



ATHEIOS LAND OF THE GODS

Created by Spenser Farnes - Complexity: ●● (2 out of 5)

Atheios is a Bronze Age setting heavily inspired by Greek Mythology. It is a land where mortals both worship and fear their Thirteen Gods. Many kingdoms clash with one another, the Oracles have become outcasts, and mythic monsters roam and can be found in the uncharted Wilds between and towns and cities. This world has not yet been tamed by mortals, and there is much yet to explore and learn.

THE PITCH

Atheios is a Bronze Age land shaped by the will of Thirteen Gods. Mortals worship and seek divine favors from the Pantheon of Twelve Gods. These Gods fought and overthrew the brutal Titan Gods almost a thousand years ago, and have ruled Atheios ever since.

Yet one Titan God remains, the Shepherd, the Thirteenth God, the Master of Death and Time. He watches and observes this world from afar, within the shadows of the Underworld.

Beyond the borders of the cities and kingdoms of Atheios lie the untamed Wilds, home to mythic monsters, strange Demi-Beasts, and the countless ruins from ages long past.

Demi-Gods and Great Heroes rise to fame and glory, yet all too often their stories end in tragedy. And the Oracles, once respected, have now become outcasts, hated most of all by the Gods themselves.

This is a world of Great Epics and Tragic Sagas. A world where Fate clashes with Free Will. Every mortal must decide whether they will bow before the Will of the Gods, or if they will dare to defy them.

TONE & FEEL

Epic Sagas, Great Tragedies, Long Journeys, Exploring the Wilds

THEMES

Gods vs. Mortals, Fate vs. Free Will, Mortals vs. Mythic Monsters

TOUCHSTONES

The Odyssey (Homer) Ancient Greece Epic Poem

The Iliad (Homer) Ancient Greece Epic Poem

Argonautica (Apollonius of Rhodes) Ancient Greece Epic Poem

The Odyssey (Christopher Nolan) Movie Adaptation

God of War (Santa Monica Studio) Video Game Series

Assassin's Creed Odyssey (Ubisoft) Video Game

Tyranny (Obsidian Entertainment) Video Game

Avatar: The Last Airbender (Nickelodeon) TV Series

ATHEIOS - LAND OF THE GODS

GODS OF THE EARTH

Kordathus - God of the Stones & the Earth

Domains: Mountains, earthquakes, stones, and unyielding law.

Symbol: A millstone of grey granite, an unbroken circular wheel.

Deneraia - Goddess of the Harvest & the Seasons

Domains: Growth, plants, the seasons, and the harvest.

Symbol: A bundle of golden wheat, bound with a red ribbon.

Envaros - God of Antlers & the Wilds

Domains: Nature, wilderness, beasts, and the hunt.

Symbol: A proud green stag, depicted from a side view, head aloft.

GODS OF THE WINDS

Atheramn - God of the Skies & the Storms

Domains: Skies, clouds, storms, and strength of the body.

Symbol: A white thunderbolt (realistic, not stylized).

Nyrixa - Goddess of the Shadows & the Stars

Domains: Night, darkness, shadows, and the stars.

Symbol: A four-pointed star, purple on a field of black.

Zephyra - Goddess of the Four Winds & Travelers

Domains: Wind, travel, messages, and swiftness.

Symbol: The single white wing of the Pegasus, pointing right.

GODS OF THE FLAMES

Raxonder - God of the Forge & War

Domains: Fire, the forge, bronze, defense, and war.

Symbol: A sturdy hammer, glowing red hot.

Liothyra - Goddess of the Sun & Truth

Domains: Sun, light, truth, virtue, and justice.

Symbol: A golden sunburst, with 12 radiating lines outward.

Kalystari - Goddess of the Hearth & Passion

Domains: Passion, fertility, heart, hearth, and home.

Symbol: An ever-burning lilac flower.

GODS OF THE WATER

Sytheros - God of the Oceans & Vengeance

Domains: The sea, the tides, serpents, wrath, and vengeance.

Symbol: A light blue semi-circle, atop a dark blue semi-circle.

Elotaya - Goddess of the Rivers & Healing

Domains: Rivers, hot springs, rain, healing, and wisdom.

Symbol: A lotus blossom, in varying shades of blue.

Laevyria - Goddess of the Tides & the Moon

Domains: Tides, dreams, sleep, mercy, and the moon.

Symbol: A silvery crescent moon, with both points facing up.

And one other, who dwells far from the rest...

THE THIRTEENTH GOD

The Shepherd - Titan God of Death & Time

Domains: Death, time, decisions, finality, and fate.

