

ODYSSEY ANTHOLOGY

VOLUME III: IN ARIXMETHES' CLUTCHES



FOREWORD

Where the ocean meets the night sky, you see it—a glistening waterfall stretching across the horizon, where the wine-dark sea cascades into an endless starfield—the edge of the world.

Welcome to *Odyssey Anthology Volume III: In Arixmethes' Clutches*. This volume sails into myth, just as Callaphe when she sailed over the edge of the world, exploring bizarre islands, so far from the mainland that few mortals would believe in their existence. Also included are a series of rules for krakens, the great monsters of the Theros oceans, with over 20 traits to create dozens of unique krakens, each bound to their territories beneath the waves. Lastly, this volume ends with a new Mythic encounter—Arixmethes, the slumbering isle, greatest of Theros's krakens, and favourite pet of Thassa.

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Mercury Natis is a long-time writer and Greco-Roman enthusiast. *Koreios, Underworld's Song* is their first published work and first foray into D&D content creation. They can be found expounding on niche historical and literary interests like a goblin showing off their collection of precious jewels on twitter [@mooshberry](#).

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INTRODUCTION

"So you are not prepared," she said
 "to give in even to immortal gods?
 I tell you, Scylla was not born for
 death: the fiend will live for ever. She is
 a thing to shun, intractable, ferocious
 and impossible to fight. No; against her
 there is no defence..."

– Homer, The Odyssey.
 Translation by E. V. Rieu.

In the deepest oceans of Theros, far from the busy, humanoid-populated shallows of the mainland, krakens, the greatest monsters of Theros make their territory, each bound to their own swathe of the wine-dark sea. Just as the sea monsters of Ancient Greek myth and epic, like Cetus, Scylla and Charybdis, few encounter such titans of the unknown and distant waters, and fewer still can hope to face them and survive.

In these far-stretches of Theraean seas, toward the edge of the world, islands stretch further into myth, with openings into the realms of the gods and the underworld, or strange inhabitants entirely unheard of on the mainland. These last 10 islands of the Odyssey Anthology are places of legend, some so far from both the mainland and norms of Theraean life that few would even believe they exist.

USING THIS BOOK

Odyssey Anthology Volume III: In Arimethes' Clutches concludes the Odyssey Anthology series, expanding options for adventuring on the Theraean ocean with 10 more island adventures. Also included in this volume are rules for creating diverse and monstrous krakens lurking beneath the waves of Theros, as well as a mythic encounter with the largest living creature on Theros - Arimethes, the Slumbering Isle.

KRAKENS OF THEROS

This section provides new rules for those greatest of ocean monsters—the dreaded krakens. Tables of various traits allow the quick creation of many new varieties of kraken for the Theraean seas, some armoured and barnacle encrusted, some large enough to scale, and some with maws large enough to swallow ships whole.

ISLAND ADVENTURES

To run adventures on the islands included in this volume, you will need access to a copy of the fifth edition *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, and *Mythic Odysseys of Theros*, which are abbreviated to *PHB*, *MM*, *DMG* and *MOoT* respectively.

These textboxes contain description and useful information for you to read or paraphrase to your players when they enter certain areas, or encounter certain characters or creatures.

ARIMETHES MYTHIC ENCOUNTER

Using the mythic encounter rules introduced in *Mythic Odysseys of Theros*, this section presents rules for the greatest kraken in all the oceans of Theros - Arimethes, the slumbering isle. This titan of the deep's rules reflect his immense size status as Thassa's favoured kraken - with his mythic trait focused on the sea god coming to his aid.

NPCs AND MONSTERS

Non-player characters and monsters are presented with the rules they use in **bold**. Seeing a name in bold is a visual cue to look up that creature's statistics in the *Monster Manual*, unless the text specifies another source (such as the appendix at the end of this book). For example, an **ankheg** uses the ankheg rules in the *Monster Manual*. Unique creatures that appear on the islands in this volume are all listed in the *Appendix A: NPCs and Monsters*. This appendix includes both the rules for existing creatures (from sources other than the *Monster Manual* and *Mythic Odysseys of Theros*), and the rules for new NPCs and monsters introduced in this volume.

KRAKENS OF THEROS

The krakens of Theros are varied and numerous, each with its own sailors tales and count of ships it has sunk. Aside from the legendary nadir krakens, beasts of titanic proportions and world-changing power like Arixmethes and Tromokratis, there may be dozens of other smaller krakens beneath the wine-dark sea, kept out of range of civilization by the sea-locks that bind them to certain areas of ocean.

The rules presented below for a Theran Kraken reflect the variety of forms that the sea monsters of Theros can take, with bodies incorporating elements from whales, crustaceans, serpents, whales and cephalopods.

When creating a kraken, you can roll on the Kraken Titles table, to name the kraken - rolling 1d8 for the kraken's title. These might not represent the kraken's actual name, but instead what mariners who have seen or survived it have come to call it.

KRAKEN TITLES

1d8 Title

1	Scourge of Fleets
2	Terror of the Straits
3	The Shipbreaker
4	The Stormsurge
5	The Risen Deep
6	The Storm-tide
7	Maw of the Depths
8	Doom of Depths

To create a kraken, use the Theran Kraken stat block. Then roll twice on each of the Kraken Ability and Kraken Actions tables (or choose the appropriate number of options from each table) to determine the Kraken's characteristics.

THERAN KRAKEN

Gargantuan monstrosity (titan), unaligned

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	11 (+0)	18 (+4)	11 (+0)

Saving Throws Str + 17, Dex +7, Con + 14, Int +7, Wis +11

Damage Immunities lightning; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses blindsight 120 ft., passive Perception 14

Languages –

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Sea Lock. The kraken is confined to an area of the ocean by an ancient coral weapon embedded in the sea floor. As long as the coral weapon remains in place, the kraken can't travel farther than 300 miles horizontally from the location of the weapon. If the coral weapon has been dislodged, a creature on the sea floor that's holding the coral weapon can use an action to attempt a DC 20 Strength check to embed the weapon back into the sea floor, restoring the lock on a success.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three attacks, two of which must be with its bite, claws, tail, or tentacle attacks. Any of these attacks may be substituted for the fling action, if the kraken has it.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. **Hit:** 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

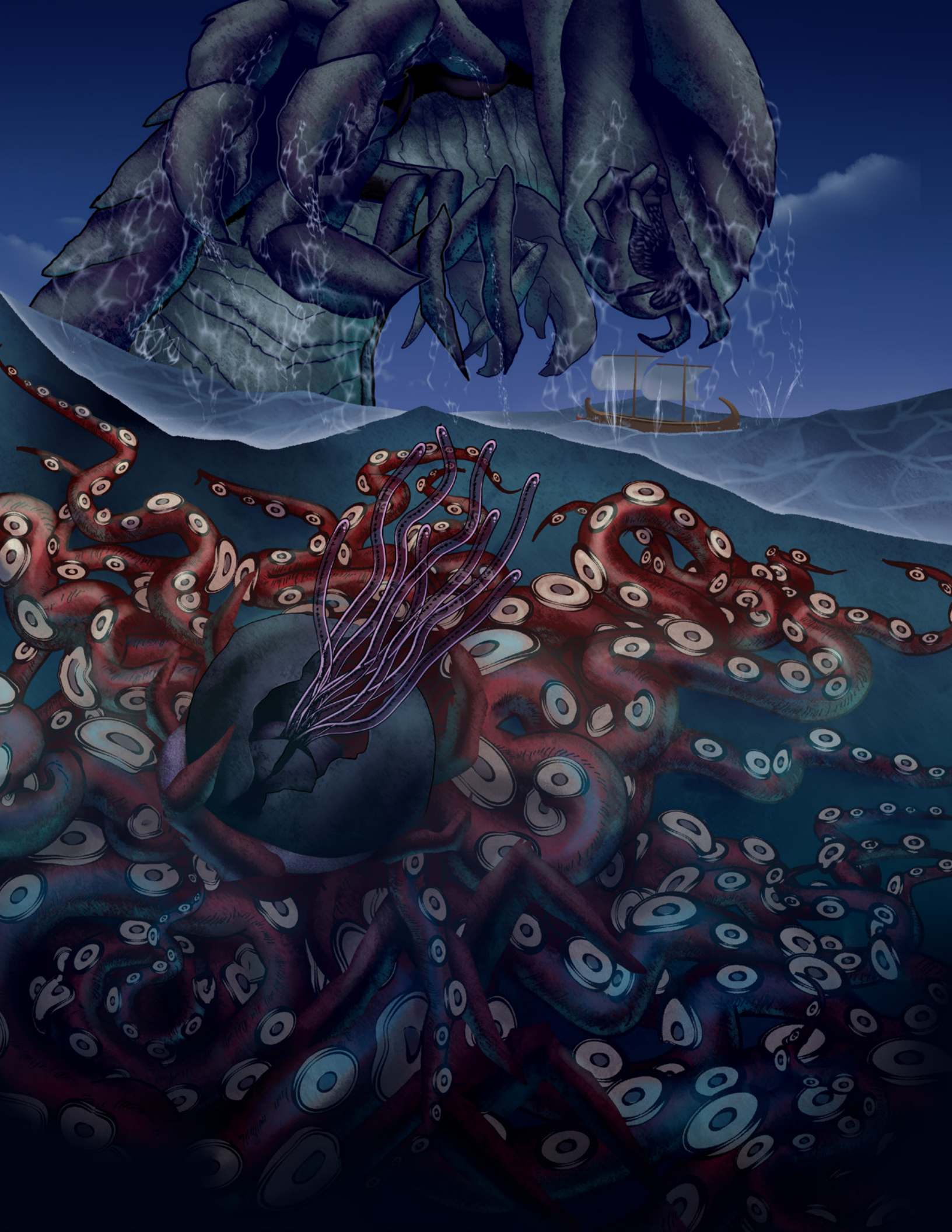
The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Simple Attack. The kraken makes one pincer, tail or tentacle attack or uses its Fling.

Greater Attack (Costs 2 Actions). The kraken makes a bite or constrict attack, or uses its Lightning Storm, Rumbling Below or Tidal Wave action, provided the action is recharged.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.





KRAKEN ABILITIES

d20 Action

1 **Armored Shell.** The kraken has a damage threshold of 10 (it has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal).

2 **Barnacle-Encrusted.** The kraken's shell is covered by a thick layer of barnacles, which act as additional armour, though weakening the shell underneath them. Increase the kraken's AC to 22. When the kraken takes damage from a critical hit, double the damage it takes (after increasing the damage as normal for a critical hit).

3 **Blood in the Water.** Whenever a creature dies within 120 feet of the kraken, a **giant shark** appears beside the creature. The shark is hostile to all creatures except the kraken and other sharks.

4 **Breach.** The kraken can gather enough momentum to hurl its weight out of the water momentarily. If the kraken moved at least 60 feet using its swimming speed during its last turn, it can use its bonus action to gain a flying speed of 30 feet until the end of its turn. If the kraken exits the water using this speed, it falls back into the water at the end of its turn. Each creature within 30 feet of the point the kraken hits the water must succeed on a DC 25 Dexterity saving throw, being knocked prone on a failed save.

5 **False Appearance.** While the kraken remains motionless, it is indistinguishable from a small island.

6 **Injured Fury.** While the kraken has fewer than half its hit points, it can choose to gain advantage whenever it makes an attack. If it does so, attacks against it have advantage until the start of its next turn.

7 **Monstrous Aura.** The kraken is a terrifying sight to behold. When the kraken hits a creature, the target must make a DC 25 Charisma saving throw. On a failure, the creature becomes frightened of the kraken for the next 24 hours. The target can repeat the saving throw at the end of each of its turns, ending the condition on a success. A target that succeeds on the saving throw is immune to the Monstrous Aura of all krakens for the next 24 hours.

8 **Monstrous Momentum.** If the kraken moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is a ship, creatures aboard it must succeed on a DC 15 Strength saving throw or be knocked prone.

9 **Nyxborn.** The kraken's form glistens like the night sky. It has advantage on saving throws against spells and magical effects.

10 **Poisonous Quills.** The kraken's fins are lined with poisonous quills. When a creature makes a melee attack against the kraken, the kraken can use its reaction to turn its spines towards the attacker. When it does so, the attacker must make a DC 25 Constitution saving throw. On a failed save, the target takes 7 (2d6) piercing damage and 18 (4d8) poison damage, and is poisoned for one minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, the attacker takes half as much damage and is not poisoned.

d20 Action

11 **Powerful Wake.** Creatures in the water within 30 feet of the kraken must make a DC 25 Strength saving throw whenever the kraken moves. Creatures that fail the saving throw and objects in the affected area of water are knocked prone and pulled by the kraken's wake in the same direction and for the same distance it moves.

12 **Regenerative.** The kraken regains 20 hit points at the start of each of its turns. If it takes fire or acid damage, this trait doesn't function at the start of its next turn. The kraken dies only if it starts its turn on 0 hit points and doesn't regenerate.

13 **Scaleable.** The kraken's rugged and colossal shell provides footholds for creatures to scale it. A creature can attempt to scale the kraken using its movement to make a DC 18 Strength (Athletics) check. Creatures with a climbing speed gain advantage on this check. The kraken has vulnerability to attacks from creatures that are climbing it. When a creature makes an attack against the kraken while climbing it, the kraken can use its reaction to shake its body, forcing each creature climbing it to succeed a DC 25 Strength saving throw or fall into an empty space adjacent to the kraken.

