

Iblydos Setting Primer

Iblydos History

Introduction

There was very little information on Iblydos prior to the Myth-Speaker campaign. We did not even know the names of all the islands that make up Iblydos until this AP came out. So the high-level overview I provide in this section will quickly get you up to speed on the setting's established lore, and later I will get into detail on the different city-states.

Normally I recommend Mythkeeper videos. But in this case I watched his video on Iblydos, went to go check sources, and could not verify a lot of what he says about Iblydos' history. 75% of what he says in the video is fine. But there are some things Mythkeeper says that I can't verify but will assume are true; some things which I can't verify and do not assume are true; and some things I believe Mythkeeper had correct when he released this video but the Myth-Speaker campaign now contradicts. So I ask that for your understanding of Iblydos as a setting for this campaign, you rely on this document and not something like Mythkeeper's video or the Pathfinder wiki.

Ancient History

Iblydos is well known for its variety of monstrous humanoids; such as minotaurs, harpies, medusae, merfolk, satyrs, and centaurs. The isles are also well known for less civilized monstrous creatures such gorgons, griffons, hydras, chimeras, hags, pegasi, and more. Some claim these peoples and monsters have existed for as long as the isle of Iblydos has existed. Others say Lamashtu once visited the isles and created them herself.

Humans and other ancestries that would later arrive at the isles did not always get along peacefully with many of their monstrous neighbors, and there were fights for various lands. Some islands became known to be human territory, while others were known to belong to the civilized monstrous races. Often the human and civilized monstrous races would fight against and among each other. The islands would develop city-state style rulership for the different isles, with constant changes of who controls what.

But just over 10,000 years ago (-5324 AR) a group of "good" cyclopes arrived in Iblydos as they fled their "evil" cyclopes brethren that had become corrupted by the serpentfolk gods. These cyclopes settled with the humans on Iblydos. One of the cyclopes' greatest powers on Golarion has always been their ability to gain glimpses into the future. And one cyclops prophet named Ishkorandos saw something that almost nobody else could: that Golarion was about to suffer a massive, divine disaster. While other nations laughed at the Iblydosi paranoia, humans and cyclopes on Iblydos worked together for 50 years to store food and underground libraries of knowledge in preparation for what was to come; until -5293 AR when Earthfall occurred.

Post Earthfall

The cause, events, and aftermath of Earthfall are their own lengthy discussion I won't get into here. In short summary the remains of a shattered meteor struck Golarion causing mass destruction, tsunamis, and a cloud of ash and dirt that blocked out the sun for centuries. While most of the rest of the world was languishing in the "Age of Darkness," Iblydos was thriving (relatively speaking).

The cyclopes could now turn their attention to other things following Earthfall, given the relative security the human and cyclopes society had on Iblydos. The cyclopes seers noticed something strange about the people of Iblydos. They could see strange ethereal, prophetic "threads" wrapped around everyone on the island including even wild animals at times. Some creatures have more threads wrapped around them than others. A trained cyclops seer could undergo a taxing ritual known as a "Myth-speaking" to see where the threads of one person are connected to elsewhere on the isle and prophesize about the challenge to be faced there. Should the creature go to that location and conquer the challenge, it can finally unshackle that person from those threads and allow them to reach mythic potential. Those who accomplish this become known as "hero-gods," and these are another thing Iblydos is known well for.

Iblydos could have possibly become a great empire in the post-Earthfall Age of Darkness if not for two things. First, its makeup of fractious city states did not allow the combined human and cyclops forces from making great progress outside of Iblydos itself. And second, if a hero-god travelled too far away from Iblydos, they would lose more of their power whose source was strangely tied to the islands. The forces of Iblydos did make some successful incursions onto the mainland, but these remote settlements would often go independent themselves. And as other nations regrouped post-Earthfall, they were able to kick any Iblydos remnants back off to their islands. The biggest conflicts came with the expanding Kelesh empire.

The Obari Crossing and Conflicts with Kelesh

The Kelesh empire is comparable to the real-world Persian empire. The news of this massive, spreading empire was commonplace in Iblydos by -200 AR. Much of the land that Iblydos claimed after Earthfall would later be captured by the Kelesh empire. By 311 AR the Kelesh empire set their sights on attacking Iblydos itself. However Iblydos would be able to repel Kelesh. We don't have too many details on what happened, just that there was a "Battle of the Shattered Reefs" where the Kelesh Navy was lured into a trap and suffered a devastating loss. Within four years of starting their war to conquer Iblydos, the Kelesh empire would abandon such hopes and leave Iblydos as its mess of city states with their hero-gods causing and solving problems.

Conflict between Kelesh and Iblydos would persist, however. In 562 AR a merchant from Vudra named Khiben-Sald would sail a treasure fleet to Katapesh, making stops in many western nations and gifting a plethora of Vudran goods. This was done with the hope of making these items desirable among western cultures so that they would come to Vudra to trade. The treasure fleet stops in Iblydos to resupply, and while they are at it shower Iblydos in gifts as well. Khiben-Sald's mission is successful, and suddenly there are massive amounts of trade going to and from Vudra. This sailing route through the Obari Ocean became known as the "Obari Crossing" and large amounts of wealth sails on it each year.

Iblydos is perfectly situated for ships on the Obari Crossing to resupply right along the way, rather than having to deviate from course to Kelesh lands. Iblydos in fact starts cutting expenses for ships to make resupply calls in their waters, and this makes Iblydos itself a bit of a trade hot-spot and inspires a cultural renaissance; to the scorn of Kelesh who are seeing none of the profits here. Kelesh and Iblydos have gone through over a dozen small skirmish "wars" in the last 4,000 years regarding this trade route.



Myth-Speaking of Nahoā, Exemplar Iconic

Death of Prophecy and Hero-Gods Decline

Everyone expected the god Aroden to make his return in 4606 AR and usher in an age of utopia led by humankind, as was prophesied thousands of years prior. But Aroden instead died in 4606 AR, and when he died prophecy as a whole began to fail. This had disastrous effects on the process of myth-speaking and creating hero-gods. Suddenly the cyclopes would send a hero-god candidate off to face a challenge they never had any chance of completing, only leading to needless death and the myth-speaking cyclopes left with the burden of what they have done.

This issue became even worse when the whale-like leviathan named Ousmariku appeared in 4607 AR (seemingly awakened by the cataclysms that followed Aroden's death) and attacked almost anything at sea, including swallowing naval vessels whole. Sometimes he would even make attacks on the shore, including the city Liachora; capital of the city state Pol-Liachora. The damage to Liachora was so great that the city of Aelyosos has instead become the acting capital of Pol-Liachora.

A group of multiple hero-gods led by Ximakter (whose domain was specifically sails and leviathan-hunting) put their differences aside and joined forces to take Ousmariku down. However they failed, and a large fraction of the hero-gods remaining were killed, just as it was becoming more-and-more difficult to myth-speak and create more hero-gods. Now Ousmariku once a year demands tribute from the people of Iblydos to be thrown into the sea to feed him, in exchange for not attacking the people of Iblydos.

Since this occurred only a small number of hero-gods have been created, and typically this is by sheer accident of finding what connects them to their fated obstacle (as was the case with Drokalion, a lion coincidentally turned hero-god), rather than having a myth-speaking direct a creature to their mythic obstacle. Other hero-gods have developed under more strange circumstances; such as Aerekostes, which was the sword of the now dead hero-god Ximakter but now this sword has become a hero-god itself.

But the practice of myth-speaking has greatly faded away in the last 100 years, to the point that many see the modern day pantheon as among the last group of hero-gods. These will die, and fewer and fewer will take their place, and within a hundred years or so there may only be one or two hero-gods left...unless something, like, crazy happens. Say, something wild like one of the core 20 deities is killed, and their divine power was spread across the universe with strange effects occurring in many different lands. I guess that could cause something strange to happen on Iblydos. But what are the odds of that happening?