Symbol: A blackened staff, the crook of a shepherd

"The Shepherd has many names, though none now live who remember his true name.

He is uncommonly known as the Harvestman, the Thresher, the Weaver, or the Spider.

His priests, what few of them there are, call him the Last Titan, or sometimes He Who Guides.

Those who seek to flatter him, much good it does them, refer to him the Lord of Prophecy & Doom.

Those who feel particularly melodramatic may even name him He Who Is Inevitable.

Name him whatever you wish. In the end, The Shepherd comes for us all."

❖ Spearhead Isles

- Named for the stony sea spires that jut upwards out of the waves. In some areas, the stone spearpoints are just *beneath* the waves, and will shred the bottoms of any ships that sail through.
- Only skilled and knowledgeable navigators dare to pass through the Spearhead Isles. For this reason, travelling by sea to **Mythros** can be difficult at times. Of course, traveling by land is no short journey either. In ancient times, there were more navigators with the knowledge and courage needed to make the journey by sea.

❖ Temples of the Gods

- Not a specific, singular location. Rather, a number of these are built in most cities and larger towns in **Atheios**. Every God and Goddess has a Greater Temple as well, the temple that is the grandest, the most well-known.
- Any pilgrimage to a regular temple shows a measure of devotion and piety. A pilgrimage to a Greater Temple shows even more devotion, with the hope of a better answer from the Gods. And a pilgrimage to Mount Daimenus, and ascending to the Pilgrims Temple, is by *far* the most effort, but is believed to result in the highest likelihood of a favorable answer to the Pilgrims prayer or petition.

❖ The Wilds

- Not a single specific place, but rather the term used for any location or region outside of civilized lands in **Atheios**.

❖ Thousand Isles of the Chartless Sea

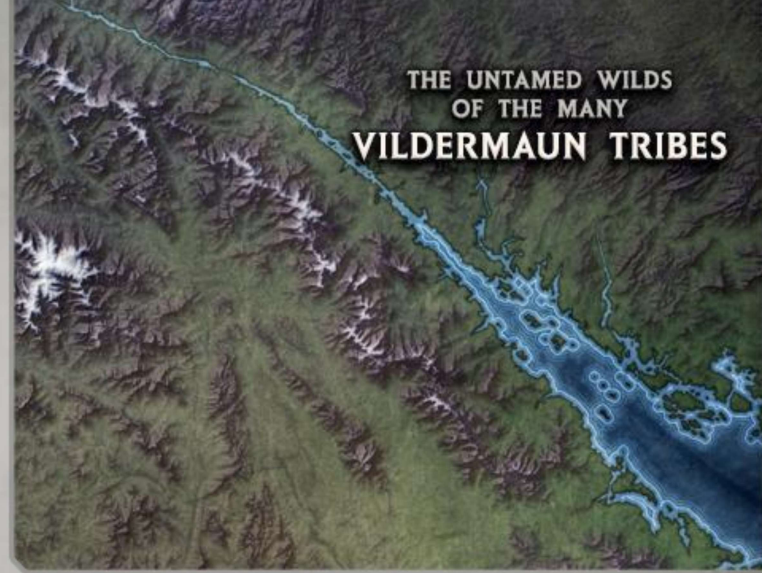
- A region that has long defied being mapped and charted. Many strongly suspect some sort of magic or curse is at play, something that prevents the isles from being easily explored. Some even suggest the isles are literally moving about, shifting around. Some scoff at that. Some say it is the will of the Gods, a place not meant for mortals to wander.

❖ Trade Roads

- Not a specific location or road, but rather the name given to any major road that connects many of the largest cities of **Atheios** together. Trade Roads are those that the trade caravans *vastly* prefer to use, due to being well known, and mostly well maintained.
- On the Map of **Atheios**, the Trade Roads are indicated by using bolder lines.

❖ Tribes of the Crescent Valley

- A secluded valley shaped like a crescent moon, far to the East of **Atheios**.
- Home to a peculiar people with pale blue skin. They claim descent from an ancient Demi-Being of unknown origin. They keep to themselves, and hold weekly rituals tied to the phases of the moon.
- Though they do not speak of it to outsiders, they believe that this world has a second moon. One of pure darkness, that does not reflect any light, day or night. They say it is only visible when it blots out the stars with its brief passage overhead. They also say it is an *evil* thing, and to speak of it at all is an ill-omen.