14 **Sleek.** The kraken's swimming speed increases by 20 feet.

15 **Terrifying Size.** Any beast or humanoid that starts its turn within 10 feet of the kraken must succeed on a DC 25 Wisdom saving throw or be frightened of the kraken until the start of the creature's next turn.

16 **Tidal Waves.** The kraken's attacks spawn waves. Creatures in the water within 30 feet of the kraken's attacks must make a DC 25 Strength saving throw. Creatures that fail the saving throw and objects in the affected area of water are knocked prone and pushed away from the location of the kraken's attack 30 feet. Creatures moved by this effect provoke opportunity attacks.

17 **Turbulent Waters.** The kraken's thrashing movement makes ships around it difficult to crew even without it attacking. When the kraken completes a movement within 50 feet of a ship, creatures on board which are standing must succeed on a DC 15 Dexterity saving throw or be knocked prone.

18 **Two Heads.** The kraken has advantage on saving throws against being blinded, deafened, stunned or unconscious, and gains one additional reaction each round while it has two heads. The first time that the kraken suffers a critical hit while at fewer than half its maximum hit points, one of the heads is severed.

19 **Whelming Waters.** While the kraken is in water, creatures and vehicles within 50 feet of the kraken are pulled 5 feet towards it at the start of the kraken's turn.

20 **The Wrath of Thassa.** The kraken represents the divine wrath of Thassa. A creature's piety score to Thassa decreases by 1 each round it attacks the kraken.

KRAKEN ACTIONS

d8 Action

1 **Constrict.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 27 (3d10+10) bludgeoning damage. The target is grappled (escape DC 16) and is restrained until this grapple ends. The kraken can constrict a maximum of 4 targets. When a target starts its turn constricted by the kraken, it takes 27 (3d10+10) bludgeoning damage.

2 **Fling.** One large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

3 **Gargantuan Bite.** When the kraken makes a bite attack, all creatures within 10 feet of the target must succeed on a DC 25 Dexterity saving throw or be swallowed by the kraken in the same way as the attack's target. The kraken can swallow gargantuan or smaller creatures, as well as vehicles up to 100 feet long.

4 **Lightning Storm (Recharge 5-6).** The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

5 **Pincer.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+10) bludgeoning damage. The target is grappled (escape DC 16) and is restrained until this grapple ends.

6 **Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 29 (3d12+10) bludgeoning damage. All creatures within 10 feet of the target, including the target, must succeed on a DC 18 Constitution saving throw or be stunned for one round.

Tentacles. The kraken has 8 tentacles, which it can use to make tentacle attacks:

7 **Tentacle.** *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has 8 tentacles, each of which can grapple one target. When the kraken is attacked, the attacker can target one of the tentacles. Each tentacle has an AC of 15 and 20 hit points. When a tentacle is reduced to 0 hit points, it is severed, dealing 20 damage to the kraken, and targets grappled by a tentacle are freed.

8 **Tidal Wave (Recharge 5-6).** The kraken sends a surging wave towards all creatures on a 40-foot-wide, 200-foot-long line. Targets must make a DC 18 Strength saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 50 feet of it, and then it vanishes.

KRAKENS ON LAND

While krakens are hardly suited to life out of the ocean—heavily encumbered by their own weight—their presence on land can wreak total devastation with every earthshaking footfall. While a kraken is on land, it has the following traits:

ANGRY MISSES

Whenever the kraken's attacks miss, it can use a reaction or legendary action to strike a point on the ground within 15 feet of its target, causing the same effects as casting the *erupting earth* spell at 6th level with Strength as its spellcasting modifier, meaning the save DC is 27 and the damage dealt is 39 (6d12) bludgeoning damage.

ENCUMBERING BULK

When a kraken moves onto land, it gains one level of exhaustion. For each hour a kraken spends out of water after that point, it gains an additional level of exhaustion. These levels of exhaustion can only be recovered by the kraken finishing a long rest while fully submerged in water.

QUAKING EARTH

The kraken is so immense its presence weighs down the earth itself. All ground within 100 feet of the kraken is difficult terrain, and structures in that area take 50 bludgeoning damage at the start of the kraken's turn.





KRU' VOURAS, HAVEN OF CRABS

What at first looks like just another island sitting on the Theran Sea is in fact the peak of a massive undersea mountain. From end to end the island is about 6 miles long and covered in lush tropical forest. Due to the island's nature, most of the coastline is dominated by cliffs of limestone, making it difficult to land, with the notable exception of Casted-off Cove to the southeast, home to the island's only human inhabitant.

The forest that stretches across the island is lush and filled with tropical fruits such as bananas, pomegranates, wild grapevines, peaches, and apples. This makes an excellent food source for the island's wildlife which includes a wide variety of seabirds, rats, shrews, wild hogs, and the most populous inhabitants: the land crabs. The local crabs swarm the island enjoying the bounty of the forest. Most are small—no larger than an average crab—but a few grow quite large.

On the northeast side the land rises to what would be the peak of the mountain, the top of which is home to ruins. In the center of the island sits the freshwater lagoon that acts as a safe-haven and watering hole for the island's wildlife.

North of the island lies the Scatter Cliffs, pillars of limestone detached from the mainland that seabirds use to safely build their nests.

The Hermit and the Prophecy

Hidden on this island is the sole survivor of a shipwreck who washed up on Casted-off Cove twelve years ago. Storm-tossed Marlee of Meletis (he/him, commoner) survived due to the island's bounty, and now calls these shores home. Isolation has left him a bit eccentric and lacking in social graces, but he is happy to have company and shares what knowledge he can.

The island also houses a prophecy written by the god Kruphix, carved into a giant crab carcass in the form of a constellation. Marlee thinks he has figured out how to read the god's cipher; he has seen nyxborn crabs scattered across the island and believes them to be keys to solving it. Marlee asks the characters to fetch them, telling them the following:

- "There Lagoon at the heart of the island, in its water I saw the stars, but as I reached for it, I was splashed and heard laughter. When I washed the water from my eyes the stars were gone."
- "At the peak of the island, a strange stone of blue hue litters the ground, the horror of the island lurks there and so does another nyxborn crab."
- "The gulls of the Scatter Cliffs hoard many things, one of which, I'm certain, is one of these crabs."
- "The siren Nevreen nests with her foul birds on the far west side of the island; she might have seen something, but she'll want something shiny for the information."

Locations

CASTED-OFF COVE

Along the southern edge of the island lies Casted-off Cove: a small welcoming beach and the easiest place to make landings for approaching ships. A section of the cover is shielded from the elements, where characters can find a humble hut and a small fire. There an old man sits on a log roasting some freshly caught fish over a fire. This ragged old man is Marlee (NG male Meletian human **commoner**), the hermit of the island. He invites characters to share in his meal while he tells them of the prophecy.

Hidden behind the hut is the prophecy cave—a single large room inside the cliff. Dominating its center is the gigantic shell of the dead crab, Kuphix's prophecy shining across it as a dancing constellation. The walls have been decorated by Marlee depicting painted scenes he watched play out in nyx while stranded on the island.

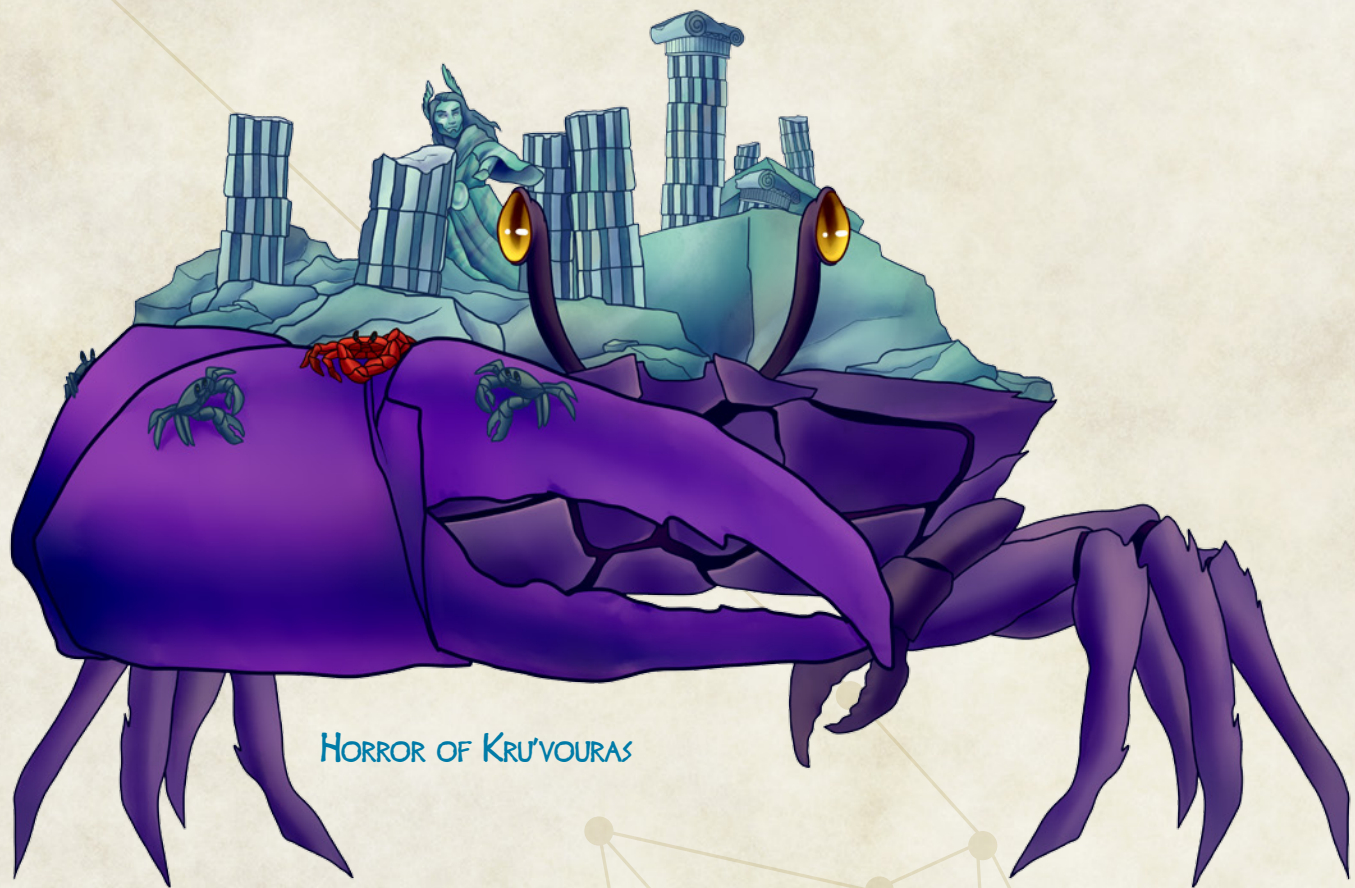
KRU'VOURAS WILDS

The jungle grows thick with verdant life, the smells of fresh fallen fruit and flowers filling the senses. A character can make a DC 12 Wisdom (Survival) check to forage one mile of the island, gathering 3 rations worth of fruit, truffles and crabs on a success. After a successful forage, a given mile can't be foraged again for 1d4 days. For each mile the characters travel, roll a d20, and on a 16 or higher roll on the Kru'vouras Encounter Table.

KRU'VOURAS ENCOUNTER TABLE

d8	Encounter Details
1-4	1d4 crab swarms (appendix A) rise from all sides and attack!
5	1d6 giant rats hungrily scavenge for food.
6	1d2 giant boar search the jungle floor for fallen fruit and truffles.
7	1d4 raven swarms watch ominously from the tree branches.
8	1d4 giant crabs prowl the forest looking for a meal.





HORROR OF KRU'VOURAS

JUNGLE LAGOON

A freshwater lagoon 1.5 miles in diameter sits at the very center of the island. These peaceful waters serve as an important watering hole for the wildlife of the island, and as such there are no random encounters while traveling its banks. If the waters are searched, a DC 15 Wisdom (Perception) check reveals a faint glow in the center. To swim out to the glowing object, characters must make a DC 12 Strength (Athletics) check. On a success, they find the white nyxborn crab.

If the party lingers along the banks of the lagoon, a curious **naiad** named Neiss of the calm waters (she/her) appears and asks what they are up to. If they are forthcoming, the naiad offers to help them if they impress her with a story about the gods. To impress Neiss, a character must make a DC 15 Charisma (Performance) check, whereupon she dives into the water and fetches the white nyxborn crab and a *potion of healing*. If the party already has the crab she returns with two potions instead.

KRU'VOURAS PEAK

The east side of the island rises to a point, and although it does not look like much it is in fact the peak of the undersea mountain. At its peak is a strange ruin made of beautiful sea-blue marble. This site was once used by the Olantian empire as a lookout point, but was abandoned after the sun god smote them in ages past. Now all that remains of that time are ruins. The site has been claimed by the **Horror of Kru'vouras** (appendix A), a deformed hermit crab that has taken to covering its shell in the sea-blue marble and jealousy guards the area. Lesser crabs hide within the horror's shell, one of which is the red nyxborn crab.

