

The background of the entire page is a blue-toned illustration. It depicts a wizard, likely Volo, standing in a large, circular, stone-lined pool of water. The wizard is seen from behind, wearing a long, dark robe with a high collar and a pointed hat. His arms are raised, and he appears to be casting a spell or performing a ritual. The water in the pool is turbulent, with white foam and ripples. Several large, curved, stone-like structures, possibly part of the pool's architecture or the wizard's magic, are visible in the background. The overall mood is mystical and dramatic.

# MYTHIC ACTIONS

## FOR THE

# VOLO'S GUIDE TO MONSTERS

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**Mythic actions for every legendary creature  
in the Volo's Guide to Monsters.**





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## CREDITS

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**The following D&D books provided material and inspiration:** Mythic Odysseys of Theros, Volo's Guide to Monsters

Designed by The GM Binder



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# INTRODUCTION

**B**rave heroes, your foes are upgrading from legendary to mythic. That means they are getting stronger, smarter and more determined! Prepare to fight foes like never before and fight in battles that will be remembered for eons! But to be prepared you need to learn more about these fearsome creatures! Here we discuss

what has changed, in hopes that you triumph against these mythical adversaries.

In the following pages you will find every legendary creature in the Volo's Guide to Monsters converted to mythic monster according to the new optional rules that came with *Mythic Odysseys of Theros*. Every monster in this supplement has four distinct parts describing what is changing and what course of action the DM should follow as these encounters take place. These four parts are: Awarding XP, The Narrative, The Mythic trait and the Mythic actions.

## AWARDING XP

Fighting a mythic monster comes with mythic proportions of XP. Usually a monster with mythic actions offers double the XP of its ordinary counterpart. However, there are always exceptions and this is more of a guideline than a strict rule. In the following monsters you will find a set number of XP but you can change it to pace your campaign in your rhythm.

## MYTHIC TRAIT

The mythic trait is the turning point of the battle. Usually it is activated when the monster is reduced to 0 hit points. The mythic monster then proceeds to regain all of its hit points or something unique happens that keeps it alive and changes the objective of the battle. Along with the hit points comes some special abilities that are either passive or take effect immediately. These effects are designed to give some relief to the monster or give them an offensive boost against the players.

## NARRATIVE

The narrative part comes hand in hand with the mythic trait. The DM can, if they so choose, read from a descriptive box the events that transpire as the monster pushes itself to its limit activating the mythic trait. These descriptions serve as a warning to the players of what has changed and highlight the new objective, if there is one.

## MYTHIC ACTIONS

Mythic actions are an extra set of actions that a mythic creature can use after it uses its mythic trait feature. These actions are used in place of legendary actions, but they do not always deprive the monster of said legendary actions. The costs of those actions vary depending on their respective strength.

Mythic actions are usually stronger and more potent than the legendary actions. Moreover, they add new options that the monsters had no access to before.





## STORM GIANT QUINTESSENT

Fighting a Storm Giant Quintessent as a mythic encounter is equivalent to taking on two CR 16 creature in a single encounter. Award a party 30,000 XP for defeating the Storm Giant Quintessent if it uses its mythic trait.

### MYTHIC TRAIT

Read or paraphrase the following text when the Storm Giant Quintessent uses its mythic trait:

A crackling sound echoes through the skies as the storm that raged for years is starting to get absorbed by the giant. The body of the ancient creature trembles as pulses of energy seep through it whole. As this abnormal procedure ends, a protective layer of lightning envelops the giant and its eyes open, revealing a beaming blue light.

**Becoming the Storm (Mythic Trait; Recharges after a Short or Long Rest).** When the Storm Giant Quintessent is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it absorbs the storm that gives it immortality temporarily increasing its power, regaining 230 hit points. This healing cannot be negated in any way. Its AC increases to 19 and it can take an extra lair action at initiative count 10. The Storm Giant Quintessent can no longer take its *One with the Storm* legendary reaction.

### MYTHIC ACTIONS

If the Storm Giant Quintessent's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Becoming the Storm*:

**Energize.** The Storm Giant Quintessent takes the dodge action and it ends any negative condition affecting it.

**Howling winds (Costs 2 Actions).** Up to three creatures within 60 feet of the Storm Giant Quintessent must succeed on a DC 18 Strength saving throw or be pushed up to 60 feet in vertical direction. If the creatures do not find a way to stay in air or land safely they take 21 (6d6) bludgeoning damage from the fall.

**Ragnarok (Costs 3 Actions).** Lightning rains down from the skies in the form of a thousand weapons. Each creature within 120 feet of the Storm Giant Quintessent must succeed on a DC 18 Dexterity saving throw or take 44 (8d10) lightning damage and is paralyzed until the end of its next turn. On a successful save, a target takes half as much damage and isn't paralyzed.

### KI-RIN

Fighting a Ki-rin as a mythic encounter is equivalent to taking on two CR 12 creature in a single encounter. Award a party 16,800 XP for defeating the Ki-rin if it uses its mythic trait.



## MYTHIC TRAIT

Read or paraphrase the following text when the Ki-rin uses its mythic trait:

The awe-inspiring celestial, falls bleeding blood of gold. Its eyes glow one last time and you feel relief as they close. But alas, your fight is not over yet! A magical ward activates and you feel immense divine magic while the Ki-rin comes back to life. Roaring in celestial it charges to battle once more.

**Blessing of life (Mythic Trait; Recharges after a Short or Long Rest).** When the Ki-rin is reduced to 0 hit points, it doesn't die normally. Instead, if it has a 9th level spell slot available it immediately casts on itself *True Resurrection*. Additionally, it gains resistance to all damage except necrotic damage.



