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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

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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 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 trappings of sword-and-sorcery have been blended with those 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.

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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 STORY TAKES PLACE IN A DISTANT LAND called Thylea.

Thylea is located across a great expanse of ocean, far beyond the borders of the known world. It is a land of great beauty and ancient splendor, untouched and unspoiled by civilization since the dawn of time.

Thylea is sometimes called “the Lost Land”. It has a large central landmass which tapers into peninsulas surrounded by hundreds of islands. Beyond that, on all sides a clear expanse of ocean called the Forgotten Sea stretches for hundreds of miles in every direction.

Sprawling ruins, glittering lagoons, and massive statues dot Thylea’s landscape. Great beasts wander her plains, and fey creatures haunt her woods. Centaur tribes war for control on the steppes, and reptilian savages battle across her islands. Although Thylea is a land with much history, most of it has been lost.

At the heart of the archipelago the mother goddess, in the form of a colossal world-tree, watches over her creation. She is also called Thylea, her true name lost to time. Her children are Sydon and Lutheria, the Twin Titans, who dwell in the far reaches of the ocean. They are the masters of everything under the endless expanse of the sky.

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.

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 Lost Land.

Within just a few years of their arrival, the city of Mytros was founded, and a half-dozen small kingdoms sprang up along the roads of the western reaches. The Dragonlords founded their own dynasties, and everywhere the worship of the Twins and native gods was abandoned.

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 Mytros 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.

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 of Mytros. 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

TIMELINE OF THYLEAN HISTORY

~2,000 DA	Height of the Gygon empire
24 DA	Arrival of the Dragonlords
18 DA	Founding of the first settler kingdoms and the City of Mytros
14 DA	The First War begins
12 DA	Sydon kills the last dragon
10 DA	The Five Gods appear
1 DA	Mytros, goddess of dawn, ascends to the heavens
0 CE	The First War ends as Sydon and Lutheria swear the Oath of Peace
1 CE	Construction of the Temple of the Five and the Colossi in Mytros
28 CE	Disappearance of the Ultros
35 CE	Construction of the Necropolis
330 CE	Pythor becomes king of Estoria
370 CE	The kraken destroys one of the Colossi
468 CE	Acastus becomes King of Mytros
500 CE	Prophecy of the Dragonlords (Now)

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.

- CHONDRUS, 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. It has never been discovered how or why the Titans were compelled to swear the Oath, and it is not known what price was paid.

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.

The Lost Land 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.

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,





Kentimane, the Hundred Handed rises to survey the lands

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

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 trident. 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.



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

MYTROS, THE GODDESS OF DAWN

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

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

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 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.

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 kingdom of Mytros, named for the Goddess of the Dawn, 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 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 descendent of the Dragonlords. Acastus is revered across all of Thylea and he is the husband of Queen Vallus, the most beautiful 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



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

- Kyrah, Poet Laureate

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 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.