When the characters approach the site the horror is asleep. Unless they approach within 20 feet of it, its slumber is not disturbed. The red nyxborn crab is plainly visible, basking with other crabs on the beast's back. A character can attempt a DC 12 Dexterity (Stealth) check to approach the slumbering horror, and then a DC 14 Dexterity (Sleight of Hand) check to take the nyxborn crab without waking the beast. If either of these checks fail, the horror attacks, viciously defending its territory.

SCATTER CLIFFS

North of the island lies the Scatter Cliffs, a grouping of unconnected limestone pillars that sit in the ocean. The pillars are home to local seagull populations, but it's also where characters can find a green nyxborn crab climbing the side of the farthest one. The distance between the character and the farthest pillar is 80 feet. From the moment the character spots the crab, it is a race to reach it before it is devoured by the surrounding swooping gulls trying to grab it.

To reach the crab, a character must jump from the cliff to the first pillar, and then from one pillar to the next until the final one is reached. Grabbing the side of a pillar after jumping is a DC 8 Dexterity (Acrobatics) check, and climbing the pillar once grabbed is a DC 8 Strength (Athletics) check to reach a good point from which to jump again. A character must do this three times to reach the final pillar, and the DC rises by 2 with each new pillar reached. If the characters collectively fail ten times the gulls get the crab. Reward creative thinking and spell use by lowering the DC as you feel appropriate. Failing a check to grab a pillar results in the character falling into the water. The water breaks their fall so no fall damage is taken, but the character will still need to climb back up the pillar to proceed.

Searching the seagull nest might provide surprising results. When a character searches a nest, roll a d20 and check the Nest Contents Table. If the gull were able to steal the green nyxborn crab from the party, roll an additional d20. On a 15 or higher, the crab is also found.

NEST CONTENTS TABLE

d20	Nest details
1-7	Empty.
8-13	1d6 seagull eggs, good eating.
14-19	A random trinket from the trinket table.
20	A single common magic item.

NEVREEN'S NESTS

Siren Nevreen of the Moors (she/her, Harpy) came to this island along with the 60 plus ravens she calls her children after being exiled from her flock some time ago. The territory she has claimed for her own, the southernmost part of the island, is clear to see as one approaches it: the once vibrant trees are now slowly dying, picked clean by the invasive species of ravens that accompanied her. She and her ravens plan to gorge themselves on the bounty of the island until they have ravaged it clean.

Unless the characters succeed on a DC 15 group Dexterity (Stealth) check while traversing Nevreen's territory, the ravens have already alerted the siren to their approach. She sits atop a barren tree branch, waiting for them, a spear in hand, and a net full of crabs below her tied to the tree. Characters who make a DC 13 Wisdom (Perception) check notice a faint purple glow coming from the net, indicating the purple nyxborn crab to be inside. The siren is curious enough to listen to the party, any might even be willing to trade if she finds out that she has something they want. For her bag of crabs, she would like either 2 fresh boars or gold jewelry worth 50 gp or more. A successful DC 16 Charisma (Persuasion) check lowers this to 1 boar or 25 gp in gold jewelry.

NEVREEN



IN ARIXMETHES' CLUTCHES

Nevreen is **harpy** with the following changes, accompanied by two **raven swarms**.

- Nevreen's alignment is neutral evil.
- She wields a **+1 magic spear** instead of a club. Her Club attack is replaced with the following action:
- **Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage, or 7 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Nevreen attempts to flee if reduced to 10 or fewer hit points. Her ravens fight to the death.

The Prophecy Revealed

Once the characters have brought any number of nyxborn crabs back to Marlee, they can start decoding the message. The prophecy is four stanzas long; feel free to make up your own prophecy or use one of the suggested ones below. The prophecy could merely be background lore or foreshadowing events to come. For each nyxborn crab collected, choose one of the stanzas to reveal. Characters gain +1 piety to Kruphix for each stanza they learn.

d4 Prophecies

- | | |
|---|--|
| 1 | Olantin did not drown, undersea it merely waits.
Anger for the sun, and cursing at the fates.
Growing beneath the wave, it merely bides its time.
The moment comes, they will rise and strike at the divine. |
| 2 | The underworld could not cage him, he rises spear in hand.
He rallies ancient evils, who rise at his command.
The kings of old defeated him, with a blade of truth and right.
Beware of Agnomakhos, he leads an army of blight. |
| 3 | My first son born of stars, he tends a garden of his design.
His temperament children are a threat to the divine.
Nythos spoils and cuddles them, but little does he know.
These godling, these new titans he raises will bring both man and god woe. |
| 4 | A satyr walks the land, golden crown in her hand.
She knows not what she does only follows his demand.
The king of revels plots, his godhood has been taken.
But those he thinks that he is dead are foolishly mistaken. |





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NISI ERGALEION, THE CLOCKWORK ISLAND

Centuries ago, Purphoros built an island in anticipation of conflict among the gods. The isle was to serve as a mobile base and factory capable of producing weapons and constructs on a scale hitherto unimagined. However, Purphoros's enemies learned of the island and besieged it, sending it to the bottom of the ocean. Purphoros let his rivals believe it was destroyed, but it merely slept, waiting for the call to war.

After a millennium submerged, its mechanisms have begun to fail, causing it to rise unbidden from the depths. As it has remained so long vanished from history, the city-states and kingdoms are ignorant of the island's true purpose, thinking it a lost wonder to be claimed. A group of philosopher-engineers wishes to discover its origins and study its artifice, but they need assistance both securing the island and stabilizing its failing systems.

The island is completely artificial, an immense construct of bronze and brass clockwork protecting inner workings of iron and mithril. The isle is a 3.33-mile-wide hexagon composed of four sections—three outer sections and an inner section. Each of the outer sections has its own terrain and hazards, along with a power source at its center that needs to be repaired to save this ancient marvel. However, the island has yet another secret: the center section is a vault holding wondrous objects, terrifying creatures, and lost demigods. As the island's apparatuses cease to function, the vaults and prisons begin to open.

Plot Threads and Complications

The island is running out of power and is slowly flooding. Each outer section has a power source at its center that is malfunctioning and causing hazards:

- Section One: A 170-foot tall tower has a crystal atop it that has been knocked ajar and must be adjusted.
- Section Two: A platform with a delicate clockwork apparatus must be repaired.
- Section Three: A great engine that serves as the beating heart of the island must be restarted so it can begin draining the seawater.

In addition to the secrets and hazards, the isle is surrounded by flotillas of rival factions (from monstrous raiders looking to exploit the situation to a secret society of Purphoros zealots seeking to capture the island). The factions could be locked in a cold war where each is afraid to move without reinforcements or assessing the capabilities of their rivals, or they can be in open conflict, fighting both at sea and on land. These factions can pose as potential allies or enemies for the adventurers depending on the style of game being run and the length of playtime. Here are a few suggestions for the factions:

- Meletian scholars without an armed escort who are at the mercies of the other factions
- Akros troop transports, but the troops have been inflicted with a terrible illness
- a secret society of Purphoros zealots seeking to claim and restore the island
- a motley crew of pragmatic pirates looking to make some easy coin

The longer the island goes unrepaired, the more prison vaults open, revealing all manner of monstrosities, aberrations, and mortal and immortal prisoners held in magical stasis.

Scaling Environmental Damage for Party Strength

For parties featuring first and second level characters, half the environmental damage (rounded down), such as that caused by Crushing Gears and Lightning Bursts.

For parties featuring fourth and fifth level characters, double the environmental damage.

For parties of mixed levels, base the scale on the lowest-level adventurer present.

Outer Section: The Spires

This section of the island is submerged beneath 20 feet of water. It consists of twelve thin towers jutting 100 feet above the water's surface and one massive tower 150 feet above the water at the center. Each of the smaller towers is circled by a spiral staircase and has three walkways that connect to other towers. Neither the stairs nor the walkways have railings, and many of the bridges are broken or damaged.

The first walkway is 20 feet above the water.

The second walkway is 60 feet above the water.

The third walkway is 100 feet above the water.

Together, the towers and bridges form a three-dimensional geometric lattice of Fibonacci's spiral with the large central tower in the middle.



HAZARDS

Slippery Surfaces and Water Eddies. The surface of the stairs and walkways are damp and count as difficult terrain. If a creature moves faster than 15 feet on its turn, it must make a DC 14 Dexterity saving throw or slip and fall unless they can catch themselves with a DC 16 Dexterity (Acrobatics) or Strength (Athletics) check. Otherwise, the creature falls from the stairs or bridge into the water below. Falling into the water causes no damage; however, the creature must make a successful DC 12 Strength (Athletics) check at the beginning of each of its turns to swim to one of the small towers. Failure results in the creature being caught in the strange eddies that permeate this section and begin to drown. See the **Drowning** sidebar.

Drowning

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

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Wind Gusts. The geometric power of the towers causes vortices to form both in the water and in the air around the towers. Every 2 (1d4) minutes, a strong gust strikes the area. Each creature must make a DC 14 Strength saving throw or be knocked 10 feet in the direction the wind blows. The DC increases to 19 for flying creatures.

Lightning Bursts. Intermittently, bursts of lightning flare from the central tower to several of the smaller towers or walkways. This occurs every 7 (2d6) minutes. When this happens, each creature must make a DC 14 Dexterity saving throw or take 6 (1d10) lightning damage on a failed save and half as much on a successful save.

FIXING THE POWER SOURCE

Atop the central tower is an immense crystal tilted to one side in its restraints. Its misalignment is causing havoc with this section's systems. On initiative count 5, losing ties, of each round spent on the tower, each creature suffers 5 (1d8) lightning damage. The crystal can be righted with a net DC 35 Strength (Athletics) check (this is handled by having characters make Strength (Athletics) checks until their total reaches 35). Creatures with the Powerful Build racial feature, Large-size creatures, or those using tools, such as mason's tools or a crowbar, gain advantage on this check.

The wind gusts, lightning bursts, and water eddies all cease once the power gem atop the central tower is realigned.

Outer Section: The Great Gears

The surface of this section of the island consists of hundreds of massive gears and sprockets that move at an incredibly slow pace. The gears are covered in silt, dead coral, and other sea material, which occasionally clogs them up. When the gears become stuck, they accumulate tension until the force is enough to crush the blockage.

The power source for this section of the island, at the segment's center, is damaged, causing an uneven distribution of energy to the gears. As a result, the whole section periodically shudders.

HAZARDS

Uneven and Moving Ground. If a creature moves faster than 15 feet on its turn across the massive gears of this section, it must make a DC 14 Dexterity saving throw or potentially be caught in the teeth of a gear; see "Crushing Gears" below.

Tremors. A tremor occurs every 3 (1d6) minutes. When a shudder occurs, each creature who isn't flying must make a DC 16 Dexterity saving throw or be knocked prone. Failing the saving throw by 5 or more results in a creature falling into a gear's teeth; see "Crushing Gears" below.

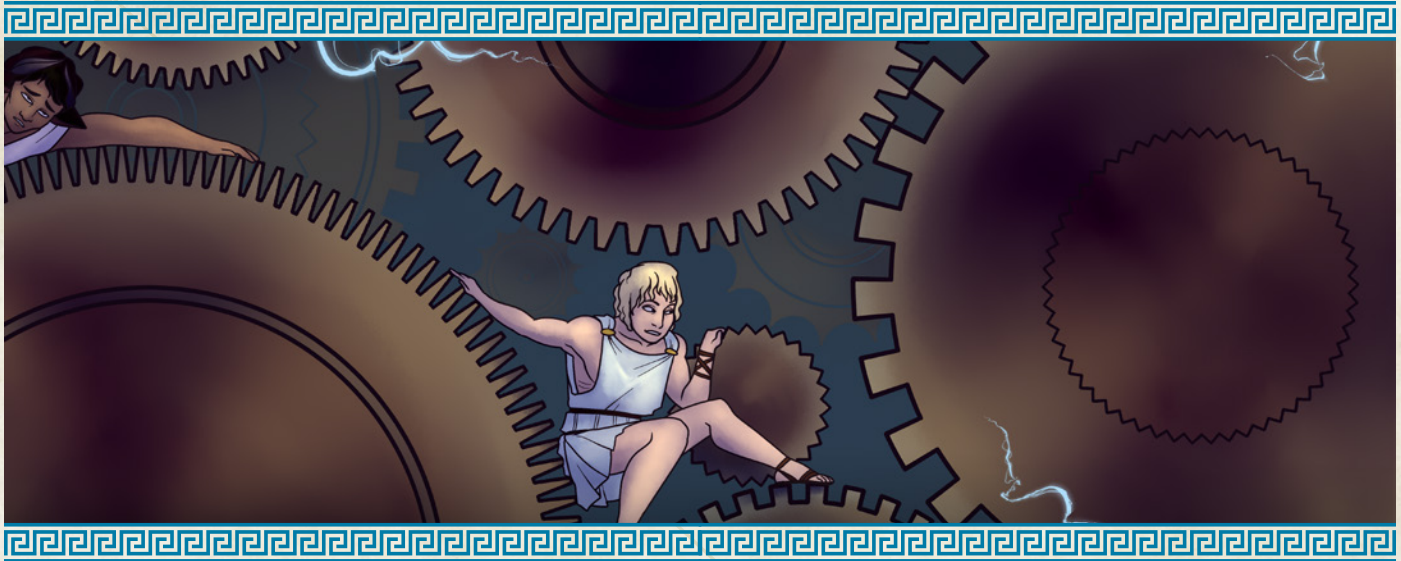
Crushing Gears. A creature who is caught in between the gear's teeth must make a DC 16 Strength saving throw or take 7 (2d6) bludgeoning damage and be restrained by the gear. A creature restrained in this way takes another 7 (2d6) bludgeoning damage at the end of each of its turns. The restrained creature or another creature within reach can use its action to make a DC 16 Strength (Athletics) check to free the creature.