~~Moo Deng~~ Ousmariku attacks Liachora within a year of Aroden's death, killing many hero-gods



Gorum—one of the core 20 deities—is assassinated by Achaek, and Gorum's divine power is spread across the universe with strange effects occurring in many different lands

Iblydos: Map

Black = City State, Red = Landmark



City States and Landmarks

City states are identified by their capital city (such as "Hoimpeia") while the surrounding land and small islands that the city state has control includes the prefix of "Pol-" (e.g. "Pol-Hoimpeia"). The Player's Guide provides some info on some of the city states, but the AP provides more info and more city states. So I am just going to copy/paste from Book 2 of the AP and make a few edits shown in [blue](#). With this info you can hopefully understand what the themes and cultures are of the different isles and where your characters may come from. Humans and cyclopes are assumed to inhabit all islands unless the narrative makes it clear otherwise.

Pol-Bailax

Exports: books, copper, dyes, spices, wine

Inhabitants: centaurs

Religions: Atreia, Vudran heroes and deities

Due to its proximity to the mainland, the island of Qoshith is a natural crossroads between Iblydan and Kardaji Bay cultures. Pol-Bailax has controlled the island for millennia, receiving little Obari Crossing trade yet making up for it in its shipments to neighboring Mishyria, Midea, and Thieron. Yet its greatest boon comes from its phoenix patron, Salquin, who returns to Bailax every 137 years to immolate himself and be reborn, in the process shedding life-giving ash that rejuvenates the island's otherwise poor soil. However, Salquin's return is a year overdue, worrying Bailaxians that tragedy has befallen their beloved patron.

Pol-Dhuraxilis

Exports: bricks, mercenaries, spices, timber

Inhabitants: [various](#) monsters, especially chimeras, harpies, medusas (including sthenos), and minotaurs

Religions: Iapholi, Lamashtu

In earlier ages, Pol-Dhuraxilis exported timber, pigs, and weaponry, with its hero-gods renowned for slaying terrible monsters. Yet when Sylirica invaded, the harpy Ekriathae mustered an eclectic army of monsters that defended the island and saved Dhuraxilis. Realizing it had misjudged its fearsome neighbors, Dhuraxilis extended legal protections to any creatures willing to abide by local laws. Over the millennia since, chimeras, harpies, and other creatures traditionally viewed as monsters have become the majority population. Local humans and other ancestries have learned to live alongside these creatures with minimal conflict.

Pol-Dhuraxilis was widely settled in Ekriathae's era, but much of it has been ceded to less urban beasts since then, becoming reclaimed by old growth forests. Few laws extend beyond the capital, and even that city seems anarchic by Iblydan standards. District oligarchs and power brokers compete with each other for political and territorial influence in Dhuraxilis while uniting in the face of outside threats. They're equal-opportunity employers who happily hire adventurers for countless schemes.

Pol-Hoimpeia

Exports: alchemy, clothing, olive oil, perfume, pottery

Inhabitants: fauns ([satyr](#)), merfolk, [sprites](#), [vanaras](#), vishkanyas

Religions: Vudran heroes and deities

Though westbound ships' most direct route would pass Chozdos, that island's fearsome inhabitants and dangerous waters make it more practical to resupply at Pol-Hoimpeia instead. As the gateway to Vudra and its treasures, Pol-Hoimpeia has styled itself as a trend-setter in art and fashion. Its relatively poor soils produce little. Thankfully, its industrious and creative populace creates a wide variety of labor-intensive goods ranging from fine clothing to elegant ceramics that often make their way onto merchant ships bound for the Inner Sea.

The city-state's vibrant entertainment scene attracts a sizable minority of fauns, satyrs, and other fey. Their presence is like a wildfire: they roam between settlements bringing chaos, debauchery, and the occasional arson, yet like ash fertilizing a prairie, their whimsical exploits rejuvenate the local art scene with priceless inspiration.

Pol-Liachora

Exports: education, fruit, pearls, seafood

Inhabitants: [athamaru](#), [azarketi](#), merfolk, sedachies

Religions: Gozreh, Kelksiomides, Psomeira ([latter two are PF1e hero gods that we don't have PF2e details for](#))

Westmost of the city-states, Pol-Liachora welcomes traffic from the Inner Sea and sells countless services to the ships and their weary crews. However, the city-state suffered most as the Age of Lost Omens began; the whale-like behemoth Ousmariku rose from the depths and devastated Liachora. Aelysos has since become the acting capital, though Liachorans refuse to formalize the change, hoping that they might eventually destroy Ousmariku and rebuild the now sedachy-occupied ruins.

Pol-Ptirmeios

Exports: gems, iron, marble, ships, timber, wine

Inhabitants: kobolds

Religions: Aerekostes

Pastoral, hilly, and peaceful, Pol-Ptirmeios boasts a robust populace spread across scattered towns, with even Ptirmeios itself being small by Iblydan city standards. These decentralized riches have always made Ptirmeios a tempting target for Pol-Sylirica, which shares the island of Tos and is separated only by hills. Fortunately, Ptirmeian diplomats maintain strong alliances with Pol-Liachora, Pol-Xamne, and other city-states, ensuring that a coalition (augmented by Pol-Ptirmeios's famously deadly slingers) will mobilize to punish any Sylirican aggression.

A ship of kobolds immigrated here a millennium ago, earning their neighbors' respect for their crafting and mining prowess. In turn, the kobolds delight in the mythic power coursing through the archipelago, which imparts wondrous characteristics to any eggs incubated here.

Pol-Reanphoros

Exports: cloth, grain, honey, pottery

Inhabitants: centaurs

Religions: Chinostes

Volcanoes pepper the island Nenakari's northern coast, raising jagged mountains that intercept rain clouds and supply most of Iblydos's few permanent rivers. These inundate the shallow, lowland valleys with rich silt and ash that have made Pol-Reanphoros the breadbasket of the archipelago. However, the volcanism and earthquakes topple buildings so often that most inhabitants live a semi-nomadic lifestyle, with even hero-gods' temples mounted atop wagons or built small enough to be carried. Reanphoros is the only permanent settlement of note, its buildings straddling the Siestin River atop stilts to avoid the occasional flood triggered by Mount Ebaeos's eruptions.

Pol-Sylirica

Exports: cheese, leather, meat, mercenaries, wool

Inhabitants: dwarves

Religions: Gorum, Moloch, Psomeira

Sylirican belligerence is one of the few constants in Iblydan history. In Pol-Sylirica, battlefield prowess is so associated with personal virtue that the city-state starts a few wars every generation, though most of these are little more than performative skirmishes or years-long periods of raiding. When at peace, its warriors seek mercenary opportunities, even leasing armies to would-be warlords across Casmaron.

Despite being a menace to its neighbors, Pol-Sylirica's countryside is remarkably safe; militias quickly assemble to hunt down any monsters that threaten civilians or the expansive herds of cattle and sheep grazing the hills. The livestock slowly tramples the ruins of past ages into the ground and sometimes unearth forgotten sites, making the city-state an attractive destination for foreign archaeologists and adventurers.

Pol-Ungkore

Exports: art, magic items, mercenaries, ships

Inhabitants: ratfolk

Religions: cyclops and Vektateon mystery cults

If Pol-Sylirica embodies wrath, greed calls Pol-Ungkore home. The city-state experiences irregular cycles of feast and famine, having nearly faded from existence dozens of times before a rapidly squandered windfall begins a decade of renaissance. These productive periods fuel vast building projects, often knocking down part of a neighborhood to make way for fresh construction. Modern Ungkore now rises as much as 300 feet above its surroundings, built atop dozens of past layers. Enterprising citizens and scallywags have carved tunnels and rediscovered buried buildings within the rubble and ruin, creating a vast undercity that Ungkore can't police.

