



MYTHIC ODYSSEYS OF THEROS™



BEYOND

Clash with the gods of Theros in this campaign sourcebook for the world's greatest roleplaying game.

The world's most popular roleplaying game meets the world's most popular trading card game in this campaign sourcebook, detailing the Magic: The Gathering world of Theros for use in Dungeons & Dragons.

Legends walk the lands of Theros, a realm shaped by deities and the deeds of heroes. From the temples of omen-speaking oracles to the five realms of the Underworld, the champions of the gods vie for immortal favor and a place among the world's living myths.

Choose a supernatural gift that sets you on the path of destiny, align yourself with one of Theros's fifteen gods, then carve a tale of odysseys and ordeals across the domains of mortals, gods, and the dead.

What legends will you challenge—mighty heroes, inevitable prophecies, or titans imprisoned by the gods? Where will destiny and immortal schemes lead you? And what tales will you leave behind, celebrated in the pantheon of myths and writ among the eternal stars?

- Receive a supernatural gift from the gods, a set of special traits that mark your character for greatness.

- Select one of the new races for your character such as the leonin or a satyr.
- New subclasses include the Bard's College of Eloquence, masters of oratory; and the Paladin's Oath of Glory, an affirmation of destiny laid out for you by divine providence.
- Encounter mythic monsters, creatures whose power and renown are such that their names are truly living myths. More than simply legendary, these creatures have abilities that will create a challenge fit for the gods.

- Wield god-weapons, signature items of the gods that allow your character to stand apart from other heroes. These can be a gift from your deity or perhaps you boldly stole it from them in a bid for ultimate power.

New races in Mythic Odysseys of Theros

All of the new races are true to their Greek myths in appearance and influence. Would the original Minotaur team up with a roaming group of adventurers? Is a humanoid lion new to D&D? No, but this is a new take on these concepts, while keeping true to the origins of their myths. Here is a summary of what each brings as a playable race. The starting Ability Score does not have

to determine which class they are best suited for, but for some players, that does influence choice.



Centaur

Humanoid from the waist up, horse from the waist down. This was taken into consideration when determining their abilities. Walking speed is 40 feet, and

their hooves can be used as a melee weapon. They have a built in charge attack, so if they move at least 30 feet towards their target, they can immediately attack with their hooves as a bonus action. Their equine body means they have increased carrying capacity, the way a mount allows players to carry more — as all Dungeon Masters are strict about how much weight a player can carry. The body and hooves also mean they have trouble climbing, and they have a penalty to climbing speed. They have a starting Ability Score Increase of Strength +2, and Wisdom +1.



Leonin

These are not Tabaxi; these lion humanoids stand as their own race. They are loners, wanderers, out there on the plains, avoiding others, who will only begrudgingly join a party due to necessity. They are quick stalkers, with a walking speed of 35 feet, and innate Darkvision.

They have a built-in weapon with their Claws, an unarmed attack that deals slashing damage, increased by their Strength modifier. And they are lions, so of course they have a ferocious roar. As a bonus action, they can do a roar that frightens creatures of their choice. They have a starting Ability Score Increase of Constitution +2, and Strength +1.



Minotaur

Humanoid bulls. Some seek to slaughter those who put down their race for ages, others know they are accepted in society. They are all about their horns. Horn attack is an unarmed attack that does piercing damage, plus their Strength modifier. If they Dash, they can use their horn attack as a bonus action. When they attack, they can shove a creature with their horns and move them 10 feet. Also, they have proficiency with Intimidation or Persuasion, probably because of the horns. They have a starting Ability Score Increase of Strength +2, and Constitution +1.



Satyr

Humanoids, shorter, with goat-like horns, pointed ears, legs covered in fur, and hooves. They don't take life as serious as others, and believe it should be enjoyed.

Their walking speed is 35. They can use their horns to ram a target, a bludgeoning attack with their Strength

modifier, like the other races so far, but they don't start with a Strength bonus. They have advantage on saving throws against spell and magical effect, a fairly powerful racial bonus as it doesn't specify a particular kind of magic. Satyrs also gain a bonus of an eight sided dice — a d8 — to long or high jumps. They have a starting Ability Score Increase of Charisma +2, and Dexterity +1.



Triton

An amphibious race, they have fins and legs, more comfortable underwater, but able to hold their own on land among the "dryfolk." They have a walking and swimming speed of 30 feet. Originating from the sea, they have a magical connection to control air and water, and have certain spells granted to them as a feat. From level 1 they can cast Fog Cloud. At level 3 they learn Gust of Wind. And at level 5 they learn Wall of Water. Their eyes have adjusted to the low light of the depths, giving them Darkvision. Tritons can communicate to aquatic creatures, giving simple ideas to beasts that breathe water. From living in the icy seas, they also have

resistance to cold damage. They have a starting Ability Score Increase of Strength, Constitution, and Charisma +1.



New subclasses in Mythic Odysseys of Theros

Two new subclasses were added, one for Bard, one for Paladin. To go with the Greek theme, the Bard was

given the role of an actor on stage, a performer to pluck at the heartstrings to reach the emotions of the audience. The Paladin is the Greek hero. The champion who is part of a group, but who stands out as the one remembered as the greatest among them, for whom the tales are told.