FIXING THE POWER SOURCE

At the center of this section is a platform with an apparatus of intricate but small clockwork atop it. Several tiny gears have become dislodged and stuck within the device and must be carefully readjusted by a steady hand. The apparatus can be repaired with a DC 18 Dexterity (Sleight of Hand) check. Creatures with a background related to scholarly work or engineering, such as sage, cloistered scholar, or guild artisan gain advantage on this check. Failure causes the apparatus to spark violently, dealing 5 (1d8) lightning damage to every creature on the platform.

On initiative count 10, losing ties, the gears shift cause the platform to rumble and spark. Each creature on the platform must make a DC 14 Dexterity saving throw or be knocked prone and take 5 (1d8) lightning damage from the sparking machinery.

The shuddering ceases once the apparatus on the central platform is repaired.



Outer Section: The Flooded Factories

This section is dedicated to forges and foundries contained within immense, domed buildings made of bronze. The buildings are sealed with magical and mechanical locks. The whole section is flooded beneath 2-feet of water, and giant aquatic life consisting of sea anemones, giant sea urchins, and giant crabs cover the buildings and fill the alleyways between the factories. These aquatic creatures pose a risk to careless explorers.

HAZARDS

Slowly Sinking. The alleyways between the immense domed structures are only 10 feet wide and filled with 2 feet of water. Every 7 (2d6) minutes, the water rises 1 foot.

Water Depth and Movement

- 3 feet: Each foot of movement costs two feet of movement.
- 4 feet: Each foot of movement costs four feet of movement, but Medium-size or smaller creatures can now swim.
- 5+ feet: Most Medium-size or smaller creatures are forced to swim.

Giant Sea Anemone. When a creature of medium size or smaller comes within 10 feet of a giant sea anemone (**vine blight**, but with a speed of 0 feet), it attempts to snatch and engulf the creature. There is roughly 1 anemone per 100 feet.

Giant Sea Urchin. When a creature comes within 10 feet of a giant sea urchin (**needle blight**, but it's a beast with a speed of 10 feet and its attacks deal an extra 1d6 poison damage), it lurches at the creature, attempting to impale it on its spines. There is roughly 1 urchin per 100 feet.

Giant Crab. The **giant crabs** are hungry and will attack creatures if they sense them. There should be 1 giant crab per character for every 200 feet they move in this section of the island.

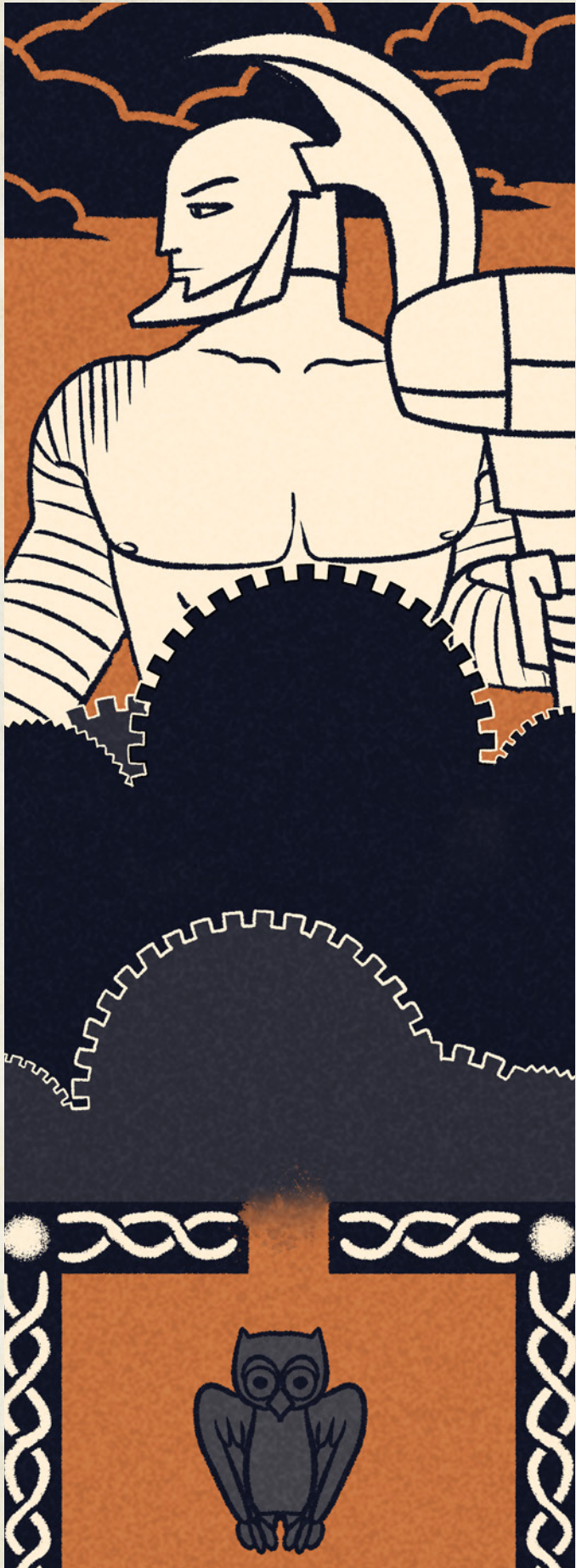
Moving Across Rooftops. The gently domed structures are close enough to each other that characters can leap across them. However, they are smooth, wet, and sloped, so traversing them is difficult, and they are still 10 feet apart. If a creature moves faster than 15 feet on its turn, it must make a DC 14 Dexterity saving throw or slip. A creature that slips must make a successful DC 16 Dexterity (Acrobatics) or Strength (Athletics) check to catch itself. Otherwise, the creature falls from the doomed building into the water below and takes 7 (2d6) bludgeoning damage if the water is less than 10 feet deep.

Most sea life can be avoided going this route.

Stopping the Sinking Island. At the center of this section is an enormous dome supported by pillars, under which is a titanic steam engine that needs to be started. Starting the engine requires a careful procedure using a number of dials, levers, and knobs, which can be replicated with a successful DC 20 group Intelligence (Investigation) check. Creatures with a background related to scholarly work or engineering, such as sage, cloistered scholar, or guild artisan gain advantage on this check. Failure results in a jet of steam bursting over the area dealing 5 (1d8) fire damage.

Additionally, a number of island constructs guard the dome, attacking anyone who doesn't have a piety score with Purphoros. These constructs appear as bronze hoplites. See the sidebar **Scaling the Encounter**.

When the device is repaired, the water begins to drain from every section of the island at a rate of 1 foot per hour. Characters who save the island gain piety with Purphoros.



Scaling the Encounter

Here is a suggestion for scaling the constructs present based on the level of the adventurers.

- Very Weak: There is one construct per first level adventurer. The construct uses the stats of a **monodrone**.
- Weak: There are two constructs per second level adventurer. The construct uses the stats of a **monodrone**.
- Average: There is one construct per third level adventurer. The construct is a **bronze sable**.
- Strong: There is one construct per fourth level adventurer. The construct is a **bronze sable**.
- Very Strong: There is one construct per fifth level adventurer. The construct is a **burnished hart**.

The Inner Section: Vaults and Prisons

Ultimately, what is within the prison should fit the style and tone of the game being run. Here are a few suggestions:

- an archon who refused the affections of Purphoros
- one or two dragon eggs held in stasis but beginning to hatch
- a lawful neutral medusa who is also an oracle
- a sentient, free-willed golem Purphoros couldn't use in his planned war
- strange objects or magic items from another plane that were being studied



THE GALE CLIFFS, ISLE OF HIDDEN HARPIES

The Gale Cliffs is an upright isle of clustered peaks and jagged stone pillars, barely a mile across and hundreds of feet tall. Though some of these pillars are topped with hardy plants and trees, the majority of the isle is barren.

The Cliffs are assaulted on all sides by a powerful wind, which dies down for a single hour each day at sunset. When the creatures of the Gale Cliffs have to travel, they do so during the hour of sunset, rushing to navigate the isle's perilous paths before the winds return. Even then, danger is omnipresent: a single misstep is enough to send a creature careening to its death at the hands of a hungry riptide.

The only settlement on the isle is Audra, a stone city of harpies carved into the wind-blasted cliffs. These harpies resent the bloodthirsty stereotypes forced onto them by the mainland, as their lives are as varied and complex as any other Theran; equally, they fear the persecution that might arrive on their shores if word of their isle were to reach the poleis. When sailors wreck their ships against the Gale Cliffs, the Audrans do their best to rescue and nurse the sailors back to health in exchange for an oath of secrecy about the city of Audra.



FISHER HARPY

The Audran Harpies

The harpies of Audra lead long and eventful lives built on two main pillars: fishing and artisanry. Harpies that work within the first pillar fly down to Splinter Cove, gathering fish and aquatic plants to feed the city. Harpies that work within the second pillar use clay and the bones of fish and giant goats to create tools, structures, and evocative works of art. Other professions for Audran harpies include guarding the city, scavenging shipwrecks, and performing clerical magic.

Audran harpies are governed by a council of three sages, elevated to their position by the favor of the civilians. The Fishersage makes decisions that involve fishing, the ocean, sea travel, and shipwrecked sailors and boats. The Carversage makes decisions that involve scavenging, the land, artisanship, city planning, and war. The Galesage makes decisions that involve worship, the sky, wind, and magic.

Locations

SPLINTER COVE

At the very base of the Gale Cliffs, the water grows shallow and rife with sharp rocks and coral. This region was named Splinter Cove by the Audran harpies after the amount of wooden ships that dash themselves to pieces in the area.

A creature or ship that starts its turn in the waters of Splinter Cove must make a DC 20 Strength saving throw (DC 16 during sunset) or be pulled 60 feet towards the shore and slammed into the rocks, taking 45 (10d8) piercing damage. On a successful save, they are only pulled 30 feet and avoid the rocks. If a ship's hull is reduced to 0 hit points by this damage, it is impaled on the rocks. An impaled ship doesn't sink, but it can't move or be repaired until it is lifted off the rocks.

THE HORNED ROCKS

The Gale Cliffs are lined with small flat-topped pillars, referred to by locals as the Horned Rocks for its inhabitants: flocks of **giant goats** who can often be seen leaping up the sides of the cliffs from platform to platform.

Navigating the Rocks. Most of the plateaus are between 10 and 30 feet across, and vary in height from 40 feet above the sea to nearly 200 feet. A creature without a climbing speed must succeed on a DC 16 Strength (Athletics) check (DC 12 during sunset) to navigate the plateaus or fall and land prone on a lower plateau.

Fighting the Goats. The goats prefer to flee instead of fight, except when they can charge at a creature and push it off a plateau. Giant goats in the Gale Cliffs have a climbing speed of 40 feet, but are otherwise identical to normal giant goats.

THE CITY OF AUDRA

After a tumultuous day-long climb through the Horned Rocks, the gates of the city of Audra can be spotted amidst the pillars of stone. The city, which houses hundreds of **harpies**, is carved into the side of the cliffs. The faces of buildings peek out enough to be visible from a distance, decorated with bone sculptures and fancy knots.

Navigating the City. As it was designed to be navigated by flying harpies, Audra is very difficult to navigate for landbound creatures. Creatures with a flying speed can move normally through the city, while creatures with a climbing speed take twice as long and creatures with neither take four times as long.

Goods and Trade. The Audran harpies are typically friendly to travelers, and are willing to trade for any goods they have. The harpies sell non-metal versions of the items present in the Adventuring Gear, Armor, and Weapons tables of the *Player's Handbook*. These bone-hewn items weigh half as much as their metal counterparts.

While Audran harpies don't recognize the currency of the poleis, they do have their own system of coins, carved from bone and enchanted by the Galesage to prevent counterfeiting. They are willing to buy tools and weapons at their normal price in Audran coin (equal to a gold piece) or through bartering, especially for resources scarce on the isle, like metal and arcane magic.

Faith and Favor. Worshippers of Thassa are held in suspicion by the citizens of Audra after the death of their patron demigod Katogan. Those that try to spread the worship of Thassa or insult the memory of Katogan are considered hostile to the Audrans.

Audran Bone Weapons

Audran weapons weigh half as much as their normal counterparts, and have the *light* property; if the weapon would normally have the *heavy* property, these properties cancel out, leaving the weapon with neither.