Pol-Ungkore's pernicious policies also extend to its hero-gods. The secretive Vektateon mystery cult doesn't worship hero-gods so much as their mythic power, treating living gods as livestock. The cult relentlessly recruits new hero-gods, whom the city-state showers in luxuries and vice for years. Then with minimal warning, the cult sacrifices the fattened hero-god, channeling their divinity into the land and its people. With few hero-gods in the current age, Ungkore now dispatches teams of godcatchers to capture any mythic beings they can find.

Pol-Xamne

Exports: books, stone, timber

Inhabitants: fauns ([satyrs](#)), leshies, [nymphs](#)

Religions: Drokalion, the Eldest

With the largest territory and central location, Pol-Xamne thrived as the first among equals until recently. The failure of myth-speaking, a tragic series of hero-god deaths, infighting, and more have caused its gradual collapse over the past century, leaving its major settlements in ruins and its inhabitants fleeing. Most of the island of Xaktilos has become feral, with nature reclaiming once-thriving orchards, palaces, and neighborhoods. This has also attracted monsters from Pol-Dhuraxilis seeking their own territory, as well as enterprising treasure hunters—all eager to extract the riches of this once-great city-state.

Landmarks

The Cowries

Named for the way the jagged islands resemble a cowrie shell's ridges, these uninhabited promontories serve as a neutral ground for settling differences—anything from military clashes to roaring debates—with each side claiming one island and launching attacks from there. The narrow bay dividing them is a mess of shipwrecks, dead heroes, skeletonized leviathans, and more. Yet for all the treasures buried underwater, there are just as many dangers that shelter among the wreckage and would happily feast upon unwary divers.

Hectin

This tiny island's aquifer bubbles up in three springs. However, its aromatic waters dull the imbiber's senses and memories, with some visitors losing track of time entirely and wasting away. Only the Cult of Lysianassa Lethete resides here year-round. Its disciples revere a variant of the elemental lord, incorporating the water into secret recipes to create teas and cordials with finely tailored effects—anything from dulling the sting of a specific trauma to wiping out all memories of one's past. The only thing a visitor won't forget is the price the disciples negotiate, which must be paid within three years. Those who default often become catatonic from a rush of suppressed memories or are found drowned in nearby streams.

Itia

The infamous Chimera Isle is the domain of Zeaki, the hero-god of tides and transformation. This island of salt marshes and damp dunes barely rises above the sea, and its interior is dotted with ancient monuments that slowly sink into the silt. An eclectic population of chimeric creatures dwell here, many being visitors who offended Zeaki and were transformed for their impertinence. Even so, these creatures enjoy Zeaki's protection; would-be heroes who come here to hunt indiscriminately usually join the menagerie instead. Zeaki rescinds her protection from monsters that cause trouble or flee here seeking sanctuary for other crimes, allowing polite adventurers and bounty hunters to seek specific quarry with her permission.

Mount Ebaeos

The archipelago's greatest volcano is a byword for a cure with terrible side effects. Mount Ebaeos hasn't cooled in a millennium, its crater bubbling with molten rock that sheds ominous red light for miles. Yet it's not its relentless rumbling and heat that gives Mount Ebaeos its reputation; it's the thanatotic lava it spews, believed to originate from the Iblydan underworld or even a fiendish realm. Creatures caught in the lava burn to death before being trapped like a fly in amber, only to revive and break free weeks, even years, later. These zombie-like creatures exhale clouds of toxic cinders and are notoriously belligerent.

Few have ever settled near the volcano. The cyclops siblings Uor and Pelkion founded a school for aspiring hero-gods in the mountain's shadow generations ago, only for it to be buried—students, teachers, architecture, and all—in a single night's eruption. Mythic treasures and texts might still survive, buried beneath an obsidian crust amid crisscrossing lava tunnels.

Satyr Shoals

Upwelling currents from the Obari Ocean carry sand and shells, much of which have become trapped amid a cluster of islands called the Satyr Shoals. The narrow strait are utterly clogged, creating a single landmass, with expanses of blinding dunes shimmering with limestone amid expanses of solid land. Permanent dwellings have a bad habit of getting buried and occasionally being unearthed. Unwanted by nearby city-states, the Shoals have become the domain of pirates, revelers, and others who would live dangerously far from judging eyes. That includes several eponymous satyr clans who throw wandering parties that can draw in unwary visitors into the revelry indefinitely.

Various city-states periodically raid the Satyr Shoals for peacekeeping purposes; it's good for Obari Crossing business when city-states at least appear to crack down on piracy. In practice, these operations (which often include adventurers and mercenaries) usually strike a few outposts and merely discourage piracy for a year or two.

Religion

Hero Gods

I want it to be very clear that the “Hero-Gods” are not necessarily “heroes.” While I’ve never seen the show “The Boys” where apparently the superheroes are all jerks that are drunk on power, I get a very similar vibe from the hero-gods. They solve problems, but they also cause problems. And some of the hero-gods cause more problems than they solve.

I believe only two of the hero-gods are directly tied to the events of this campaign. I will not say which ones. They aren’t a huge tie-in, like being the BBEG or anything. But they do play an important part in one section of the adventure. Otherwise these hero-gods will not show up in the campaign unless I want them to, or they tie into your backstory.

Your characters can start as a fan of a hero-god as maybe they saved you from a burning building when you were a child; or you could hate a hero-god because they set your home on fire as a child; or anywhere between; or completely indifferent to them. One of the hero-gods is an (albeit polite but vengeful) hag, maybe they cursed your unrepentant character and you want revenge; or maybe you want to out swindle them and trick them into their own demise. One of the hero-gods is a sword dropped by a previous hero-god in their death, and maybe you want to one day wield this sword to fight by your side. Or your character could not care about the hero-gods at all.

But over the course of this campaign your characters will become hero-gods, and with that in mind it could be good to understand who they are. I already described how hero-gods are made in the “Iblydos History – Post Earthfall” section of this document, but as a short summary there are imperceptible strands that connect the creatures of Iblydos to other things on Iblydos. Different creatures have more or less of these strands. If somebody with a lot of the strands goes to a location they are tied to and resolves a conflict there, it can unbind them from these strands and allow them to reach mythic potential. Typically this process is accomplished by a cyclops seer performing a “myth-speaking” ritual to look at a person’s strands and figure out what they must do to unshackle themselves.

Hero-Gods are often very long lived, but not immortal and can die of age if they don’t first die of their own hubris. But since Aroden’s death myth-speaking has become extremely unreliable and hero-gods now seem to be a dying breed.

Hero-Gods Table

I am remaking the Hero-Gods table from the player's guide, and will include Ongalte who is a hero-god that was left out of the player's guide, so that you should only need this document and not to cross check against the player's guide.

Please note that Archives of Nethys has some errors on this topic. They say that the Kelesh gods discussed in book 3 of this adventure (Kelesh plays no part in this adventure, Paizo just randomly give a ton of lore on Kelesh) are Iblydos Hero-Gods when they are not. I have reported this to AoN but they haven't fixed it. If you want to use AoN and filter by Iblydos Hero-Gods to quickly link around to preferred weapons, spells, domains, etc. then feel free. I just want to give that context so you know what you are looking at.