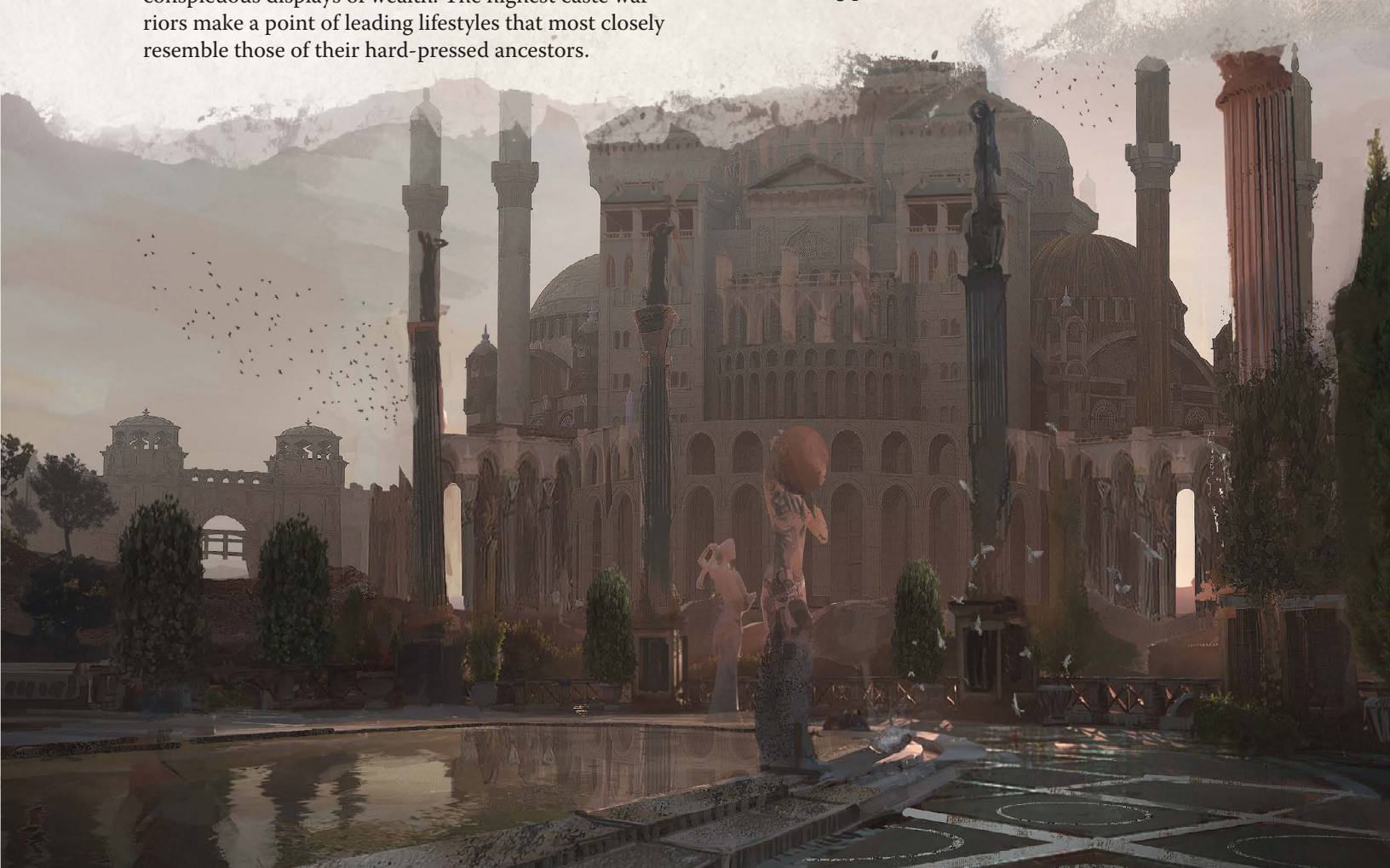
BARBARIANS OF THE GULF

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 Thetis.

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 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 ocean titan. King Acastus has taken no sides in this conflict, but the peace is becoming precarious.





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. She and her minions worship a green dragon from the Forgotten Sea named Hexia.

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 gygans who survive 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 honey-meade 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 Tradeway in the guise of maidens in distress, luring men 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 FELLOWSHIP

An oath of fellowship is sworn between a group of heroes who are about to embark upon a dangerous quest together. The oath demands that every member of the fellowship honor, respect, and aid their fellows. The benefit of this oath is that every member of the

fellowship shares in the fame won by any single member of the fellowship. However, breaking an oath of fellowship causes an individual to lose all of their fame and be reviled by the poets who record history.

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 to 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. The game effects of a curse are described in the appendix of *Odyssey of the Dragonlords*. 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. Oaths have importance and gravity to them.

The effect of this curse is directly related to the injustice of the offense. The Curse of the Treacherous manifests itself in a manner that is unique to Thylea. The Furies, the three queens of the **erinyes**, gather to determine the severity of the offense. When they have agreed upon a necessary response, they dispatch 1-3 **erinyes** to punish the target.

These erinyes will hunt and try to capture their quarry until they have been defeated. Those captured by erinyes are taken to the **Island of Oathbreakers** in the Nether Sea, where they must live out the rest of their miserable lives.