SHRINE OF THE GALE

At the heart of the city of Audra is the Shrine of the Gale, a temple dedicated to a long-dead demigod of the winds called Katogan the Calm. The temple is a single room with a long-faded banner, untended by any clerics or worshippers. The temple's main features are rows upon rows of chimes, which jangle and sing with the winds of the isle.

The Death of Katogan. The demigod, a harpy born among the Audrans, used her spark of divinity to take control of the winds and calm the seas around the isle, allowing the Audrans to trade with sailors from afar. Before long, Katogan's magic was uncovered by Thassa, who took the calming spell as an insult to her tides. She struck the demigod dead on the spot, cursing the isle with winds so furious that no merchant would dare anchor in its coves again.

The Shrine Spirit. The Audrans haven't frequented the temple for many years, as those who approach have their breath stolen away by a **gale spirit** (appendix A). This spirit is believed to be a lingering fragment of the dead Katogan, cursed to rage through the temple by Thassa's influence. The gale spirit attempts to steal the breath of each party member as it blows the rest off the plateau with its Gale action. A creature that falls over the edge of the plateau lands prone on a lower platform.

The gale spirit never leaves its plateau. Checks made to find the spirit have advantage while it is within 10 feet of any of the temple's chimes, as its airy body causes them to jingle.



GALE SPIRIT

The Ghost of Katogan the Calm

As the party sails within sight of the Gale Cliffs, they find their ship pulled violently in its direction. It quickly becomes apparent that a **coastal Theran chimera** (MOoT, Chapter 6) has begun to drag the boat into the isle's powerful undertow. The encounter begins in Splinter Cove (see above). Once the boat is caught in the tide, the chimera begins to attack its hull until it is impaled on the rocks, then turns on the stranded crew to feed. If held off for more than 5 rounds of combat, it will bore of fighting and return to the sea.

Once the chimera is killed, repelled, or bored, the party is left to examine their surroundings. The lights of Audra are clearly visible from the shore, informing the party that the isle is, in fact, inhabited. On a successful DC 14 Wisdom (Perception) check, a creature can hear the chimes of the distant Shrine of the Gale. If a member of the crew is local to this part of Theros, they can recall rumors of a wind-swept island of harpies with a successful DC 15 Intelligence (History) check.

The party has two obvious choices: repair the ship alone and hope the chimera doesn't return, or venture through the Horned Rocks (see above) in search of aid from Audra. Traversing the Horned Rocks takes the better part of a day, and leads to at least one encounter with a flock of five **giant goats** before the party reaches Audra.

THE AUDRAN BARGAIN

The Audrans are happy to receive the party, and are hospitable when they discover that the party's ship was damaged in a chimera attack. The party can find a night of rest and a meal at an inn near the base of Audra, while the artisans and sages live higher up in the city's reaches. Citizens will direct the party to the Galesage when they hear about the shipwreck.

Unless she is sought out, a robed **harpy** called Minia Clawsh (she/her) will approach the party in the middle of the evening, once the news has spread to the top of the city. She introduces herself as the current Galesage of Audra, and offers the party the same deal that she has offered to shipwrecked sailors for many years: put to rest the violent spirit in the Shrine of the Gale and the Audrans will repair the party's ship and help them leave the isle unharmed. The only condition is that the entire crew swears an oath of secrecy not to reveal Audra to the rest of Theros.

RESOLUTION

Should the party succeed in subduing the spirit, the Audrans repair their ship as promised at no cost over the course of a few days (depending on the extent of the damage). Additionally, if the party has conducted itself respectfully, Clawsh gives the party a magic *+1 Audran bone glaive* (see above), enchanted to cast the *gust of wind* spell (save DC 14) once per day.



MINIA CLAWSH



HÁMYTERA, THE ETERNAL HARVESTLAND

A Fertile Land Harboring a Dark Bloody Secret.

Located somewhere in the Theran sea, Hámytera is a beautiful 10 mile stretch of land covered in pasture fields and thin forests bordered by high cliffs that protect its bounty from most ocean invaders. The one low point of the island is protected by the main city of the locals, Bartlett. Most of the inhabitants of the island are cows and minotaurs. A few thousand cows, both beef and milk, are being cared for by around a hundred minotaurs. The minotaurs have been on this island for the last few hundred years and have made a deal with neighboring lands to trade high-quality beef and milk for protection and other supplies. Rarely do the minotaurs leave the island, and when they do it is mostly to bring cattle to other islands to trade. Visitors are welcome to the port but are watched closely by the herders if they decide to leave the settlement for the pastures. The minotaurs have a hard time trusting people and are afraid of their secret getting out.

Dark Dreams

When the characters sleep during or after visiting the island, they all dream the same nightmare: an infinite maze of water shaped rock, shifting darkness, and endless wails echoing within. They try to escape as they run through twisting turning halls of perfectly cut stone. Finally, they see a glimmer of sunlight ahead but before they can get any closer a creature leaps from behind and pulls them to the ground. They are turned over and see the face of a half-rotted corpse with perfect eyes looking terrified and confused. The corpse screams: "Help me please! Get me out of here! Please!" The final scream echoes through the stone and their bones until they feel every bone and part of their bodies shatter apart before finally waking up. After experiencing this shared nightmare, whenever the party looks toward the island they can hear the faintest sound of that scream.

Locations

BARTLETT

A fine trading port with some non-minotaurs storefronts, but most visitors to the island are not allowed outside Bartlett. The minotaurs are calm and social but somewhat reserved, as they watch visitors with suspicion. Characters who want to see more of the city or the rest of the island can request an audience with the elder sage of the city, the long remembering Rakim (he/him, minotaur **Oracle**). They ask questions of the characters, ("What have you heard of our island?" "Do you know the stories of our kind?" "Do you feel the stories hold truth?") and when they feel confident that the visitors have no ill intent towards the people of the island they are allowed to walk about.

The merchants sell most basic gear and supplies found in the *PHB*, but also have the possibility of carrying magic items and unique gear among them. If the party is friendly toward the merchants, they are able to find two suits of *+1 studded leather armor* and a *+1 leather hide shield* for sale, priced at 1,500 gp each.

If the party tells the islanders about their nightmares, the minotaurs start behaving in a more closed-off and somewhat fearful manner, and they all suggest speaking with Rakim. Rakim explains the story they saw in their dreams is dark and brings back old scars for the people here. Before the elder will say any more, Rakim advises the party to first find a rotting ship that might give them some insight into their nightmares. The elder gives them directions to the cove where this ship is docked.

PASTURES

While traversing the island the party has an 85 percent chance to come across herds of 3d6 **cows** (appendix A) with 1d6 **minotaurs** watching over them. Occasionally, a cow might wander up to the party, give a few of them a lick, and go back to grazing. The cows on this island are very peaceful and friendly, more so than any that others elsewhere. The minotaurs are neutral; they give directions if asked but otherwise, they watch the party from a distance, occasionally giving them side-eye. From the pastures, the party can follow directions to the Hidden Cove, or find the maze entrance if they have gained the trust of Rakim.

THE HIDDEN COVE

The Hidden Cove isn't hard to find with the proper directions, but it is still difficult to reach. To get to the beach that leads to the cove, the party must navigate a 30-foot sheer rock face. To climb across, characters must succeed on a DC 15 Strength (Athletics) check or fall 10 feet (taking 1d6 bludgeoning damage). If they fail the check by 5 or more they instead fall 20 feet (taking 2d6 bludgeoning damage) and cause enough commotion to



UNDEAD HERO

IN ARIXMETHES' CLUTCHES

draw the attention of the cove's current occupants (see below), who immediately prepare for an attack.

The cove is actually the mouth of a large sea cave. Assuming the cave's occupants haven't been alerted already, characters can sneak up to the cave entrance and look inside by succeeding on a DC 15 Dexterity (Stealth) check. Inside are two boats, one rotted and broken by time, but still looking somewhat magnificent in its ruin, while the other is new but smaller and less impressive. A group of mercenaries has taken up temporary residence here, consisting of a **Setessan hoplite** leading a **Meletian hoplite** and two **Akroan hoplites**. If the party succeeded on their Dexterity checks to sneak up to the cave, these mercenaries are all surprised.

Characters wishing to avoid a fight will have to succeed on a DC 20 Charisma (Deception or Intimidation) check or an honest DC 15 Charisma (Persuasion) check to convince the mercs to talk. The mercenaries have collected a number of prized cowhides which they plan to sell to the highest bidder offshore. They are unwilling to share their bounty with the party, but if the characters don't want to fight and swear not to touch their boat then they won't mind letting them go.

The mercenary boat has 244 gp and a decent amount of basic equipment but not much else. The ruined boat has nothing of value but in its hold lay a dozen rotten minotaur corpses which appear to have all been skinned. If they search the boat the party can find names painted on the inside; time has worn away most, but one sticks out—Evandros. Characters can attempt a DC 14 Intelligence (History) check to remember an old story about a monster hunter by the same name who left the Theran mainland on a voyage to slay a monster some hundred years ago, but no one knows the end of his story.

Development. Left unchecked, the mercenaries are successful in their plans to pirate cowhides. If the party kept their promise, the mercenaries are friendly toward them if encountered again in later adventures. On the flip side, the minotaurs become aware that the party let the mercenaries go, and their shops refuse to sell the magic armor or shields they carry until the party has regained their favor (perhaps by dealing with the 'hero' in the maze).

After returning with the news of the ruined ship in the Hidden Cove (see below) the elder tells the party the story of the 'hero' Evandros.



The minotaurs have theories of their past, the most they have been able to glean is that their ancestors were trapped in the dark maze at the heart of the island. Eventually, the goddess Karametra found them and with her guidance led them to the surface, also giving them the power to seal the maze. For over a hundred years they prospered on the island but one day a human stepped onto their island and began hunting them like monsters. Most fled, but any who tried to stop him were cut down and skinned like animals.

Rakim's ancestor prayed to Karametra and was gifted with the strength to fight Evandros and formed a plan to seal his evil away forever. The ancestor goaded Evandros into a duel and tricked him into following them into the maze where they duelled for three days and nights. When the ancestor finally escaped the maze, they spoke of killing Evandros, but with his dying breath, the human spoke a prayer to a dark power—Mogis. The prayer was answered; Evandros returned as some sort of deathless thing that chased the ancestor through the maze. It took all the power gifted by Karametra to escape the creature and flee. The horror of that creature still endures in the maze, infecting the people's dreams with darkness and terror forever, or until someone musters the courage to destroy it once and for all.

Rakim believes that the shared nightmares are a sign from Karametra that the characters have the power to destroy the deathless creature that was Evandros. He does not have some great treasure or reward for the party if they succeed but begs them nonetheless to destroy the creature and free the island of its evil.

26

The Maze

When Rakim is satisfied with the party, he gives them directions to the maze. The entrance is an inconspicuous cave on the side of a hill. As the party steps into its mouth, the warm air immediately becomes damp and cold, accompanied by the smell of death and decay. Faint unclear whispering surrounds them with no discernable source. The stone walls around them are uniform stone but are marked with blade cuts, deep claw imprints, and holes from arrow and spear impacts. Some of these holes and markings have fresh blood dripping slowly from them. Shortly thereafter the party loses all sense of direction and can no longer find the way out no matter how much they retrace their steps. Tiny flowers suddenly sprout in the walls down certain halls, which anyone proficient in Religion can correctly identify this as an omen of Karametra's influence, guiding them through the maze.

If the party follows the blooms through the maze for long enough, eventually, after about 3 hours, the whispering gets louder, becoming an angry war chant. Finally, the blooms lead them to a circular room at the maze's center where a large humanoid figure, once-heroic, and equipped with glimmering armor and weapons awaits them. In the gaps of the creature's armor, necrotic, decayed flesh betrays its undead nature. When it turns to face the party, they immediately realize it to be the creature which haunted their nightmares—Evandros, the monster hunter of legend, now reduced to a depraved and bloodthirsty monster. It lets out a loud howl as three shadows step out of the walls and take the shape of half-formed minotaur people screaming in pain.

Evandros uses the statistics of a **phylaskia**, while its three shadow minions use the statistics of a **Returned sentry** (both from MOoT, Chapter 6).

Treasure. After defeating Evandros and his minions, the characters can find the following items on the fallen hero's body: a *+2 spear*, a set of *+1 breastplate*, a *horn of blasting*, a *gem-studded belt* worth 750 gp, *gold bracers* worth 250 gp, and a *pouch* filled with 50 pp.

Once Evandros is defeated, fresh flowers bloom in the tunnels, as Karametra guides the characters safely back to the labyrinth's exit.

Farewell Blessing

If the party is successful in ridding the island of its supernatural threat, they are given as much food as they can take in their ship, and Rakim personally throws them a celebratory send-off to bless their journey. He begins a simple prayer, but as the words are spoken the world becomes quiet except for the wind, and Karametra steps onto their ship and thanks the party for their heroism. As a favor paid in turn she gives the party and their ship the following blessing: from now on, no food or drink that they carry with them or aboard their ship can become tainted or succumb to rot as long as they commit no action that would anger her.

With a final farewell, she steps off the ship and the world comes back into focus as the elder finishes their prayer. As the party's ship sails out to the sea, the locals wave to them a traditional farewell that bids good fortune, knowing they have the blessing of a goddess protecting them. Characters increase their piety score with Karametra by 1.