Hero-God	Areas of Concern	Edicts	Anathema	Domains ¹	Divine Font	Sanctification	Skill	Attribute
Aerekostes	Contingencies and intelligent items	Make items, treat items well, prepare for many possibilities	Destroy an intelligent item	Creation, healing, knowledge, metal, toil , vigil	<i>harm or heal</i>	None	Crafting	Constitution or Intelligence
Chinostes (Redeemer)	Tragedy and sacrifice	Aid your neighbors, wield humble weapons, destroy Chinostes	Hog credit, create undead	Cities, death, luck, sorrow, freedom , sun	<i>heal</i>	Can choose holy	Acrobatics	Charisma or Dexterity
Chinostes (Nightwarden)	Tragedy and sacrifice	Aid your neighbors, sacrifice others for the greater good, leave cryptic calling cards of your actions	Disparage others for seeking terrible power to achieve laudable goals	Cities, death, luck, sorrow, darkness , undeath	<i>harm</i>	Can choose unholy	Acrobatics	Charisma or Dexterity
Drokalion	Being a lion	Embody a lion's hunting strategies, savor meat, be chased or eaten by Drokalion	Back down from a fair challenge, cower to avoid harm, ruin Drokalion's hunt	Family, indulgence, nature, zeal, earth , star	<i>harm or heal</i>	None	Athletics	Constitution or Strength
Iapholi	Monstrous heritage and acceptance	Develop unique strengths, ally with those who appear different than you do, defend monsters who have been falsely vilified	Vilify a monster based on the reputation of their species, terrorize others for fun	Confidence, introspection, might, perfection, abomination ² , swarm	<i>harm or heal</i>	Can choose unholy	Intimidation	Charisma or Strength
Ongalte	Deicide	Ruin the reputation of other hero-gods, aid those whom the hero-gods have wronged, kill gods	Make a sincere prayer to any other hero-god, perform deeds that ultimately glorify another hero-god	Ambition, destruction, fate, nothingness, nightmares , pain	<i>harm</i>	Can choose unholy	Survival	Strength or Wisdom

Hero-God	Areas of Concern	Edicts	Anathema	Domains ¹	Divine Font	Sanctification	Skill	Attribute
Pharimia	Ports and lighthouses	Guide others between places of safety, maintain travel infrastructure, unite contentious parties to achieve greater goals	Deny directions to the lost, extinguish a lighthouse or similar beacon, bring destruction upon Iblydos	Duty, fire, travel, water, air , lightning	<i>heal</i>	None	Survival	Intelligence or Wisdom
Upion and Warrik	Shield-bearers and promises	Share stories that glorify your companions, guard your friends' backs, find joy in grim circumstances	Betray a lover, flee battle before your companions have a chance to escape	Family, might, passion, protection, repose , truth	<i>heal</i>	Can choose holy	Performance	Charisma or Constitution
Ytildos	Reefs and shipwrecks	Capitalize on others' misfortune for profit, subtly ruin navigation tools, set traps	Despoil a coastal ecosystem, give away a treasure map for free	disorientation, secrecy, water, wealth, trickery , tyranny	<i>harm</i>	Can choose unholy	Thievery	Dexterity or Intelligence
Zeaki	Tides and transformation	Inflict poetic justice upon those who wrong you, assist others' personal transformations, learn esoteric secrets that others might value	Become complacent with your current self, offer aid to a stranger without exacting some price (even if the cost isn't obvious)	Change, fate, magic, moon, cold , dreams	<i>harm or heal</i>	None	Occultism	Charisma or Intelligence

¹ Only around half of the domains are covered by the pantheon, so I have added two domains for each deity to get some of the other ones on here. These additional domains are in **blue** and are not “alternate” domains. You can treat them as primary domains.

² The focus spell “Lift Nature’s Caul” granted by the Abomination domain will have its beneficial effect also include those who worship Lamashtu, Iapholi, or are monstrous races themselves such as medusae, centaurs, minotaurs, satyrs, strix (harpy), etc. This does not apply to aquatic ancestries (athamaru, azarketi, merfolk), fey-like ancestries (sprites, nymphs), or awakened animals.

³ If you get “Haft Striker Stance” (level 4 feat for Fighter, Ranger, or Rogue) you can use it with 2-handed axes. I mention this with Ongalte’s sacred weapon of Greataxe because I think he makes a very thematic deity for a Vindicator Ranger or Avenger Rogue, but this houserule applies to any character with the feat.

Hero Gods Listings

The below listings give a *little* more narrative detail than what you have in the Player's Guide. For mechanics see the above template. There are other hero gods mentioned in PF1e books that may still be alive such as Kelksiomides and Psomeira, but they will not appear in this adventure.

Aerekostes (The Mentor in Blades)

When the behemoth Ousmariku ravaged western Iblydos, the hero-god Ximakter drew his curved blade and led a band of other mythic warriors against the beast. Ousmariku consumed Ximakter, sending his sword flying to lodge into the nearby beach. Within days of being recovered, the blade awoke with magical intelligence and mythic power. Recognizing this as a novel hero-god, Iblydians swiftly constructed a temple-armory for the divine blade. Known as Aerekostes, the sword has never confirmed the origin of its personality, be it the trapped soul of Ximakter or some spontaneously created entity.

Aerekostes doesn't just lend magical power; they lend themselves. Aspiring heroes can petition the sword for help, and Aerekostes occasionally agrees to accompany them for some worthy quest. However, if the quest goes awry, the sword sometimes disappears for weeks or even years before resurfacing. [Editorial note: Aerekostes has been missing for 10 years as of the start of the campaign.](#)

Chinostes (The Fallen Blade)

In a Sylican raid on Pol-Reanphoros, the saddle-maker Chinostes took up his tack knife in a desperate attempt to defend his neighbors. His efforts killed the raid's leader and scattered the other warriors, awakening the first spark of his mythic power. Chinostes never abandoned his role as a humble, folk-hero vigilante, even as a hero-god. One day, he tracked and confronted a murderer, only to find this was no mortal foe, but a vampire, who overpowered Chinostes and turned him into one of their kind.

Even so, Chinostes retained his mythic abilities. He still stalks Reanphoros, most often fighting whatever threatens his city-state. However, the occasional citizen vanishes, only to reappear later, drained of blood—a grim price most citizens accept due to the worse evils he keeps at bay.

Two diametrically opposed cults venerate Chinostes. Those calling themselves Nightwardens celebrate his undead majesty and necessary evils. In contrast, the Redeemers keep the older faith, condemning the monster Chinostes has become. To the Redeemers, the greatest service they can ever perform for their hero-god is to drive a stake through his heart. Bizarrely, Chinostes grants spells to both groups, suggesting his tacit approval of both agendas.

Drokalion (The Pridefather)

Hero-gods are supposed to have backstories, doctrines, myth-spoken origins, and even intelligible speech. Somehow, the lion known as Drokalion proved an exception. Though smarter than an average animal, Drokalion is nonetheless a fairly mundane lion with fairly mundane motivations, which seemingly includes no self-awareness of his hero-god status. Nevertheless, a hero-god he is. His small cult happily hunts along the periphery of Drokalion's territory and draws spellcasting from him, exulting in the no-nonsense lifestyle their unwitting patron teaches by example. Followers take special joy in Drokalion's attention, even though this attention almost always involves the lion charging at (and sometimes even eating) his faithful.

Ongalte (The Death of Divinity)

When cyclopes and Iblydians first joined forces, they lived as equals. However, humanity gradually overshadowed their giant colleagues, with cyclopes uplifting hero-gods but rarely becoming divine themselves. As she trained in the art of myth-speaking, the cyclops Ongalte became bitter at her species' decline and humans' ascendancy. Without change, her people would eventually dwindle and vanish entirely. She enacted her own myth-speaking, soon after which she collapsed the temple, crushing her and many others beneath the rubble. Yet moments later, she emerged unscathed and ascendant.

Since then, Ongalte has haunted Iblydos as a hero-god of deicide. She has killed at least three hero-gods, and she may have orchestrated others' demises without formally claiming responsibility. Her greatest obstacles are the city-states themselves; surviving hero-gods rarely leave their urban sanctuaries, so Ongalte relies on slander and disgrace to force these demigods into the open.

Ongalte has only elevated one hero-god other than herself: her lieutenant Ytildos. His betrayal decades ago confirmed her belief that all hero-gods must die.

Pharimia (The Horizon Flame)

For a divinity of clarity and light, Pharimia's origins are ironically murky; she has traveled the archipelago to build lighthouses, signal fires, and ports throughout living memory. She asks for little in return beyond respect for travelers and responsible infrastructure budgeting to maintain what she creates. In any other age, her mundane mission would be forgettable. However, as myth-speaking became unreliable and the pantheon dwindled, Pharimia has become a self-appointed defender of Iblydan hero-gods and their associated traditions. She's one of the few voices that can convince unholy demigods and righteous divinities to unite against common threats. Her priests seek similar challenges, serving as negotiators and leaders for ragtag coalitions whose members would otherwise stab each other in the back.

