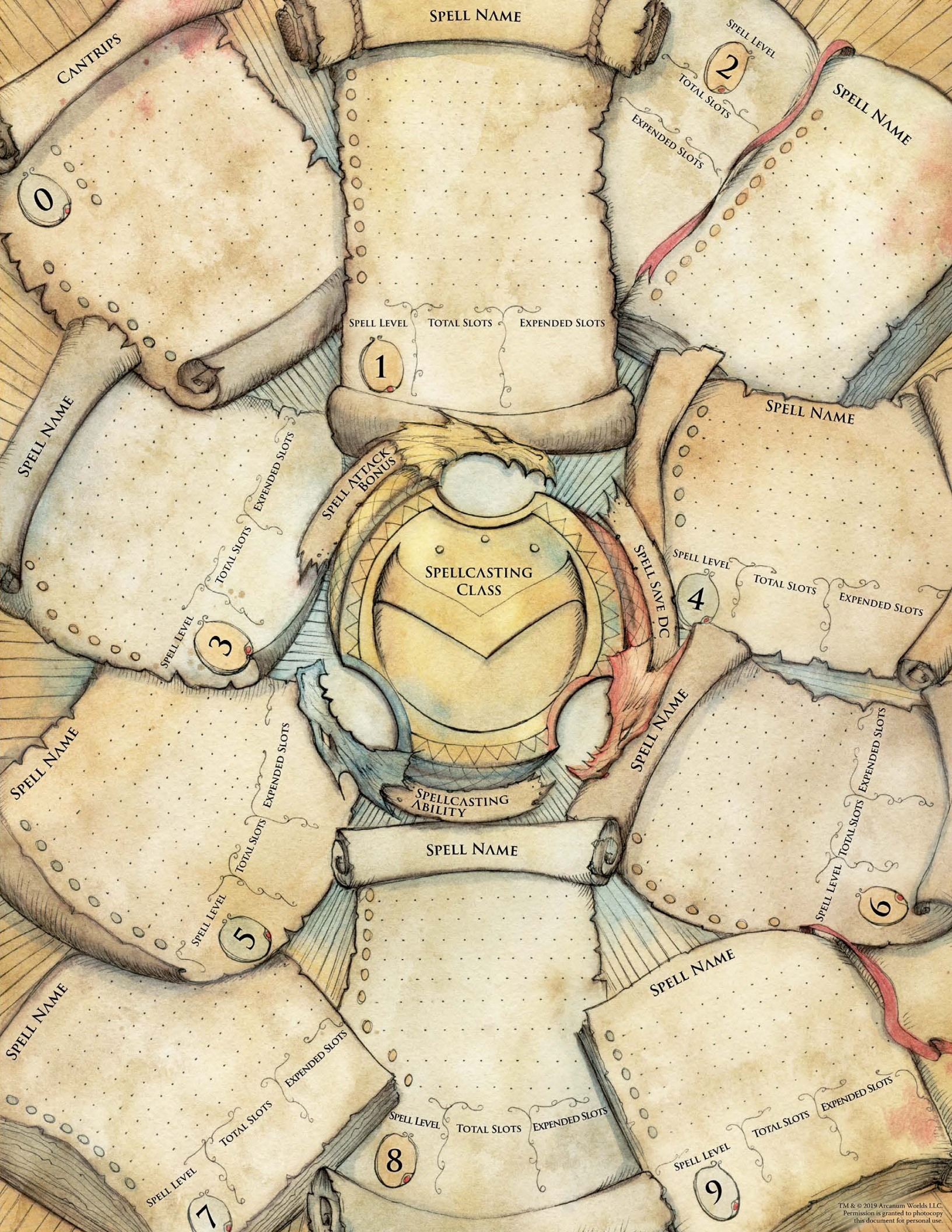
EYES

SKIN

HAIR

TREASURE

ALLIES & ORGANIZATIONS



CANTRIPS

SPELL NAME

SPELL LEVEL
2

TOTAL SLOTS
EXPENDED SLOTS

SPELL NAME

SPELL LEVEL
1
TOTAL SLOTS
EXPENDED SLOTS

SPELL NAME

SPELL NAME

SPELL ATTACK
BONUS

SPELLCASTING
CLASS

SPELL SAVE DC
4

SPELL LEVEL
TOTAL SLOTS
EXPENDED SLOTS

SPELL LEVEL
3

TOTAL SLOTS
EXPENDED SLOTS