ANPHAGOS, THE ISLAND OF THE PEOPLE EATERS

Powerful currents draw our heroes through misty waters to a hidden island with a mysterious, lightning-blackened tower. There, they encounter cannibalistic monster-men bearing faces in their chests and find themselves embroiled in a conflict between Gods.

Background

Decades ago, **Dukas the Maker**, kennelmaster of abominations, established his domain on this island after a thunderstorm marooned him upon it and took from him his dear wife Sheela. In his grief, he lost all reason and in his rage, he declared war against Keranos, the God of Storms, swearing to one day bend the power of the thunderstorm to his own will! He offered his life in exchange for power to anyone or anything ... and something listened. Phenax, God of Mischief, heard Dukas in his anguish and recognized the opportunity to stir up some trouble.

Phenax visited Dukas that very night in a dream, whispering support, and gave him the supernatural gift of immunity to lightning and thunder to make his servant mighty in his defiance of Keranos. Phenax taught Dukas how to upraise his tower, how to build the *Attraktor* (see Part 4, below), and how to utilize it to twist men into monsters.

Then, Dukas learned how to use the *Attraktor* to pull the ocean's currents and draw ships to ruin on the rocks that ring the mist-shrouded isle.

Now, shipwrecks yield up desperate castaways who then fall prey to the magical degradations of Dukas to be horribly transformed into the mindless and murderous **antropophs** - the People Eaters.

Adventure Hooks

Consider these hooks to draw the players in.

Divine Imperative. Keranos, God of Storms, appears to you in a dream and guides your search for a blasphemer named *Dukas the Maker*. You have been commanded to punish them in the name of Keranos — and you must obey!

Legends beget Legends. You hear rumors of a dangerous island of mystery and magic where there are monster-people who wear their faces in their torsos! Adventure and glory are yours for the taking!

Search and rescue. Your loved one has gone missing at sea and you are determined to find them or die trying! (DM: Consider adding this loved one to the group of Survivor or Captive NPCs)

Part 1: Unnatural Eddies

As the heroes' ship approaches or passes Anphagos, it is inexorably drawn by powerful currents into the mists that shroud the island.

The characters must succeed on a group skill check to save the ship from the jagged rocks that ring the island, hidden in the mists about 400 feet from the shoreline. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds.. Characters can attempt any check that would make sense to prevent the ship from being wrecked. Such checks may include:

DC 15 Charisma (Performance / Persuasion): Deliver a rousing speech or sing a song to keep morale high.

DC 15 Dexterity / Strength (Athletics): Use oars to keep the ship off of the rocks.

DC 15 Intelligence (Arcana) check, (or detect magic spell) identifies both powerful transmutation magic on the currents and beguiling illusion magic on the mists. This magic is too powerful to be dispelled without divine aid.

DC 15 Wisdom (Perception / Survival): Spot rocks and or guide the ship in the mist. Proficiency with *navigator's tools* or *water vehicles* grants advantage.

Success (Half or more of the individual checks succeed): The characters save the ship, though it is unable to escape the magical current and is forced to weigh anchor within the confines of the island's misty ring of rocks.

Failure (Less than half of the individual checks succeed): The ship crashes and is irretrievably wedged among the rocks. The ship gains the restrained condition, and takes damage to its hull equal to one half of its total hit points. Major repairs will be necessary.

Total Failure (None of the individual checks succeed): The ship is lost! Any cargo aboard churns with the ship's wreckage amid the roiling currents, before eventually descending to the ocean's depths. All characters must make a DC15 Dexterity saving throw or take 20 bludgeoning damage and receive disadvantage on ability checks for 1 hour. Half damage and no disadvantage on a successful save.

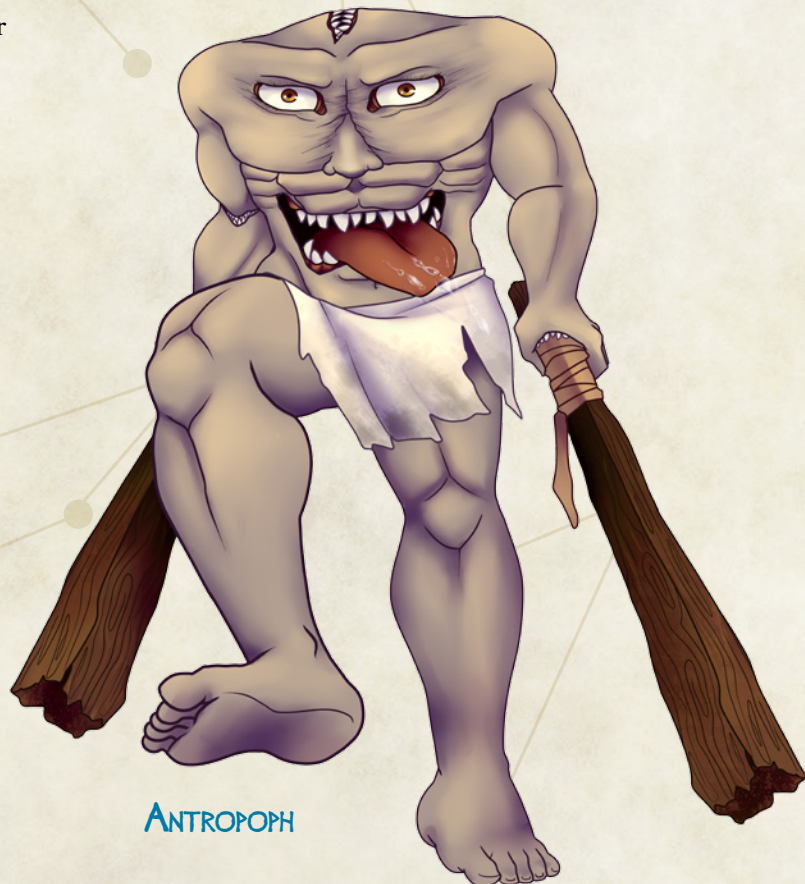
Part 2: The People-Eaters and the People

Past the misty rock hazards, the waters are calm and warm. A white sandy beach makes up the shoreline, which gradually slopes up to become hilly woodland made up mostly of cedar, pine, and silver fir trees (a character with the Sailor background or proficiency with *carpenters tools* will recognize the wood from these trees as being ideal for shipbuilding).

A black tower is visible inland and upland from the vantage of the shore. Blackberry and juniper bushes, abundant with berries, grow thick amid the greenery.

Once the characters come ashore and enter the woodlands, they will notice a low-hanging mist limits visibility on the ground to about 120 feet, though it allows for clear visibility above a height of 12 feet.

The characters will be set upon by 1d4+3 **antropophs** (appendix A) who emerge from the misty undergrowth to attack them.



ANTROPOPH

The Antropophs

The monstrous antropophs were once humanoids, transformed by Dukas into monstrosities using his arcane lightning-harnessing device called the *Attraktor*.

Their faces grow out of their torsos, with internal organs distributed thus:

- Brain, heart, lungs in the upper chest cavity with eyes inset atop the pectorals and nose running down lower external sternum area
- Mouth, teeth, gums, esophagus, all nestled up between protuberant abdominal lips leading *directly* to stomach, intestines, bowels, and eliminatory system.

They wear the ragged remains of whatever they wore in their pre-monstrous lives.

If the fight starts to go against the heroes, **Karas** (she/they, 14 y.o human **scout**) will attack from concealment in a tree to snipe with her shortbow.

Either way, once the conflict ends, Karas will present herself to the characters. They use their father's short sword and shortbow to hunt, and have killed one of the "belly-men" (as they call the antropophs) before this encounter.

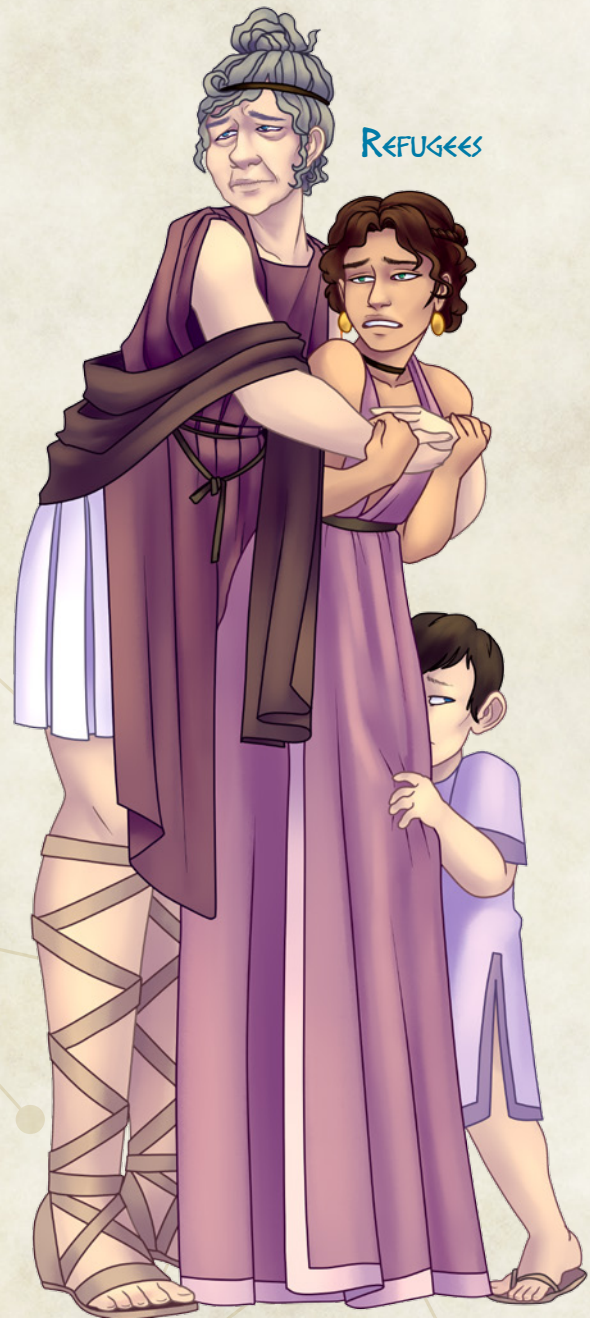
Karas urges the characters to follow them into the shallows around the shoreline to a naturally concealed cave grotto. (If the characters choose not to accompany Karas, move on to **Part 3**.) If the characters choose to accompany *Karas*, they are introduced to the remnants of two human families of survivors, of which Karas is the *de facto* leader.

Karas's siblings **Veldyn** (he/him, 8 y.o. human **commoner**), and **Dreska** (she/her, 7 y.o. human **commoner**). The three arrived 6 months ago, their mother Maryan died in their shipwreck, and belly-men ate their father Veldaos, and oldest sibling Marok (they / them, 17 y.o.). They have survived so far at the expense of their childhood innocence.

Two other human commoners, Akkaea (they/them; 55 y.o., a poet) and Zinna (they/them; 60 y.o., a sculptor) arrived a week ago and have been protected by Karas, Veldyn, and Dreska since. Both Akkaea and Zinna mourn the loss of Zinna's adult child, Tragan, and her partner Flisk, who they never found. They are overcome with grief for their loss and terror for the future.

The group shares what food they have, which consists of berries, fruit, fish, nuts, and greens. Zinna offers a prayer of thanks for the food to Karametra, God of Harvests. (Characters that eat the offered food gain 18 temporary hit points. These temporary hit points last until they are used, and remain if unused through a short rest or long rest. Like all temporary hit points, however, these do not stack.)

REFUGEES



The group tell their stories of struggle against the antropophs (which they call "belly-men") since coming to the island.

- The survivors describe seeing a strange man in a flying boat cross out from the black tower to the sea and back again at sunset.
- Karas went to the base of the tower once but ran off because "*there were a lot of belly-men around.*"
- Karas thinks "*the tower is where they come from.*"
- There are thunderstorms and lightning strikes almost every night.
- Says the "*belly-men*" are easy to distract and confuse.
- Karas attempts to convince the characters to help them investigate the tower, offering to guide the way.

Part 3: Through the mists

It *should* take an hour's journey inland and uphill to reach the tower, traveling through the misty woodland.

A **DC 15 group skill check** is necessary to navigate the area safely, quickly, and quietly. Characters may use **Dexterity (Stealth)**, or **Wisdom (Perception/Survival)**, or any other suitable skill for the check. If the characters do not have Karas along with them as a guide, they will make these checks with disadvantage.

Success (Half or more of the individual checks succeed): The characters reach the tower without incident.

Failure (Less than half of the individual checks succeed): 1d4 **antropophs** attack out of the misty woodlands. Characters with passive Perception of 15 or higher will hear them coming, giving the characters an opportunity for a surprise round. After the combat, the characters will be able to find their way to the tower.

Total Failure (None of the individual checks succeed): The characters become lost and fail to reach the tower until after nightfall. Dukas will have the captives from the 5th floor prison strapped into the *Attraktor* on the 6th floor railless rooftop in preparation for their monstrous transformation. (See below.)

Part 4: The Scorched Tower

The tower appears built of supercooled molten rock. A successful DC 20 Intelligence (Arcana) check reveals that it was raised with powerful transmutation magic.