Upion and Warrik (The Shieldbrothers)

When Upion received his myth-speaking, he politely thanked the cyclopes but refused to seek divinity or hear their whole prophecy. To do so would mean outliving his lover, Warrik, by decades or even centuries. Instead, the pair continued their military careers, believing it better to find immortality together on the front lines than chase some goal they couldn't share. Both appeared to perish in the Battle of Tesikon Heights, only to arise imbued with mythic power to turn the tide of battle. Since then, Upion and Warrik have acted as a single hero-god, seemingly able to grant spells only when together. The pair encourage camaraderie, neither expecting nor disparaging those whose loyalty develops into consensual romance.

Ytildos (The Tidefang)

In her efforts to kill other hero-gods, Ongalte performed an act of hypocrisy: she created a hero-god of her own. A marauder and iconoclast, the pirate Ytildos seemed like a perfect lieutenant who could hound Iblydos's pantheon from the sea. However, when Pharimia wounded Ongalte in battle, the cyclops fled and relied on Ytildos to guard her as she recuperated. He did... for a time. Greed and contrariness got the better of him, and he absconded with much of Ongalte's wealth, earning her eternal ire.

Ytildos is an inconsistent divinity. One moment, he's encouraging his worshippers to cause and pilfer shipwrecks, only to become jealous of their newfound wealth. It's common for sailors to cast a portion of their wealth into the sea, hoping to assuage the hero-god's avarice. He drags the ships of any who fail to placate him onto reefs, delighting as the coral tears open a vessel's belly and spills its cargo into the sea.

Zeaki

The sea hags of Kardaji Bay's eastern coast are infamous for offering dangerous bargains. Whatever the sea hag Zeaki offered the cyclopes of Hoimpeia remains a mystery, yet apparently it was too good to refuse. In return, they enacted a myth-speaking on her behalf. The hero-god now haunts Itia, an island south of Dhuraxilis, where she listens to petitioners, hoards secrets, and offers extraordinary magic for a price. On occasion, she even joins and empowers other covens, though misfortune often befalls these partners before Zeaki returns home.

Like the ocean's tides, Zeaki's appearance varies from day to day and for each visitor, and she happily shares some of her shapeshifting magic with the dysmorphic. Despite her sinister reputation as a hag, Zeaki engages most visitors with an open mind. Those who reciprocate find she's a civil host and mostly fair bargainer. However, anyone who insults or attempts to cheat her earns a terrible enemy, with forgiveness rarely granted except by performing some great service for the hag. The unrepentant often find themselves transformed into witless beasts, cursed to roam Itia.

Cults

There are a few cults present on Iblydos. For example, the cult of “Ximakter Within” believes the hero-god Ximakter survived being swallowed by the leviathan Ousmariku and fights the creature from within. These followers try to infiltrate corrupt organizations and bring them down from within. That’s just an example, there are several such cults below which I will copy/paste from the AP. They don’t play a big part in the campaign but you may find them interesting for backstory purposes. Maybe your character is inclined towards a cult’s beliefs, maybe the Three-Sails league cult unleashed a monster on your village and you are out for revenge, and maybe your character is indifferent to all this stuff.

The Ebaios Key

The lava spewed by the infamous volcano Mount Ebaios transforms those it burns into ashen zombies, convincing all but daredevils to keep their distance. However, the Ebaios Key cult sees the volcano not as a necromantic catastrophe, but a gateway to a grander nonexistence. To the cult, reality is a cage created by Pharama, whose Cycle of Souls keeps mortals’ essence circulating eternally, unable to find escape or rest. The typical mortal transformed by Mount Ebaios becomes undead, anathema to the Lady of Graves. Yet—at least as far as the cult believes—an enlightened adherent who surrenders themselves to the lava won’t be reanimated but will instead be erased completely from this reality, soul and all. This might simply be an escape, but the cult speculates this disintegration untethers the adherent from this reality, allowing them to travel beyond the walled garden of this limited multiverse.

Erikathe, Stone-Speaker

Attributed to her third incarnation as a medusa, the cult of Ekriathe the Stone-Speaker believes Ekriathe has hidden ineffable wisdom within stone. After lengthy rites of physical and mental purification, one of the cult’s prophets voices a difficult question before willingly being petrified by a medusa, basilisk, or other creature. The rest of the cult then moves the statue to a safe location, checking it regularly for portentous changes or phenomena like tears or a changed expression. At that point, the cult revives the prophet and faithfully records whatever their first words are upon being restored to flesh, believing these utterances are the divine answer granted to the petrified mind.

Ongalte, Cycle-Breaker

Ongalte hunts hero-gods. However, the mythic cyclops is a hero-god herself, her very nature anathema to her goal of deicide. Thus, many of Ongalte’s disciples refuse to worship or draw power from her directly, instead revering a variant known as Ongalte, Cycle-Breaker. This cult collects ruined relics of hero-gods to study these shattered treasures and even consume the residual mythic power trapped within. Due to Iblydians’ widespread love of their hero-gods, the cult rarely operates openly. Instead, its headquarters is sequestered deep within the Ungkore’s undercity, offering secrecy as well as a stream of sacrificed hero-gods whose vestiges the cult can try to steal.

Ousmariku, the Purifier

Ousmariku is a living disaster. However, as hero-gods gradually pass away without replacements, some have questioned whether Ousmariku isn't a threat but rather the cure to an imperfect system. The cult of Ousmariku the Purifier isn't a united movement but instead describes a dozen or more scattered circles of dissidents who have arrived at similar conclusions independently. When two cells discover each other, the odds are even that they unite, refuse to acknowledge each other following vigorous debate, or forcibly try to subjugate the other to conform to that cell's particular brand of dogma. Most cells agree that any opposition to Ousmariku only slows Iblydos's purification, so adherents undermine various hero-god initiatives and maritime defenses. The cult has mixed feelings about Ongalte and her hero-god hunts, being unsure whether to support her similar goal or contest her on principle.

The Three Sails League

Founded 900 years ago, the Three-Sails League supported adventurers and budding hero-gods across the archipelago by founding hostels, workshops, and other facilities funded by city-state donations. When the ascension of new hero-gods slowed a century ago, donations dwindled, and the league faced an existential crisis. Many of the facilities have since been abandoned or sold in recent decades, yet the league hasn't vanished entirely. A fraction still maintains the buildings part-time and in good faith. However, a large contingent decided the falloff in new hero-gods wasn't due to cyclopes, myth-speaking, or prophecy; it was a lack of opportunity. This philosophy has birthed the Three-Sails cult, which seeks ever-greater threats to awaken or introduce to Iblydos to ensure would-be heroes always have worthy foes to overcome—collateral damage be damned. The cult's efforts haven't paid off reliably. Clearly, its adherents reason, this is because they haven't found a sufficiently mythic threat whose demise would spawn a new generation of hero-gods.

Ximakter Within

When Ousmariku ravaged the coasts, a coalition of hero-gods counterattacked, led by the leviathan-slaying legend Ximakter. Tragically, Ousmariku prevailed, killing many hero-gods and even swallowing Ximakter whole. It's widely believed he perished, yet the cult of Ximakter Within believes the hero-god survives inside Ousmariku's gut, working on a way to destroy the beast from inside. This speculative contest has inspired the cult's doctrine, which encourages infiltrating criminal organizations, fighting tyranny from within the system, and wrestling with one's own inner demons. Understandably, adherents rarely advertise their affiliation openly. That said, members regularly seek out and recruit adventurers to aid in their clandestine operations—and perhaps even join in a future fight against Ousmariku to slay the beast and free Ximakter.