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

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

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

- CHONDRUS, PRIEST OF LUTHERIA

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.

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 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 Swiftmess. 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.



*Many of Thylea's heroes have
claimed to possess divine heritage.*



CHAPTER 2: CREATING YOUR HERO

WHERE DO YOU CALL HOME? IN ORDER TO craft your hero's identity, there is perhaps no question more important to answer than this one. Home is where the heart is, and when the night grows dark, this is where you most desire to return to. Those 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: Achilles, 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, Obelius, Odell, Orrin, Pancras, Pearce, Philip, Quinn, Rastus, Sander, Santos, Sirius, Spiro, Stavros, Tadd, Tassos, Theo, Timon, Tyrone, Vitalis, and Xander.

We settled Thylea five hundred years ago, and few of us now remember the lands from once we came.

– Aesop of the Dragon Shrine

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.

NEW RACES

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.

BLOODLINE OF THE GODS

Centaurs are half human and half horse. 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

Centaurs 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 NAMES

Centaurs have names that are specific to their race. These names can often be a mouthful, 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 Thaumais (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 TRIBES

Centaurs are a tribal people. Centaurs 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 THYLEAN

Centaurs 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. Centaurs 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 TRAITS

Centaurs have the following racial traits.

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 climbing or maneuvering in tight spaces is considered difficult terrain for you.

Speed. Your base walking speed is 45 feet.

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 considered mounted on your back until the end of your turn, at which point they must dismount within 5 feet of you. While riding on your back, your rider is not vulnerable to attacks of opportunity. Your rider must be a bipedal creature of your size or smaller. You cannot be used as a mount in combat except by using this ability.

Quadrupedal Stride. You cannot wear shoes or boots, because they interfere with your ability to walk. You cannot mount other creatures unless they are at least Huge in size.

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

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. Burn them all.”

—Delphion, Inkeeper 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

The satyrs and centaurs of Thylea have little patience for the concerns of civilized settlers, but they are great admirers of our music and poetry. It would be flattering – if only they weren't always trying to raze our villages and drink all the wine.

– Kyrak, Poet Laureate

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.

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, Ianthé, Jocasta, Melete, Phaedra, Phoebe, Selene, and Tethys.

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 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.

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

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

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 perfectly memorize and recite any song or poem 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 BACKSTORIES

Every class has a suggested backstory in the world of Thylea. Use this section for inspiration to determine your hero's personal history.

BARBARIAN—AMAZONIAN WARRIOR

You are an Amazon from the island of Thetis. You chafed at the Matriarchy that rules over the island, thinking it a corruption of what was originally supposed to be a sisterhood of equals. You are unfamiliar with the ways of men, simply because you have known very few of them.

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 together. You travel amongst the civilized races, 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—CERULEAN HUNTER

You hail from one of the barbarian tribes of the Cerulean Gulf and can use any of the barbarian backgrounds.

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—DESCENDENT 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.

THYLEAN WARRIORS

FIGHTER MARTIAL ARCHETYPE: THYLEAN HOPLITE

The rank-and-file warriors of Mytros are 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 short or longsword, called a xiphos, for close quarters combat. Hoplites are famous for the use of the phalanx, or shield wall technique, which allows many soldiers to band together closely, benefiting from the protection of their neighbor's shield.

OPTIONAL FIGHTING STYLE: HOPLITE

While you are wielding a shield, you are alert to attacks made against nearby allies. Whenever a creature hits an ally standing within 5 feet of you with a melee attack, you may use your reaction to make a melee attack against the offending creature.

PHALANX (SHIELD WALL)

Starting when you choose this archetype at 3rd level, you can use the shield wall ability once, and it recharges after a long rest.

Shield wall. For 1 minute, you and every ally who can see or hear you gains +1 AC as long as they are standing within 5 feet of an ally who is using a shield. Additionally, your allies wielding shields gain +1 AC from their own shields. This effect does not stack.

SPEAR MASTERY

Starting at 7th level, when you roll a 1 or a 2 on a damage die for an attack you make with a spear, trident, or javelin, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2.