The tower stands 180 feet tall and 30 feet in diameter, with a prominent spike visible on its top. The top two floors are visibly blackened - a character that succeeds on a DC 10 Wisdom (Perception) check or Intelligence (Nature) check can gather the blackening was caused by repeated lightning strikes.

The tower entrance stands 12 feet high and six feet wide. There is no door. 2d4 **antropophs** squabble and babble between themselves nonsensically within.

If the characters arrive after nightfall: Storm clouds gather above the tower's pinnacle overhead. The wind has picked up and the air is charged with pre-storm energy.

1ST FLOOR – ATRIUM

Entering reveals a fouled lobby overgrown with decaying lichens and rotten mushrooms. Its interior diameter is 25 feet. A slick, curving, railless, ten foot wide stone stairway leads up beyond the atrium's 30 foot high ceiling. Characters moving at more than half speed up this section of stairs must succeed on a DC 15 Dexterity saving throw or they will fall prone and take 5 bludgeoning damage.

2ND FLOOR – MEZZANINE

Overlooks the entryway at the 20 foot mark up the stairs, providing a vantage with half cover overlooking the 1st floor atrium beneath. Cleaner, drier stairs lead upward, requiring no adjustment to movement in order to traverse safely.

3RD FLOOR – LABORATORY

The door to the laboratory is locked, and stands adjacent to a small barred window. The door opens with a successful DC 20 Dexterity (Sleight of Hand) or Strength (Athletics) check. The room is filthy, full of glass beakers, dried herbs, viscous liquids, and indecipherable notations on scrolls.

The stairway continues upward past the laboratory.

If the characters arrive after nightfall: The overwhelming smell of cooked fish permeates the room. Characters must make a DC 10 Constitution saving throw or receive the poisoned condition for the next hour.

4TH FLOOR – THE ROOMS OF DUKAS

The stairway leads to a landing with another locked door, and continues on up past it. A DC 15 Intelligence (Investigation) check reveals that the door is trapped. Characters can attempt to unlock the door with a DC 15 Dexterity (Sleight of Hand / Thieves Tools) check. On a success, the door is unlocked, but the trap remains engaged. If the check was succeeded by 5 points or higher, the door is unlocked and the trap is disarmed. On a failure, the trap is set off, after which it automatically rearms.

When the trap is set off, either by a creature walking through the doorway without disarming it, or by a creature failing in attempt to pick the lock, all creatures within 15 feet of the door must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) piercing damage on a failure or half as much on a success, as dozens of darts fly from holes around the door. After firing, the trap automatically resets.

Inside the room is a simple bed. A table and chair stand by a large window with shutters overlooking the island and its environs. A DC 20 Wisdom (Perception) check reveals a secret door to a hidden 10 foot x 10 foot chamber with the following inside:

- (5) Gemstones worth 500 gp apiece.
- Silver statue of a Harpy worth 1,000 gp.
- *Spell scrolls*.
 - (3) scrolls of *Fabricate*
 - (2) scrolls of *Disguise Self*
- *Crystal ball*. (DMG page 159)
- Sketchbook teeming with artistic studies done in charcoal of **harpies** in various risqué poses. The name "Sheela" is written on several of the drawings.

5TH FLOOR – PRISON

The stairway leads to a landing with a heavy oaken door. It is locked and will open with a successful DC 15 Dexterity (Sleight of Hand/Thieves Tools) check. The room within is squalid and filthy.

If the characters arrive before sunset: They find captives held in bonds, blindfolded and gagged, suffering 2 levels of exhaustion (Any NPC involved with a character's adventure hook would also be among these).

They are Flisk (they/them, 25 year old human **commoner**) and Zinna's child, Tragan (she/they, 27 year old human **commoner**). Dukas told them he would "remake them".

If the characters arrive after nightfall: The cell is empty and all captives are strapped into the *Attraktor* on the 6th floor railless rooftop one floor up.

6TH FLOOR – RAILLESS ROOFTOP

The stairway leads up to the rooftop and the open sky.

If the characters arrive before sunset: Dukas the Maker (Appendix A) is disembarking from his *flying boat* (moored to his rooftop), carrying a fishing rod and a basket of fish. He will attack intruders on sight.

If the characters arrive after nightfall: Dukas has already eaten his fish supper and brought the captives from the 5th floor prison and strapped them into the *Attraktor*.

The Attraktor. A 15 foot long, 6" diameter metal spike (lightning rod) fused vertically atop a concave glass dome 9 ft. diameter attached to three iron pillars 18" diameter, that stand 9 ft. high. Under the *Attraktor* is a 6 ft. x 9 ft. iron bed, where up to five captives may be bound. These captives are considered to be restrained. **Special:** Any captives restrained in the *Attraktor* brought to 0 hit points or fewer by its lightning effects called by Dukas must succeed on a DC 15 Constitution saving throw or they are permanently transformed into **antropophs** under the control of Dukas, acting on his turn.

Part 5: Conclusion

If the characters defeat Dukas: Even as Dukas is defeated, the magical currents are dispelled and the mists that surround the island disperse from its rocky crags, and coalesce around the tower, swirling upward to its scorched pinnacle. The plume of mist shimmers golden as it resolves momentarily but very clearly into the golden-masked form of Phenax, God of Mischief, who slowly, inscrutably, applauds the heroes before fading away into the aether with the dissolving mists.

Dukas wears three ornate gold rings worth 150 gp each, and an ornate gold and platinum armlet worth 1,000 gp.

Keranos appears to each hero in their next dream, honoring their success and awarding them with a divine boon: each hero may increase one ability score by 1 point (not to exceed the maximum of 20). Champions of Keranos add 1 to their piety score.

As for what will become of the monstrous antropophs, only the Gods can say for certain...





ANURAPHANOS, ISLE OF FROGS

Anuraphanos is an island far from the Theran mainland, inhabited by a small population of humanoid frogfolk (**grungs** of all alignments, capable of speaking Common, and with a swimming speed of 40 ft. instead of their climbing speed). The island is marshy at its lowest points, ranging to mountains of white stone, which the residents mine for construction, building their residences in the marshes, with the stone buildings built on piles resting on the bedrock, allowing the buildings to stand comfortably above the swamp without fear of sinking.

The frogfolk of Anuraphanos are not seafarers, thus do not trade with other islands, instead subsisting on farming and fishing. The beating heart of the frogfolk's culture is theater, with a long history of skilled playwrights and actors, who would be famed across the world if they were simply to leave their marshy homeland.

Until recently, the brine giant Empuseia demanded subservience of the frogfolk, taking tribute from their harvests, and regularly becoming the uninvited guest of honor at the frogfolk's plays. The royal family of Anuros happily gathered taxes to pay tribute to her, knowing they could gather more than she asked, and keep the profits for themselves. All this changed however, with the arrival of Callaphe.

A Lasting Impression

On her voyage to the edge of the world, the legendary mariner Callaphe stopped to resupply her ship at Anuraphanos. The frogfolk had never seen an ocean-going vessel before, let alone other humanoids.

Callaphe, in her short time on the island, became accidentally embroiled in the frogfolk's affairs. First, when Empuseia rose from the waves and decided to demand tribute from Callaphe as well as the frogfolk, Callaphe challenged Empuseia to a single combat and defeated her by attacking the giant's ankles, the injured Empuseia fleeing back to the depths.

Without the need to pay tribute to Empuseia anymore, the frogfolk asked Callaphe to aid them in returning the taxed tribute to the people, promising a portion to restock her ship. When the citizens found out that the royal family had been over-taxing them for profit, a revolt aided by Callaphe saw the establishment of a democracy for Anuraphanos.

In the time since Callaphe's departure, her deeds became a renowned moment in the island's history, with some maintaining that Callaphe may return to the island. In recent months, two rival frogfolk playwrights have begun competing to best dramatise the tale of Callaphe's visit.

The lands of Anuraphanos

THE MANGROVE BEACHES

On the shores of the island, mangroves dominate the beaches—wood from which is used in the construction of the frogfolk's buildings. Small animals like shellfish, crustaceans, and mudskippers dwell among the root systems, which are caught and brought to market by frogfolk trappers.

THE MARSHLAND

Anuraphanos is, for the most part, dominated by a great marshland of tall reeds. Many of the residents of Anuraphanos live in the marshy lowlands of the island, fishing and farming among the reed-beds. The marshland is home to small animals like freshwater fish, small amphibians and reptiles, as well as waterfowl, which are hunted by the frogfolk, and domesticated by some for their eggs.

On the island's shores, the beaches are overgrown by mangroves, wood from which is used for the construction of the frogfolk's buildings.

THE TOWN

The town is built into the base of the island's hillside, with many of the buildings surrounding a central agora, where much of the island's trade, religious rites and politics take place. Most of the "roads" that divide the

buildings are marshy channels usually around 3 feet deep, creating easy travel for the amphibious frogfolk. Aside from the theater, the largest building in town is the assembly, the former seat of the royal family, which has been redecorated into a hall for politicians to gather, as well as to host feasts and festivals.

THE GRAND THEATER

Overlooking the town's agora, the grand theater of Anuraphanos hosts multiple plays every week, with most residents of the island playing a part in one or more of the plays currently being performed. Open-air seats are cut into the base of the mountain, while the rest of the building, including a covered stage, are built from mangrove wood and white marble.



Scenes

IS IT YOU, CALLAPHE?

When characters arrive at Anuraphanos, a welcome party of frogfolk, led by **Alkoaxides** gathers on the shore to greet them, and to invite them to a feast in their honor. One of the characters is assumed to be Callaphe by the frogfolk—after all, who else would arrive on their island by ship, and given that the frogfolk have no frame of reference for other humanoids, they may assume anyone is Callaphe, justifying their observations as Callaphe aging, being in disguise, or having been blessed or cursed by the gods.

Alkoaxides

Alkoaxides (he/him, **grung elite warrior** with a Charisma score of 20) is a sociable and party-loving frogfolk politician, who currently serves as Anuraphanos's head of state, following some skillful political maneuvering. He is charismatic and handsome by frogfolk standards, which unfortunately manifests as vanity, though this fades if he realises people do not find him attractive - a situation that leaves him flabbergasted. Alkoaxides stands above most other frogfolk by extending his back legs, though this often leads to trouble balancing, especially after the drinking he often indulges in.

ASSASSINATION ATTEMPT

While the characters sleep, they are attacked by a group of 6 frogfolk assassins (**grung elite warriors**)—the descendants of the royal family who were deposed due to Callaphe's actions, who seek revenge.

A sleeping character with a passive Perception score of 14 or higher is awoken by whispering, someone nearby quietly asking "which one is Callaphe?" and notices black-clad forms in the dark of the space where they are sleeping. Any characters who are awake when the assassins strike notice them if they have a passive Perception of 12 or higher. Characters who are not awake or who do not notice the assassins are surprised. The characters can attempt to explain to the would-be assassins that none of them are actually Callaphe by succeeding on a DC 16 Charisma (Persuasion) check.

The assassins flee if half of them are incapacitated. If any are caught, they willingly explain their "rightful" desire for vengeance against Callaphe. Alkoaxides, who arrives with a group of 6 guards (**grung elite warriors**), is bemused by the attempt and suggests that the characters decide the fate for the assassins, suggesting exile or imprisonment.

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THE FEAST

The feast is held in the town's assembly hall and is ready shortly after the characters arrive (preparations began as soon as their ship was sighted approaching the island). Alkoaxides invites the characters to be guests of honour, and over the course of the day, they are presented with the finest foods the island has to offer, ranging from shellfish to game birds.

During the feast, Alkoaxides introduces the characters to two of the island's celebrated playwrights: **Brekipides** and **Koaxchylus** (both he/him, **grung playwrights**). Brekipides (writer of the play *Callaphe*) is a young frogfolk with a slight build, who is clever and quick-thinking, eagerly making quips during the conversation to show off his intelligence. Koaxchylus (writer of the play *Two Against Anuraphanos*), on the other hand is an older, rounder frogfolk whose speech is loud and grandiloquent, as if extending his sentences specifically for listeners' enjoyment. The two playwrights each boast about the plays they have written which will be performed the following day, eagerly inviting the characters to watch. They clearly do not get along, though their rivalry does not come to a head until after the feast (see below: *Battle of the Bards*).

At the end of the feast, Alkoaxides invites the characters to stay at his home. The building is a finely decorated stone home, with ready supplies of wines if requested.



RETURN OF EMPUSEIA

In the morning of the day following the feast, Empuseia, from her lair beneath the waves, sees the hull of the characters' ship, and she too, assumes Callaphe has returned. In her first encounter with Callaphe, she was defeated in single combat by the wily mariner, who struck for Empuseia's unprotected ankles. To prepare for the day of Callaphe's return, Empuseia set about crafting mighty armour for her lower legs—the only part of her body within-reach for a Callaphe-sized humanoid.

When Empuseia surfaces, a frogfolk lookout comes running to warn the characters and Alkoaxides. Alkoaxides immediately begs the characters to help stop Empuseia, explaining her tyrannical tithes before Callaphe defeated her, and that she undoubtedly seeks to return to the old status quo. Alkoaxides promises the characters a reward of restocking their ship with the same fine food they feasted on the previous night.