Amnerion, Amneros and the Afterlife

There are creatures called "gigas" (singular and plural have same spelling). The gigas are a middle step that came between the Titans that were largely killed or surrendered in a war with the gods, and the giants that are common in parts of modern Golarion. The gigas do have a spark of divinity from their Titan forebears and will not die of old age or even starvation (though hunger does weaken them). Once upon a time a gigas may have been slain by a god on sight for their ties to the Titans, but as the millennia have passed since the extinction of the Titans the gigas are now hardly viewed as a threat.

Amnerion is a gigas that settled in the depths of Golarion below Iblydos on the course of the River Styx, and eventually within Pharasma's own Spire. It is said that he may have nearly died and was on the river's course himself when he came-to and stepped off to the great yet bleak underground cavern he found himself in. The cavern was in fact disgustingly bleak and white to Amnerion. So Amnerion built a small domain in this cavern and would interrupt the flow of souls, making those passing souls from Iblydos join his underground settlement to help decorate it and make the small realm beautiful.

These Iblydosi souls appreciated Amnerion's realm so much they began to refer to it as "Amneros." Eventually hags in Iblydos also discovered Amneros and tried to take the souls, to which Amnerion responded by having mighty shades fight on his side to keep the hags and their minions out of his realm. But these conflicts have been only defensive in nature.

The number of souls not arriving in Pharasma's Boneyard from Iblydos was relatively small compared to the great number of souls from elsewhere on Golarion. But eventually these conflicts with the shades between Amneros and the hags, as well as the slightly misaligned numbers, caught Pharasma's attention. She investigated personally by visiting Amnerion in his court. Amnerion was seemingly successful in pleading his case that he was not causing any problems, and just wanted to let the recently deceased have some time to express themselves and come to terms with their death as they pretty up a small pocket of Pharasma's bleak realm.

A deal between Pharasma and Amnerion was struck, but we do not know the full details. From what we can observe, souls from Iblydos are allowed to linger in Amneros under Amnerion's care. But Pharasma directed more of the River Styx to Amneros to sap the color and memories from everything in this region. Once a soul had come to terms with its death and its memories had faded, Amnerion must resume the soul on its journey to Pharasma's court. This process sometimes takes years, sometimes takes centuries. But Amneros will be nothing more than a detour for all Iblydos souls eventually. And lastly as part of the deal, it seems that Amnerion and the souls he controls are not allowed to leave Amneros except to continue their journey to the Boneyard.

In summary, Amneros is an underground/extra-planar settlement being constantly decorated by new souls passing through, and constantly having those decorations become deteriorated and drained by the River Styx, meaning more new souls will put up more variety decorations as they come to terms with their death.

Myth-Speaker Adventure Primer

The Plot Hook

Annual strong summer winds are beginning to emerge from the east, bringing with them the first batch of ships going from the Casmaron sea region to Vudra. These ships are now reaching Iblydos in present day 4724 AR (note: prior to Gorum's death). These early stages of Obari Crossing transits are a time where Iblydos' well-known hospitality of welcoming and entertaining visitors is on its most full display.

Your characters may be from Iblydos, from neighboring Kelesh cities in the Katarji Bay, or from a merchant ship sailing through the area. Whatever the case you may be, you find yourself in the city of Bailax (which is the capital of the city state Pol-Bailax) being provided lodgings and time to your leisure to enjoy the wonders of Iblydos by Terpsime. She is a retired duelist and now a member of Bailax's "Philosopher Council" (similar to a senate), and has been letting you stay with her for the next week or two.

We will play through this next part, but I want to let you know what to expect. There is typically a large festival that occurs in Bailax as the ships begin to arrive. However, just as things were getting started, the festival's organizer Dintolneon passed away due to old age. Dintolneon once had all the signs of becoming a hero-god. He was a great athlete and combatant and musical performer, and myth-speakings were attempted on him every year for several years. The cyclops seers could feel the mythic potential in Dintolneon, but the cyclopes could never tell him where to find his destiny as prophecy had long since failed. So Dintolneon went on as a very talented but overall ordinary mortal until this day of his death.

Terpsime informs your characters over dinner that during the ongoing Council session, it was decided that the festival for arriving visitors (such as possibly yourselves) will be quickly transformed into a set of Olympic style funeral games to honor Dintolneon. And Terpsime has done the favor of signing up all her house guests (i.e. your characters) and covering the entrance fee, so you can truly experience the great joys Bailax and Iblydos have to offer.

The games will be up to five days long. They must finish before the Moonday send-off, which is when the souls of recently deceased will be guided by pyres along the streets of Bailax to be ferried away to Amneros and the afterlife.

Character Creation

Start at level 1 with 15 gp of equipment.

You do NOT start off as mythic characters at level 1. That will come later in the campaign. Think about what you want to do with your mythic path, but do not build it into your character yet. We will be using Hero Points and everything at the start of this adventure as though mythic rules weren't even on the horizon.

We will not be using Free Archetype, but will be using the Ancestral Paragon rule (meaning more ancestry feats).

Suggested Character Options

This is mostly pulled from the Player's Guide, except I made some modifications as shown in blue. This includes making Iblydosi the "common" language in the campaign.

	Ancestries	Classes	Languages	Skills
Strongly Recommended	Human Centaur Cyclopes (BZ) Jotunborn Minotaur Minotaur (BZ) ¹ Satyr (BZ) Sthenos/Medusa (BZ)	Bard Exemplar Fighter Oracle Rogue Witch	Common (Iblydosi) Taldane	Athletics Diplomacy Nature Religion
Recommended	Athamaru Azarketi Dwarf Elf Gnome Halfling Leshy Merfolk Nymph (BZ) Strix (Harpy) Vanara Vishkanya	Animist Champion Druid Ranger Sorcerer Swashbuckler Thaumaturge	Cyclops Draconic Fey Sussuran Thalassic	Acrobatics Crafting Deception Intimidation Occultism Performance Society Survival
Appropriate	Awakened Animal Orc Ratfolk Other living ancestries	All other classes	Jotun Necril Petran Pyrlic Requian Sphinx	Arcana Medicine ² Stealth Thievery
Not recommended	Undead Ancestries	Necromancer	-	-

(BZ) = BattleZoo content

¹ You can use either the official Minotaur from Paizo, or the BattleZoo Minotaur. But you must use one or the other and cannot mix and match the base ancestry, heritages, and/or ancestry feats.

² I am not closely analyzing the skills or languages, besides changing Common to Iblydosi. So I am not going to change Medicine from "Appropriate" to "Strongly Recommended." Maybe there are not many medicine checks in the adventure, I haven't checked. But Treat Wounds and Battle Medicine can be pretty important.

Campaign Backgrounds

These are all copy/pasted from the Player's Guide, but I am providing here to keep everything in one document. You are welcome to use other common backgrounds from other sources, or uncommon or rare backgrounds if you run it by me first.

Beast Seeker

From jagged reefs to trackless forests to volcanoes dusted by snow even at this low latitude, Iblydos is home to fearsome creatures willing to eat civilians and snap ships in half. There might be no greater place to test one's monster-hunting credentials than this archipelago, much as countless hero-gods have done over the millennia. Perhaps you traveled here to learn how to slay leviathans and better defend your homeland from some bestial threat. You might instead value the esoteric properties of the slain creatures, knowing the alchemical potential of a hydra's eye or a medusa's venom. Whatever your motivation, you have honed tactics to trip and even tackle massive monsters.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in either the Athletics or Thievery skill, as well as the Legendary Beast Lore skill. If you choose Athletics, you gain the Titan Wrestler skill feat. If you choose Thievery, you gain the Dirty Trick skill feat.

Child of the Polis

You're a longtime Kardaji Bay resident. Rather than explore distant lands, you've strengthened your connection to Iblydos, learning its little-known secrets and making friends in every port. You know the cadence and body language needed to set strangers at ease and communicate belonging, making it easy to track down deals and leads. Who needs wealth and glory when they can revel in Iblydos's eclectic culture? That said, if anything threatens the isles, you'll be ready to rally your neighbors and fight back.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in either the Diplomacy or Society skill, as well as the Lore skill associated with one Iblydan city-state (Pol-Bailax or Pol-Dhuraxilis [editorial note: or Pol-Xamne](#) is recommended). If you choose Diplomacy, you gain the Bargain Hunter skill feat. If you choose Society, you gain the Streetwise skill feat.