DISCIPLINED DEFENSE

Starting at 10th level, you are practiced at using your shield to avoid danger. As long as you are wielding a shield, you and all allies within 5 feet of you gain +2 on all saving throws.

EVENTUALLY, ALL THE RACES OF THYLEA WILL WORSHIP THE LADY OF DREAMS. THIS IS INEVITABLE; HER DOMAIN IS DEATH, AND SO WHEN LIFE IS FLED, SHE WILL COME TO EMBRACE US ALL. IT IS FITTING THAT OFFERINGS OF WINE ARE GIVEN TO LUTHERIA AT THE FESTIVALS IN MYTROS, BUT VERY SOON SHE WILL BE QUEEN.

- CHONDRUS, PRIEST OF LUTHERIA



IMPROVED CRITICAL

Starting at 15th level, your attacks score a critical hit on a roll of 19 or 20.

XIPHOS MASTERY

Starting at 18th level, you are a whirling machine of death with your xiphos blade. Whenever a creature misses you with a melee attack, you may retaliate as a free action by making a melee attack with a longsword or shortsword, drawing and sheathing it in one fluid motion.

MONK MONASTIC TRADITION: WAY OF THE SHIELD

Monasteries in Aresia teach all of the traditional monk fighting techniques, but they specialize in a form of combat that is unique to Thylea. 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.

ARESIA TECHNIQUE

Starting when you choose this tradition at 3rd level, 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.

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 attack of opportunity 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 +2 AC from your shield until the beginning of your next turn.

UNDAUNTED SPIRIT

Beginning at 17th level, you are fearless when faced with overwhelming foes. 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.

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 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.

SATYRS AND CENTAURS

Satyrs and centaurs have unique heritages that require slight modifications to each epic path. Check the call-out boxes below each epic path for more information.

What is it with the gods? Always siring children and then forgetting them or otherwise making their lives miserable. How many of these kids are going to show up one day with a prophecy and a magic sword, ready to strike down their neglectful parents in an ironic twist of fate? It's embarrassing, really. Especially for my brother. And yes I know, I might be a little guilty of this myself.

- Kyrah, Poet Laureate

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 increased by 2, up to a maximum of 22.

DEMI-GOD SATYRS AND CENTAURS

Pythor was known to take many forms, bedding both mortals and the native races of Thylea. As a satyr or centaur, you are unlikely to be a champion from Mytros. Instead, you are a champion of the druids of Oldwood or the centaur 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. 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. Choose one from the following list:
 - > **Robe of the archmagi:** this particular Robe also gives resistance to all damage that originates from the creature fated to kill you.
 - > **Breastplate of invulnerability:** while armor of invulnerability is usually plate, this particular suit of armor is only a breastplate. It also gives resistance to all damage that originates from the creature fated to kill you.
 - > **Cloak of Invisibility:** again, this particular cloak gives resistance to all damage that originates from the creature fated to kill you.

DIVINE BLESSING

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

DOOMED SATYRS AND CENTAURS

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

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, who believe you are undeserving of 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, then 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.

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 find a **dragon egg**, hatch it and raise the dragon to be your companion. Any dragon egg given to, or found by, you will be only a day away from hatching. When a dragon wyrmling is bonded to you, the Oracle can bring the creature to her lair; there time flows differently, and the dragon will soon reach a trainable age.

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 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).

GIFTED SATYRS AND CENTAURS

You want to claim the power of a dragon for the native people of Thylea. You feel that the original Dragonlords misused their power.

While it is true that King Acastus of Mytros commands a small flight of dragons, he has little in common with his ancestors, the Dragonlords. I do wonder whether the creatures will continue to heed such a man.

- Aesop of the Dragon Shrine

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, Shadow (American Gods).

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 members of your family 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) Instrument of the Bards:** this instrument (any except Ollamh) was used to seduce queens and goddesses.
 - > **(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 effects.

HAUNTED SATYRS AND CENTAURS

You were the leader of a centaur band on the steppes, or a satyr who was the speaker for a grove in the Oldwood. At some point your band or grove vanished as if they had never existed.



THE LOST ONE

You hail from a distant land, where your people worshiped 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: Chronicles of 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. In addition, it includes one magic 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).

