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# ODYSSEY

## OF THE DRAGONLORDS

PLAYER'S GUIDE

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

# ODYSSEY

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PLAYER'S GUIDE



AWW



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

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

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



### ON THE COVER (CAMPAIGN BOOK)

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



### ON THE COVER (PLAYER'S GUIDE)

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

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

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## PREFACE

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

— Jesse Sky

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

— James Ohlen





# CHAPTER 1: THE WORLD OF THYLEA

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

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

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

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

## THE HISTORY OF THYLEA

### ARRIVAL OF MORTALS

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

#### TIMELINE OF THYLEAN HISTORY

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

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

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

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

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

### ARRIVAL OF THE DRAGONLORDS

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

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

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

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





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

## THE FIRST WAR

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

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

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

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

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

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

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

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

— 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.

## THE PRESENT DAY

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

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

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

## THE ORACLE'S PROPHECY

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

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

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

## TRAVELING TO THYLEA

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

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

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

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

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

## THE POWERS OF THYLEA

### THE ANCIENT TITANS

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

### THYLEA, GREAT MOTHER OF ALL

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









*Kentimane, the Hundred Handed rises to survey the lands*



### KENTIMANE, THE HUNDRED HANDED

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

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

### SYDON, THE LORD OF STORMS

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

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

### LUTHERIA, THE LADY OF DREAMS

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

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

## THE FIVE GODS

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

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

### MYTROS, THE GODDESS OF DAWN

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

*Mytros,  
the Goddess  
of Dawn*



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

*— Aesop of the Dragon Shrine*

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

### VOLKAN, THE GOD OF FORGES

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

### PYTHOR, THE GOD OF BATTLE

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



## THYLEAN DEITIES

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

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

### VALLUS, THE GODDESS OF WISDOM

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

*Vallus,  
Goddess  
of Wisdom*



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

*— Kyrah, Poet Laureate*

### KYRAH, THE GODDESS OF MUSIC

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

## THE MORTAL KINGDOMS

### THE KINGDOM OF MYTROS

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

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

### THE KINGDOM OF ESTORIA

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



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

## THE KINGDOM OF ARESIA

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

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

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

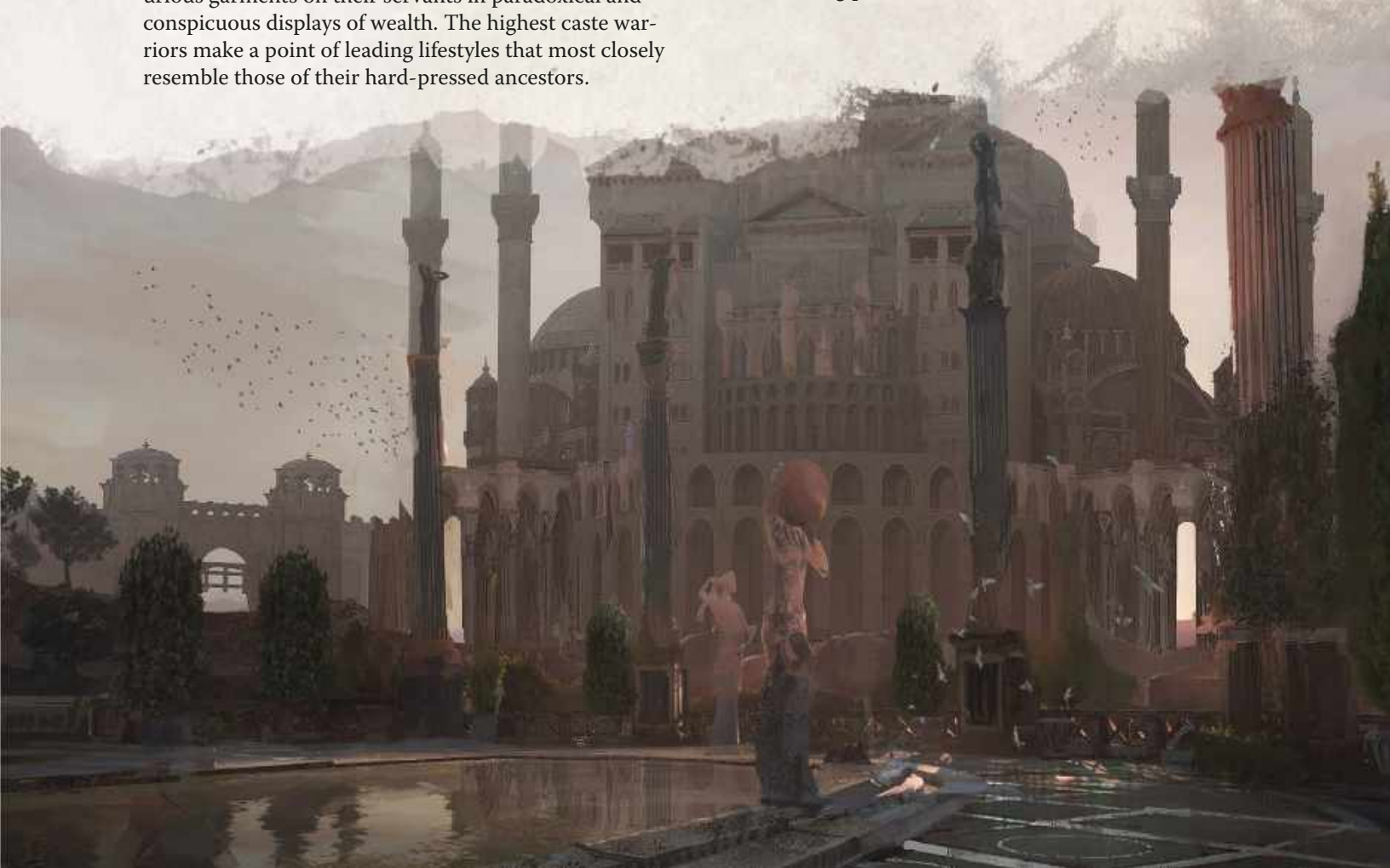
## BARBARIANS OF THE GULF

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

## FACTIONS OF THYLEA

### THE TEMPLE OF THE FIVE

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







**READ FULL VERSION**

# THE CITY OF ESTORIA