Glory Hound

Eventually, even the greatest hero-god must die. Yet many live eternally through song, poetry, shrines, and art. Even though Iblydos isn't producing new hero-gods, its people know how to appreciate and commemorate a real hero. You hope to seize that same immortality through exceptional deeds and a little luck. If everything goes to plan, you'll retire rich and famous, looking good all the while. If the fates turn against you, at the very least you know tales of your exploits will dazzle audiences for ages.

Choose two attribute boosts. One must be to Strength or Charisma, and one is a free attribute boost.

You're trained in either the Intimidation or Performance skill, as well as the Games Lore skill. If you choose Intimidation, you gain the Intimidating Glare skill feat. If you choose Performance, you gain the Impressive Performance skill feat.

Kartaji Epicurean

Each city-state hides enough secrets to occupy an adventurer for a lifetime. Even so, many seek the varied experiences and sites at each of Iblydos's eminent cities. You have toured much of Kardaji Bay and the Iblydan archipelago, be that as a trader, an envoy, or a tourist. Along the way, you've incorporated local idioms, idiosyncrasies, and ingredients into your cosmopolitan lifestyle. You've most recently reached Bailax, ready for new adventures.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in either the Crafting or Society skill and the Cooking Lore skill. You gain the Additional Lore skill feat.

Obari Wanderer

For millennia, the Obari Crossing has been the lifeblood of Iblydos's economy. You're no stranger to these waters, having traveled the route before and learned to feel the currents' pulse. Did you begin your career far to the west in the Impossible Lands before sailing in search of fortune? Perhaps your first voyage involved a hold full of Vudran spices, textiles, and artwork bound for Absalom's markets or beyond. You might have even grown up in Iblydos, learning to ply the Obari Ocean and guide incoming merchants past treacherous reefs. Whatever the case, you're at home at sea—a priceless boon in this scattered archipelago.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in either the Acrobatics or Survival skill, as well as the Sailing Lore skill. If you choose Acrobatics, you gain the Cat Fall skill feat. If you choose Survival, you gain the Terrain Expertise skill feat (aquatic or forest terrain is recommended).

Student of Apotheosis

From subjects of worship to forces of nature that literally reshaped the region, hero-gods are central to Iblydan identity. While every child learns at least a little about their city-state's divinities from the past and present, you have devoured these legends. Do you long to have witnessed their miracles firsthand? Have you studied this topic as an academic, archivist, or priest? Perhaps you just love a good story. Whatever the case, these legends speak to you on an ineffable level. Are the fates hinting at some secret destiny: perhaps you're becoming a hero-god of old?

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in either the Occultism or Religion skill, as well as the Hero-God Lore skill. You gain the My Legend Must Be Told action. Replace this with the Mythic Echo action when you gain a mythic calling.

My Legend Must Be Told

[free-action]; Frequency - once per day; **Trigger** - Your dying value would reach an amount to kill you (typically 4); **Effect** - You instead stabilize and increase your doomed value by 1.

Mythic Echo

[reaction]; Frequency - once per game session; **Trigger** - You would fail or critically fail an attack, check, or saving throw to which you apply mythic proficiency; **Effect** - You regain 1 Mythic Point

Later Character Options

The following are feats and class choices that appear in this adventure that you can take, though there will be some caveats with the Exemplar epithets.

Universal Feats

Myth Hunter **[free action]** **[Skill Feat 1]**

[uncommon][general][skill]

Prerequisites: trained in Hero-God Lore or Legendary Beast Lore

Frequency: once per 10 minutes

Your ancestors confronted and bested mythic beasts of Iblydan antiquity. Through a combination of hearing these tales and channeling a hint of those warriors' mythic power, you've developed a knack for bypassing a mythic creature's fabled defenses. The next time you successfully Strike the triggering creature, your Strike treats its mythic resistance as 2 lower. You treat its resistance as 4 lower if your Hero-God Lore or Legendary Beast Lore proficiency rank is expert, 6 lower if your rank is master, and 8 lower if your rank is legendary.

If your Strike would already ignore mythic resistance (because you are a mythic character or wield a mythic weapon), your next successful Strike against the creature instead deals an additional 1d6 precision damage. This additional damage increases to 1d8 if your Hero-God Lore or Legendary Beast Lore proficiency rank is expert, 1d10 if your rank is master, or 1d12 if your rank is legendary.

Fiery Rebirth **[free action]** **[Mythic Feat 4]**

[uncommon][fire][healing][mythic]

Trigger: You regain Hit Points while you are unconscious.

When you escape death, you return to life with retributive fire that burns those who harmed you. You expend 1 Mythic Point, return to consciousness, Stand, and regain additional Hit Points equal to your level. You then erupt in flames, dealing fire damage equal to twice your level to adjacent foes, with a basic Reflex save against your class DC. Foes that critically fail the save are also pushed 5 feet away from you.

Spells

Funeral Flames [two actions] [Spell 1]

[uncommon][concentrate][fire][manipulate]

Tradition: divine, primal

Range: touch; **Targets:** one club or staff you're wielding

You transform a bludgeon into a fearsome torch suited to casting undead into the afterlife. One end of the weapon ignites, becoming wreathed in blue flame. While you wield the target weapon, it becomes a +1 *weapon*, gains the versatile fire trait, and sheds light as brightly as a torch. Whenever you successfully Strike a creature with the weapon, you can Dismiss the spell as a free action to deal 1d6 persistent fire damage to the target; if the target is undead, increase the persistent damage dice to d8s.

Heightened(+2) – The persistent fire damage increases by 1d6.

Pyrefowl Rebuke [reaction] [Spell 2]

[uncommon][fire][manipulate][move]

Tradition: arcane, primal

Trigger: A creature within 10 feet of you strikes and deals damage to you.

Defense: basic Reflex

Fiery wings briefly envelop your arms, and with a swift wingbeat, you flutter away from your attacker in a shower of searing sparks. You deal 1d6 fire damage to the triggering creature, with a basic Reflex save, and Fly up to 10 feet in a straight line directly away from it. If the creature critically fails its saving throw, your movement does not provoke reactions from it, and it's dazzled until the end of its next turn.

Heightened(+2) – The damage increases by 1d6, and the maximum distance you can Fly increases by 5 feet.

Animist Apparitions

Shepherd of Errant Winds

Often spun from eddies in the wake of air elementals, a shepherd of errant winds delights in movement and freedom. They might seek animists in breezy canyons or aboard ships cruising the trade winds, after which the apparition follows an animist to less airy locales. However, a shepherd of errant winds chafes at idleness and stirs up trouble if its surroundings seem too still.

Apparition Skill Sailing Lore, Scouting Lore

Apparition Spells **Cantrip** slashing gust; **1st** *tailwind*; **2nd** *propulsive breeze*; **3rd** *wall of wind*; **4th** *vapor form*; **5th** *scouting eye*; **6th** *mislead*; **7th** *vacuum*; **8th** *punishing winds*; **9th** *wrathful storm*

Vessel Spell *gift of the anemos*

Avatar *Will of the Winds* Speed 40 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** [one-action] air blast (air, reach 20 feet), **Damage** 6d8+6 bludgeoning; **Ranged** [one-action] thunderclap (electricity, range 120 feet, versatile sonic), **Damage** 6d6+3 electricity

Gift of the Anemos	[one action]	[Focus Spell 1]
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[uncommon][air][animist][aura][focus]

Area: 10-foot emanation

Defense: Reflex; **Duration:** Sustained up to 1 minute

Your apparition envelops you in gusting winds that can speed your steps or buffet your foes. When an enemy in the aura critically fails a Strike against you, they must succeed at a Reflex save or become off-guard until the end of your next turn. When you cast or sustain this spell, you can either Step, Shove a creature in the aura using your spell attack modifier in place of your Athletics modifier, or jump 10 feet in any direction (you must land on solid ground, or else you fall).