❖ Untamed Wilds of the Vildermaun Tribes

- Far to the North-East. The barbarian Vildermaun tribes dwell here, and worship their own Gods. Some say they are not “real” or “true” Gods. Some claim the opposite, having witnessed miracles that only a God could have performed.
- *Note to GM's: If you would like to introduce a rival Pantheon of Gods from another culture, this is a great place to do so, particularly with a Germanic or Norse-inspired Pantheon.*

❖ Vale of Adrykeos

- A stony valley North-East of **Korvhos**. Named after Adrykeos, the first king of **Korvhos**.
- Sections of the vale still bear the blackened scorch marks of the legendary battle fought there. The tale of Adrykeos rescuing his beloved by defeating the terrible winged Drakon is one that every **Korvhion** knows by heart.
- The **Korvhions** consider this valley sacred ground. They sometimes travel here to perform meaningful rites and sacrifices. Any who trespass upon these lands are executed on the spot, their excuses meaningless to the **Korvhions**.

❖ Vale of Elexios

- **Elexios** is a well loved Great Hero, perhaps even the most beloved of them all. Roguishly handsome, deadly to his foes, kind to all, and generous to those in need. Some claim he is the Demi-God son of Atheramn, but this is merely a false rumor that has spread about the lands nonetheless. Elexios was only ever a regular mortal, albeit one that both fate and genetics alike favored in any number of ways.
- Unfortunately, **Elexios** vanished some time ago, nearly a century past. He went in search of a fearsome Dire Wyvern that was known to soar and roost in the central valleys of **Atheios**. Elexios had been hoping to either slay the beast, or to perhaps even *tame* it. After some weeks without his return however, a number of search parties were sent to look for the beloved hero. Not a trace was found, save for his tattered sky blue cloak. After some time, Elexios was assumed dead, to the great anguish of all. In his honor, the Valleys where he went missing were named after him. To this day, many wyverns still nest in those rocky vales. The Dire Wyvern, however, was also never seen again.

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❖ Vale of Nyrixa

- Named after Nyrixa, Goddess of Shadows and Stars.
- In this valley, the stars seem to shine more brightly than they do elsewhere. More are visible as well, and the night sky is dazzling and brilliant. Those who have looked upon it say that *nothing* can compare, and the night sky as it normally appears will forever appear drab in comparison.
- However, this valley is *also* home to a number of dark spirits, shadowy beings that are likely descended from Nyrixa herself, likely via some Demi-Beast child of hers, of which she has a remarkable amount. Some argue these beings in the Vale are Shadow Elementals, others say that they are Dark Spirits. The difference is semantics at best. Regardless, the shadowy beings are not friendly to mortals, and will kill any they deem as intruders in their lands. They emerge only at night, as daylight seems to injure or even kill them if over-exposed. But it does mean any efforts to settle the valley are all but impossible.

❖ Valley Lands of the Hrakos Tribe

- A remote valley, and home to the Hrakos people, a reclusive tribe who are actually well known for their skills as trackers and hunters. Unfortunately, they are also well known for their deep distrust of outsiders. They are a mix of **Atheian** and **Vildermaun** descent, but they identify with neither group.
- Curiously, they worship no Gods, not even after they encountered a few of the **Atheian** Gods in person. They instead worship the very stars. The **Vale of Nyrixa** is sacred to them, and the shadowy beings that lurk there allow the Hrakos people to visit twice per year, on the equinox of spring, and of autumn.

❖ Valley of the Wolves

- When not translated, the name in the Atheian tongue is Vallos Levo.
- This valley, and some neighboring lands, have been overrun by wolves. Their packs are said to hunt in numbers far greater than is natural as well. And, worst of all, these particular wolves seem to possess a cunning that surpasses that of the average mortal mind. These wolves are *likely* descended from a Demi-Beast of some sort, but the truth is difficult to confirm. For these wolves are poor conversationalists at best, but they are *always* hungry.

❖ Western Valley of Oraus

- See the **Eastern Valley of Oraus** for more details.
- There is a town here, at a crossroads along the **Trade Road**, that is *just* on the cusp of becoming a city. It is known as Nenyros, though it is not labeled on the map of **Atheios**. Perhaps in time it will continue to grow. It is notable for being the place in **Atheios** with the strongest concentration of old Titan worshipping cults, who exist mostly in secret.

❖ Vast Deserts of Xarithia (Lands)

- Far off lands, to the west Atheios, and beyond. Only the very eastern edge can be considered a “part” of **Atheios**, but it has been a very long time indeed since **Ileos** was considered **Atheian** territory.
- The endless deserts of **Xarithia** are home to many oases and a large number of underground aquifers, which are the nearly the only source of freshwater amongst the towering dunes. Lacking any real rivers, the only other source of drinking water here are the occasional rainstorms that pass over these endless sands.