SPELL NAME

SPELL NAME

SPELLCASTING
ABILITY

SPELL NAME

SPELL LEVEL
TOTAL SLOTS
EXPENDED SLOTS
6

SPELL LEVEL
5

TOTAL SLOTS
EXPENDED SLOTS

SPELL NAME

SPELL NAME

SPELL LEVEL
7

TOTAL SLOTS
EXPENDED SLOTS

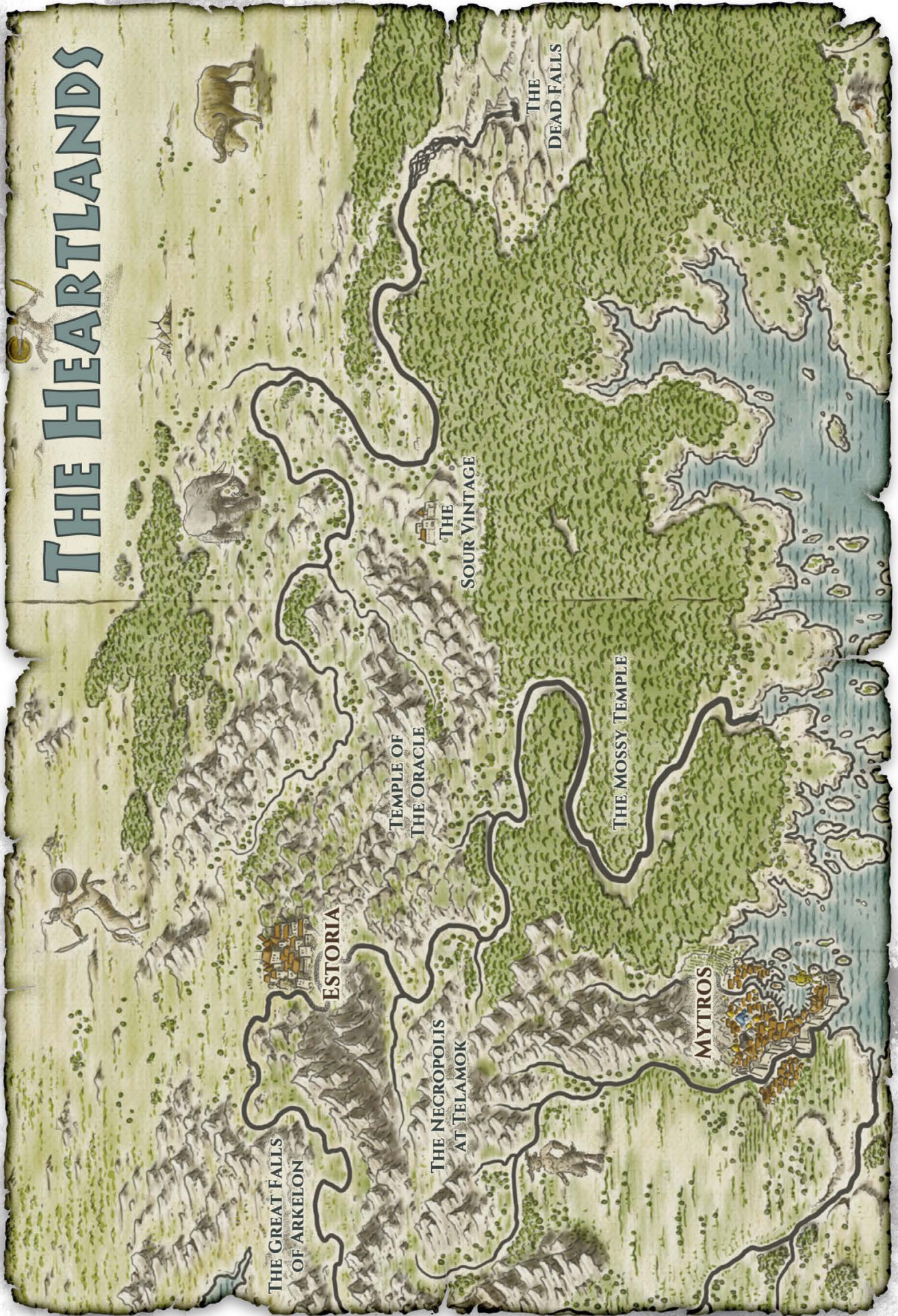
SPELL LEVEL
TOTAL SLOTS
EXPENDED SLOTS

8

SPELL LEVEL
TOTAL SLOTS
EXPENDED SLOTS

9

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