## MYTHIC ACTIONS

If the Ki-rin's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Blessing of life*:

**Stampede.** The Ki-rin makes two hoof attacks.

**Take flight.** The Ki-rin flies up to its speed without provoking opportunity attacks.

**Divine casting (Costs 3 Actions).** The Ki-rin regains a 5th or lower level spell slot and casts a spell of that level.

## ILLITHILICH

Fighting a Illithilich as a mythic encounter is equivalent to taking on two CR 22 creatures in a single encounter. Award a party 82,000 XP for defeating the Illithilich if it uses its mythic trait.

## MYTHIC TRAIT

Read or paraphrase the following text when the Illithilich uses its mythic trait:

The undead creature loses control of the powers that it has accumulated by years of studying and starts screaming uncontrollably. The psionic and arcane elements the creature constitutes of manifest as colorful lights and start healing the Illithilich. Renewed and empowered it gives you a sinister grin.

**Magic overflow (Mythic Trait; Recharges after a Short or Long Rest).** When the Illithilich is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, for a moment it loses control over its powers and its psionic and arcane abilities mix in an unnatural way, allowing the Illithilich to regain 135 hit points and gain 100 temporary hit points. This healing cannot be negated in any way. Additionally, its Innate Spellcasting ability is enriched with new spells. The Illithilich can innately cast the following spells, requiring no components as long as its Mythic trait is active:

3/day each: *blur*, *detect magic*, *disguise self*, *invisibility*, *ray of enfeeblement*, *shield*, *sleep*

1/day each: *confusion*, *lightning bolt*, *telekinesis*, *wall of force*

## MYTHIC ACTIONS

If the Illithilich's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Magic overflow*:

**Arcane consumption.** The Illithilich expends one spell slot to regain 3d6 hit points per level of the spell slot expended.

**Psionic disruption.** The Illithilich sends psychic waves to every creature within 120 feet of it with. The Illithilich breaks the creature's concentration on a spell it has cast. The creature also takes 1d8 psychic damage per level of the disrupted spell and the Illithilich regains Hit Points equal to half the amount of psychic damage dealt.

**Magic fusion (Costs 1-3 Actions).** The Illithilich casts, at the same time, a psionic spell and a spell from the lich spell list that are 3rd level or lower, expending daily uses/spell slots normally. Doing so costs 1 action per level of the higher spell.



## ELDER BRAIN

Fighting an Elder Brain as a mythic encounter is equivalent to taking on two CR 14 creature in a single encounter. Award a party 23,000 XP for defeating the Elder Brain if it uses its mythic trait.

### MYTHIC TRAIT

Read or paraphrase the following text when the Elder Brain uses its mythic trait:

The huge abomination collapses inside its pool defeated. Thick, yellow steam covers it for a moment and you hear an audible munching coming from the pool. The sound gets louder and louder until it suddenly stops. A giant worm-like figure emerges from the steam. It opens its mouth revealing a dozen tentacles and attacks with ferocity.

**Cull the weak (Mythic Trait; Recharges after a Short or Long Rest).** When the Elder Brain is reduced to 0 hit points, it dies and all the tadpoles in the pool escape its control. They immediately start devouring each other and the Elder brain until there is only one tadpole remaining which transforms to a *Neothelid* and attacks immediately. The Elder Brain's stats and actions are replaced by those of the *Neothelid*, which is hostile to everyone.

### MYTHIC ACTIONS

If the Elder Brain's mythic trait is active, the *Neothelid* can use the options below as legendary actions after *Cull the weak* has been used:

**Lash** The Neothelid makes a tentacle attack.

**Overflowing acid (Costs 2 Actions).** The Neothelid recharges its acid breath and uses it.

**Cast Spell (Costs 3 Actions).** The Neothelid casts a spell from its innate spellcasting list.

## WARLORD

Fighting a Warlord as a mythic encounter is equivalent to taking on two CR 12 creatures in a single encounter. Award a party 16,800 XP for defeating the Warlord if it uses its mythic trait.

### MYTHIC TRAIT

Read or paraphrase the following text when the Warlord uses its mythic trait:

The battle hardened warrior, bloodied and battered takes a step back. Moments before he finally collapses he sees his fallen comrades lying in the ground slain by your hand. Rage and determination overtake his body while he grasps his giant weapon and raises it threatening against you once again.

**Rise with a vengeance (Mythic Trait; Recharges after a Short or Long Rest).** When the Warlord is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, he is filled with adrenaline regaining 30 hit points for each ally that was slain in the last minute. This healing cannot be negated in any way. Additionally, he can make two extra Greatsword attacks when using his Multiattack action. His strength score is increased by 1 for each ally that has fallen the last minute.





## MYTHIC ACTIONS

If the Warlord's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Rise with a vengeance*:

**Trip attack** The warlord attempts to knock prone a creature within 5 feet of him and then makes a weapon attack against it.

**Rallying cry (Costs 2 Actions).** The Warlord lets an inspiring cry imbuing him and his allies with courage. The Warlord and every ally within 30 feet of him gain 20 temporary hit points and are immune to the frightened condition until the end of the Warlords next turn.

**Last stand (Costs 3 Actions).** The warlord gains a +2 bonus to its AC, has advantage on Dexterity Saving Throws and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action. These effects last for 1 minute or until the warlord is incapacitated.





## LET THE EPIC BATTLE BEGIN!

When legendary is not enough you have to become mythic! Are you up to the task?

This supplement contains mythic traits and actions for every creature in the Volo's Guide to Monsters that has legendary actions.

But the question lingers : Will your journey become an epic tale of victory or a disastrous tragedy?