Speaker in Sibillance

Whether witnessed in hissing serpents or the whisper of pungent fumes wafting up from a forlorn cave, a speaker in sibillance offers forbidden knowledge and revels in the anguish of an unprepared mind. These apparitions often take medusa-like forms, each serpent providing different (and often contradictory) advice.

Apparition Skill Fortune-Telling Lore, Mountain Lore

Apparition Spells Cantrip *puff of poison*; **1st** *ill omen*; **2nd** *stupefy*; **3rd** *hypercognition*; **4th** *snake fangs*; **5th** *slither*; **6th** *petrify*; **7th** *mask of terror*; **8th** *unrelenting observation*; **9th** *unfathomable song*

Vessel Spell *crown of prophets*

Avatar *Medusa of Merciless Mysteries* Speed 60 feet, climb 60 feet; **Melee** [one-action] biting hair (poison, reach 15 feet), **Damage** 6d6+6 piercing plus 2d6 persistent poison; **Ranged** [one-action] jarring prophecy (mental, range 120 feet, versatile sonic), **Damage** 6d6+3 mental

Crown of Prophets [one action] [Focus Spell 1]

[uncommon][animist][focus][morph]

Defense: Fortitude; **Duration:** Sustained up to 1 minute

Serpents sprout from your head, equally ready to bite your foes or offer you counsel. You gain a fangs unarmed attack that deals 1d6 piercing damage and has the agile, finesse, and versatile poison traits. The first time you Cast or Sustain this spell each round, you can perform one of the following as a free action.

Serpentine Advice – The snakes compete to offer you counsel. You gain the Dubious Knowledge feat until the end of your turn, then you Recall Knowledge.

Toxic Prophecy – [poison]; **Requirements** – A creature within 15 feet damaged you since the end of your last turn; **Effect** The snakes spit toxic curses at the required creature, dealing 2d4 poison damage (basic Fortitude save).

Heightened(+1) - The poison damage dealt by Toxic Prophecy increases by 1d4.

Exemplar Dominion Epithets

Normally I allow uncommon or rare character options if they fit your character or the setting. However these two epithets are ones I would prefer you not take until you reach a certain point in the campaign. Once you do so, you can immediately switch your existing epithets to these epithets without having to spend any time retraining.

Plunderer of the Hive's Riches

You take what's yours, even if an army should stand in your way. You gain the Energized Spark feat, with your choice of either poison or sonic damage. When you critically succeed at a Strike, the taste of honey fills your mouth as you plunder part of your foe's vitality for yourself, gaining temporary Hit Points equal to half the creature's level that last for 1 minute.

When you Spark Transcendence, a mass of buzzing insects fill the air around you, granting you concealment until the beginning of your next turn. You can't use this concealment to Hide or Sneak, as normal for concealment when your position is still obvious.

Trespasser in Death's Realm

You slide through death's realm, not caring that death is jealous of those who escape. You gain the Energized Spark feat, with your choice of either vitality or void damage. When you critically succeed at a Strike, you pull your target closer to death from your stolen connection. The target must attempt a Will saving against your class DC. On a failure, they become enfeebled 1 for 1 minute. This has the curse trait.

When you Spark Transcendence, your divine spark draws part of death closer to you. Until the start of your next turn, any living enemy that starts it turns adjacent to you or enters a space adjacent to you takes 1d6 void damage.

Exemplar Feats

You are free to take these Exemplar feats. No need to wait til you hit certain plot points to “unlock” them, unlike the above epithets.

Follow the Threads of Fate [one action] [Feat 4]

[uncommon][exemplar][fortune][ikon]

Usage: imbued into a worn ikon made of cloth or a weapon ikon with a tassel, wrapping, or similar feature.

A norn’s thread—spun from fate itself—runs through or wraps around your ikon.

Transcendence—Unravel the Future [one action][fortune][transcendence] – You pluck a single thread from your ikon, which ties itself in three loops about your wrist, where it remains for the next minute. If you fail an attack roll or skill check, and a +1 status bonus would change your failure into a success or your success into a critical success, you gain a +1 status bonus to this check retroactively, changing the outcome appropriately as the thread pulls you to the future you desire. The thread then falls from your wrist. You can have only one thread in existence at a time.

Topple the Titans [one action] [Feat 4]

[uncommon][exemplar]

Frequency: Once per minute

Requirements: Your previous action was a successful or critically successful Trip against a creature at least one size larger than you, and the enemy became prone.

Even the greatest titans of the world are easier to kill when they’re lying on the ground. You’ve made it your mission to topple such giants and can make others fall with a force that shakes the very earth. The triggering creature’s toppling body shakes the ground, emitting a quake in a 10-foot emanation from their space. Apply the result of your triggering Athletics check against the Reflex DC of each creature in the emanation to Trip them as well. You do not need to have a hand free, and you do not lose your balance if any of your attempts to Trip are a critical failure.

Riddle the Sphinx [one action] [Feat 6]

[uncommon][exemplar][ikon]

Usage: imbued into a body ikon

You’ve learned the secrets of the sphinx’s riddles and empowered your ikon with them. You can voice these mysteries, forcing others to overcome them as you did.

Transcendence—Tangle in Riddle [one action][auditory][mental][transcendence] – You speak a bizarre koan that transcends language and is understood by only one creature within 30 feet. The target must attempt a Will save against your class DC. It’s then immune to this ability for 1 hour.

Critical Success – The target is unaffected.

Success – The target is stupefied for 1 round.

Failure – The target is stupefied for 1d4 rounds

Critical Failure – The target is stupefied 1 and confused for 1d4 rounds

Shield of Stone

[Feat 6]

[uncommon][exemplar][ikon]

Usage: imbued into the *mirror aegis*

You stole a gorgon's gaze and trapped it in your ikon. You've learned how to brandish it for your advantage, subduing the rage of the trapped gaze by turning it on your enemies.

Transcendence—Brandish the Gorgon's Gaze [one action][earth][transcendence]

[visual] – **Effect** – You Raise your *mirrored aegis*, though it seems to lose some of its usual luster in favor of the dull sheen of stone. If you Shield Block a melee attack with the *mirrored aegis* before the beginning of your next turn, the gorgon's eyes upon it flash at the triggering creature, who must attempt a Fortitude save against your class DC. On a failure, they are slowed 1 for 1 minute as their body partially petrifies. Regardless of the outcome, that creature is temporarily immune to this effect for 24 hours.

As a Thousand Soldiers

[two actions]

[Feat 8]

[uncommon][concentrate][divine][exemplar][polymorph]

Prerequisites: plunderer of the hive's riches

Frequency: once per hour

Though you may have stolen from the hive, you've nothing but respect for the armies guarding it, and you borrow their strength to overwhelm your foes. Your body transforms into a swarm of bees. You Fly up to twice your Speed; during this movement you can pass through any space that would be small enough for a single insect, and your movement does not trigger reactions. If you pass through an enemy's space, you can inflict a storm of stings that deals 3d4 piercing damage and 3d4 poison damage, with a basic Reflex save against your class DC. At the end of your movement, you return to your original form. At 10th level and every two levels thereafter, the damage increases by 1d4 piercing damage and 1d4 poison damage.

Forward Gaze into Life

[two actions]

[Feat 8]

[uncommon][concentrate][divine][exemplar][vitality][void]

Prerequisites: trespasser in death's realm

Frequency: once per hour

Despite the constant cold of death at your back, you keep your gaze forward into the realm of life. You release two 15-foot cones, aimed exactly opposite each other, one ahead of you that deals 5d10 vitality damage and one behind you that deals 5d10 void damage, each with a basic Reflex save against your class DC. Creatures that critically fail also take 5 persistent damage, of the same damage type dealt.