LOST SATYRS AND CENTAURS

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

THE VANISHED ONE

You are one of the Dragonlords, the legendary 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.

For Players who love: Odysseus.

Restrictions: Must be an explorer from distant lands.

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

HEROIC TASKS

- To discover whether you have any descendants.
- To reclaim your title as a Dragonlord.
- To get back your fabled weapons and armor. Choose two items (one weapon and one armor) from the following list:
 - > **Spellguard shield (Armor):** Emblazoned on the shield is the image of your old dragon mount.
 - > **Dragon scale mail (Armor):** Made from the scales, given willingly, of your old dragon mount.
 - > **Cloak of Arachnida (Armor):** Only you can use the powers of this cloak.
 - > **Frostbrand (Weapon):** This can be any type of sword, but in the hands of anyone but you, it is just a normal sword.
 - > **Oathbow (Weapon):** This can be a longbow or short bow. This bow whispers to you in draconic instead of elvish, but only you can whisper a command to target a sworn enemy.
 - > **Staff of Power (Weapon):** Only you are able to use the powers of this staff, although others can use it as a weapon.

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 greater than yours). If the dragon is an adult or ancient dragon, you can also use its legendary resistance (though this counts towards the total number of uses).

VANISHED SATYRS AND CENTAURS

You were not one of the Dragonlords but rather a champion from one of the native races who fought against them. You were seduced by the charms of Versi and have spent the last five centuries in her realm. You seek to become a Dragonlord so that your people will finally command the legendary power of the dragons.

APPENDIX: WHAT IS MYTHIC HEROISM?

Odyssey of the Dragonlords casts your character into the role of a **mythic hero** who has been the subject 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 more human than one might believe. They are jealous, capricious, cruel, generous, vengeful, kind, vicious, forgetful, thoughtless, lusty, selfish, passionate, and treacherous. They do not know everything and cannot control everything but, within their spheres of influence, they are awesome. 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 scratch 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.

- Kyrah, 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 resurge in glory when your enemies least expect it. It also means betraying your loved ones, overthrowing rightful kings because of petty grievances, and returning home to find things forever changed.

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. Keep this in mind as you prepare for your journey into the lands of Thylea.

None have braved the waters of the Forgotten Sea since the days of the Dragonlords, for the vast oceans are the domain of Sydon. To cross such an expanse would mean dreadful peril. And who knows what terrible creatures now dwell on the far-flung islands?

- Aesop of the Dragon Shrine



EVERY CORNER OF THE CERULEAN GULF AND THE FORGOTTEN SEA ARE WATCHED BY SYDON. YES, THAT MUCH IS TRUE. BUT ALL WATERS EVENTUALLY FLOW INTO THE UNDERWORLD. THERE, UPON THE THRONE OF DREAMS, THE QUEEN OF DEATH AWAITS.

- CHONDROS, PRIEST OF LUTHERIA



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EVEN THE GODS ARE BOUND BY OATHS & PROPHECIES...

At the dawn of time, war between gods and titans left the landscape of Thylea forever changed. Thousands of years later, the first mortals arrived, carried by ship and dragon. The Dragonlords were the champions who overthrew the titans 500 years ago and forged the Oath of Peace. But the power of the Oath has waned, and now the titans seek vengeance.

You are one of the heroes called by prophecy to end the conflict once and for all. Poets will sing of your deeds for centuries to come... If you survive.

Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. This booklet will provide you with everything you need to begin your career as a prospective hero in the forgotten land of Thylea.

- **The World of Thylea.** Includes an overview of the history, factions, kingdoms, and laws of the forgotten continent. Learn about the gods, the titans, and the legendary Dragonlords.
- **Class Backstories.** Includes guidance on the character creation process, including potential names and suggested backstories for each of the core player classes.
- **New Player Races.** Includes rules for two new player races native to the forests and the northern steppes: the Thylean Centaur and the Thylean Satyr.
- **Choose Your Epic Path.** Includes six epic paths for players to choose from. Epic paths provide powerful motivations for your hero, making you a central part of the story.