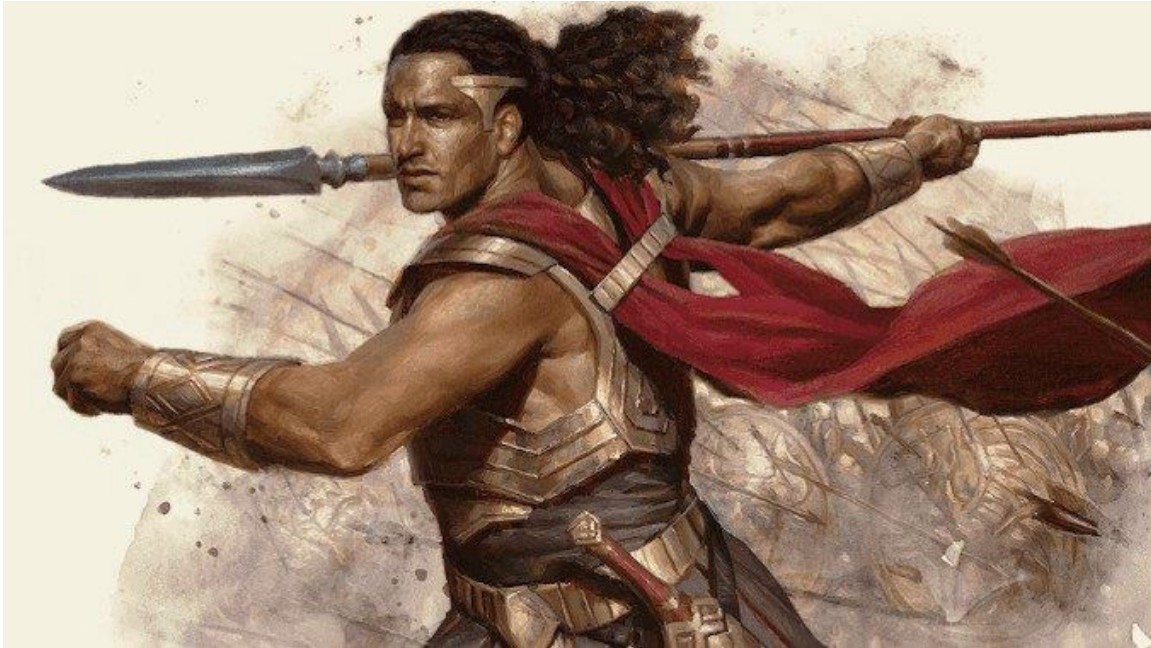
Bard: College of Eloquence

This is a very straightforward subclass, with the theme of talking, inspiring, and trying to reach as many people as possible. The 14th level feature really makes great use of Bardic Inspiration. This wants the player to max out Charisma to make full use of this. The following are the features granted to this subclass.

- Silver Tongue — 3rd-level feature. A Persuasion or Deception check roll of 9 or lower is considered to be a 10.
- Unsettling Words — 3rd-level feature. As a bonus action, expend a use of Bardic Inspiration, roll the Bardic Inspiration die. A creature of your choosing must subtract that roll from their next saving throw.
- Unfailing Inspiration — 6th-level feature. When a creature adds one of your Bardic Inspiration dice, and the roll fails, the creature can keep the Bardic Inspiration die.
- Universal Speech — 6th-level feature. Choose a number of creatures, up to your Charisma modifier,

they can understand you, regardless of what language they speak, up to one hour.

- Infectious Inspiration — 14th-level feature. When someone succeeds on a roll using a Bardic Inspiration, use a reaction to give someone else Bardic Inspiration, without expending any Bardic Inspiration uses. You can do this a number of times equal to your Charisma modifier.



Paladin: Oath of Glory

A Paladin who takes this oath strives towards glorious deeds, facing hardships with allies, and heroics that will make them a legend. They also get a lot of spells, too many to list here. Additionally, they have the following features to make them the legendary heroes they are meant to be.

- Channel Divinity – Peerless Athlete — 3rd-level feature. As a bonus action, gain advantage on Athletic and Acrobatic checks and increase the distance of long and high jumps by 10 feet, for 10 minutes.
- Channel Divinity – Inspiring Smite — 3rd-level feature. After dealing damage with Divine Smite, use a bonus action to give temporary hit points to creatures of your choosing, including yourself.
- Aura of Alacrity — 7th-level feature. Increase the movement speed of yourself, and any ally within 5 feet of you, by 10 feet. Can include any ally within 10 feet of you at level 18.

- Glorious Defense — 15th-level feature. As a reaction, add your Charisma modifier to a creature's Armor Class when that creature is attacked. If that attack misses, and your weapon can reach the attacker, you may then attack that attacker.
- Living Legend — 20th-level feature. As a bonus action, for 1 minute, gain advantage on all Charisma checks, make missed attacks hit instead, and reroll a failed saving throw.



More to come from Mythic Odysseys of Theros

Here we have the starting information, to put the characters together. The races represent the world, capturing symbols of Greek Mythology, not simply making them mindless monsters, but playable people.

These themes have come up in D&D before, but now they are fully realized, in a land fitting the lore. Paladin and Bard were not expanded on heavily with these two subclasses, but there is a slight variation on each that will have their niche.

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