When the characters first see Empuseia, read or paraphrase the following:



A towering blue-skinned woman gazes smugly down at the cowering frogfolk, clad in ragged armour, and a pair of thick, heavy copper greaves, which clang against the ground as she strides into the agora. When she notices the other humanoids among the frogfolk, her smile turns to confusion for a moment, before she speaks:

"I came up here to take revenge on Callaphe, to show all these frogs that she can't keep them safe anymore, and to collect my long-overdue tribute—with interest. But I guess you aren't Callaphe, so I won't hurt you—if you don't get in my way."



The Battle with Empuseia

If the characters try to stop Empuseia, she is more than happy to battle them and try out her copper greaves. Empuseia uses the rules for a **storm giant**, with the following additional ability:

Heavy Copper Greaves. When a medium or smaller creature makes a melee weapon attack against Empuseia while standing on the same level as her, it treats her AC as 25 rather than 16.

Empuseia flees back to the sea if she is reduced to below 30 hit points, cursing the characters as she runs.

Following the defeat of Empuseia, the frogfolk begin to celebrate with even more energy than the previous night. Alkoaxides suggests that the characters join the islanders in a theater performance tonight, judging the two plays they heard so much about at the feast.

EMPUSEIA





BATTLE OF THE BARDS

In the early evening, crowds begin to enter the theater of Anuraphanos. The characters are ushered to seats with Alkoaxides, in what was formerly the royal box. Once the characters have settled into their seats, the plays begin. Each play is an hour-long, with an interval between the two. Throughout each play, every one of the frogfolk watch intently.

Brekipedes - *Callaphe*

Brekipedes's play paints Callaphe as very much like the mortal frogfolk, rather than a hero of myth. Throughout the play, Callaphe is presented not as the frogfolk's quick-witted rescuer, but as a fish-out-of-water, alluding to her not understanding a thing about life away from her ship. The actor playing Callaphe regularly points out her wisdom to the audience, when the ideas she shows so much pride in all have come from the frogfolk around her, who have guided the absent-minded hero into solving their problems.

During the play, Koaxchylus rolls his eyes and sighs loudly, mumbling about disrespectful storytelling with more forced intelligent references and humor than actual substance.

Koaxchylus - *Two Against Anuraphanos*

Koaxchylus's play does not focus directly on Callaphe, instead; on two frogfolk brothers in the royal family, who argue with each other about the best courses of action whenever Callaphe does anything, coming close to attacking each other. Each time Callaphe acts, such as her defeating Empuseia, the two royal brothers fall back on trying to use the opportunity to gain more power over each other. When Callaphe agrees to help return Empuseia's taxes to the people of Anuraphanos, the brother's argument about how to defend their wealth becomes so heated that they attack each other—when

Callaphe and the other islanders arrive, the brothers have beaten each other black and blue, leaving them totally unable to keep their ill-gotten gains.

During the play, Brekipedes occasionally heckles, yelling at the actors to shorten their excessive lines and get to the point.

The Winning Play

When the second play finishes, the two playwrights take to the stage and each take a bow, as Alkoaxides leads the characters to the stage. As the characters come from what the frogfolk refer to as "Callaphe's homeland," they are invited to judge which play better represents the story of Callaphe on their island. Each of the playwrights is extremely eager to be declared the winner, and if one is declared the winner, the other erupts in an indignant rage, cursing the characters for being uncultured fools who don't understand good theater.

The Victor to Meletis

Having been told of Callaphe's homeland and its own theatres, the winner asks that, if it's not too much trouble to the characters, they come with them, aiding on their ship in return for passage to Meletis, where they can share their frogfolk plays with the people of Callaphe's homeland.

Having Brekipedes aboard the characters' ship grants +5 to Intelligence-based rolls during hazard group challenges while sailing, thanks to the playwright's quick thinking.

Having Koaxchylus aboard the characters' ship increases the crew quality by 1 every 7 days, as his plays and poetry lift the crew's spirits.



ARIXMETHES, SLUMBERING KRAKEN

Arixmethes is an enormous kraken who slumbered for ages, causing seafarers to mistake him for an island and construct a city on him. When doubts started to grow about Thassa's divinity, she woke Arixmethes, drowning the city. Now that Thassa feels secure in her power, Arixmethes slumbers again, opening the city to those who'd raid its remains.

Very few people on Theros have heard of Arixmethes. Characters who succeed a DC 16 Intelligence (History) check recall hearing tales of Heliod banishing a city called Arixmethes into the sea when its people angered or betrayed him. If they beat the DC by 5 or more, they remember hearing a theory that the city moved out to sea by itself.

The ridges on Arixmethes' back form a crescent-shaped archipelago. The central island is 2.5 miles long, flanked by two smaller islands on each side, each 1,500 feet long and barren. A tiered city with seven levels, each 20 feet higher than the previous, sits centrally on the main island, backed against a "mountain" and opening onto a calm bay. Many buildings are damaged or ruined. Giant barnacles up to ten feet long and coral up to fifty feet tall grow all over the island, including through buildings. Snapped trees litter the island.



Arrival

Flagstone streets run past where the wooden pier—which is now long destroyed—used to be. Now only stone bollards line an almost rubbery shore. The sea is rougher along the shore than in the bay, like a heaving motion, suggesting ships should be secured with care. Characters must make a Wisdom (Survival) check for each anchor dropped and line tied (Dexterity can be used in place of Wisdom for line-tying). Record the results and see the next section.

Slumber

Arixmethes starts with five points of slumber and loses a point when characters perform one of the following actions:

- Cast a spell of 5th level or higher that deals thunder damage
- Cast a spell of 3rd level or higher that deals area damage and hits Arixmethes (this means the “earth”—structures or artificial floors do not count)
- Activate triggers labeled in this adventure with **“REMOVES SLUMBER”**

Each time Arixmethes loses a point of slumber, it triggers an *earthquake* spell for one round centered on the character who caused the point to be lost. When three or fewer points remain, characters hear a deep howl from the earth. At one point, the howl deals 1d12 thunder damage to all creatures on the island.

At zero points, Arixmethes wakes and begins to swim forward 60 feet per round. At initiative count 20 each round, roll a d20, and if the result is higher than the ship-mooring skill checks rolled upon arrival, the lowest-skilled mooring snaps. The ship falls behind Arixmethes if all moorings snap. Ten rounds after Arixmethes wakes, it descends below the surface of the water at a rate of 30 feet per round.

Fighting Arixmethes

Arixmethes is presented as a mythic CR 30 monster later in this volume. For high level parties interested in fighting Arixmethes, use the provided stat block and mechanics when Arixmethes wakes instead of having it sink into the ocean.

Environmental Hazards

- Slimy algae covers the island. Characters who dash must succeed on a DC 15 Dexterity (Acrobatics) check or fall prone at the end of their dash.
- Coral and buildings are structures with 60 hit points. When destroyed, creatures within 50 feet must succeed a DC 14 Dexterity saving throw or suffer 3d10 bludgeoning damage.



MELEAGER



Challenged by Heroes

Two rival heroes are on Arixmethes, separately lured by stories of a unique monster and desiring to bring back its hide for their personal glory. They are: steady-handed Atalanta (she/her), a renowned hunter and worshipper of Nylea, who uses the statistics of a **blackguard** (appendix A), and flame-fated Meleager (he/him), a noted huntsman and prince, who uses the statistics of a **polemarch** (appendix A). Both are heroes who have defended people from monsters, but they're competitive and out to establish their legacy. They saw the party arrive and assume they share their motivations. Their ships are docked and concealed at opposite ends of the island.

Atalanta embodies the qualities Nylea values. She's bold and brash, and she lives for the hunt.

Meleager is chivalrous but single-minded when pursuing goals. He's infatuated with Atalanta but will not let that stop him from winning.

When characters leave their ship, two arrows from different directions strike near their feet. Atalanta emerges atop a nearby roof while Meleager appears out of an alley. Atalanta cryptically says not to get in her way before racing toward the next level of the city. If the party acts confused, Meleager asks if they know about Arixmethes, sharing the following:

- A unique monster unknown to the poleis lives on the palace grounds. Great fame awaits whoever claims its hide, but proceed cautiously—one must know one's enemy to strike true.
- Arixmethes is a slumbering kraken. Tread lightly or everyone loses.
- Tritons moved into the city and aren't hostile. Meleager has paid for all to get free passage.
- The city was ruled by a king who hid treasure vaults around the city that could contain clues to defeating the monster. If the party seeks fortune instead of fame, Atalanta and Meleager won't contest the treasure.



City Levels

- Levels 1–3 were devoted to commerce. Crumbling stone shopfronts open onto flagstone streets covered with seaweed. The wooden interiors resemble driftwood more than carpentry, and skeletons picked clean by fish cower inside. **Returned drifters** wander these levels, mimicking their old lives, but their flesh is peeling and they wear seaweed instead of robes. They aren't hostile unless harassed, in which case all Returned within hearing range attack.

Kraken skin lice (**carrion crawlers**), sentient fungi (**myconids**), or **giant crabs** may wander into these levels from outside the city, but Returned fight them on sight.



- Levels 4-6 resemble 1-3 but are residential and protected by walls. Two triton **knights** guard the gate but allow the party through. Tritons have settled here—many homes are repaired and decorated with seashells. The streets are clean and free of Returned or monsters. Tritons freely speak about Thassa and Arixmethes' history (see <https://magic.wizards.com/en/articles/archive/magic-story/drop-drop-2015-05-20> for more backstory). They warn against intruding on their queen, who can be fickle and violent. They share “scary” locations which include the vaults—consider adding red herring encounters.
- Level 7 served the monarchy. The streets are marble, trimmed with gold, and the buildings are extravagant and relatively intact.

Investigating Vaults

THE KING'S CLOTHES (CITY LEVEL 2)

Snails congregate around a fancy tailor's shop. The vault entrance is in the back room, discoverable with a successful DC 16 Intelligence (Investigation) check. It bears the royal insignia of a crown with points that look suspiciously like tentacles. An inscription reads: “As the sky changes color to herald Nyx's arrival, so shall a king's garb proclaim his divinity.” The vault opens for characters wearing clothing dyed royal purple (if characters have such garb from previous islands, problem solved!).

Characters can damage nearby purple coral to obtain pieces for dye making. Destroying coral entirely **REMOVES SLUMBER**. Making dye requires a successful DC 22 Intelligence (Nature) check. Reduce the DC by 6 if characters have an appropriate toolkit and give advantage to characters proficient in History. Otherwise, the shell of a **flail snail** (appendix A) on the second story makes the correct dye with no skill check.

The vault contains fancy clothes worth 2,000 gp, *boots of levitation*, and a note pinned on a purple cloak reading: “Got here first—Meleager.” Anyone who touches the fancy clothes sees a vision of an aging king berating the tailor that the clothes are unworthy. He shows the tailor a *rod of rulership*, saying with it he commands the island, suggesting the king knew the island was a kraken and had the hubris to think he controlled it.

DEADLY REFLECTION (CITY LEVEL 4)

The second vault is in a plaza under a statue depicting Thassa. The tritons discovered the entrance and placed signs warning that terrible monsters come out when people enter. A narrow spiral staircase descends into a scar on the kraken's back ridge, which forms a rounded cavern 50 feet long, 100 feet wide, and 60 feet tall made of leathery flesh. Three feet of rainwater have accumulated inside and it smells stale and moldy. Spread uniformly along the roof are five kraken barnacles which use the statistics of a **cave fisher** (appendix A) but with a speed of 0 feet. The barnacles use their Filament ability on anyone in the square directly below them.

An activated *mirror of life trapping* lies on the floor in immediate view of anyone entering the cavern. Characters who resist being trapped see and hear the creatures trapped inside.

TRAPPED CREATURES

d12 Creature

1	Meleager
2	Basilisk
3	Medusa
4	Giant octopus
5	Hunter shark
6	A terrified white deer
7	Amphisbaena (MOoT, Chapter 6)
8	Giant boar
9	Catoblepas (appendix A)
10	Chuul
11	A triton stoneworker (merfolk) trapped when discovering the room
12	A triton guard sent to rescue the stoneworker

When released, unintelligent creatures attack the nearest creature while intelligent ones attack the party or each other. The tritons and deer attempt to flee.

Trapped characters meet an echo (which uses the statistics of a **ghost** but with a slightly modified Possession; see below) of the king inside the mirror. He brings together Meleager and trapped player characters to gloat over his new prizes. Defeating the echo smashes the mirror, freeing everyone. The echo prioritizes its modified Possession—possessed characters can repeat their saving throw but are not immune to repossession. The ghost hints at the nature of the palace monster, a **froghemoth** (appendix A), by describing the player characters' attributes in a negative light compared to his most prized possession.

The room contains 1,000 gp, a *belt of fire giant strength*, and *dust of dryness* in a sealed, waterproof pouch.

IN ARIXMETHES' CLUTCHES

DROWNED IN LOVE (CITY LEVEL 6)

The third vault is in a grove dedicated to Nylea. Most trees are dead, resulting in four insane **dryads** whose wailing can be heard across a quarter of the city. A dryad priest named Chrysopeleia (uses the statistics of a **deva**) is bound to a massive—and alive—central tree, which is the vault. Chrysopeleia platonically loves a human priest who drowned when Arixmethes sank. She used *raise dead* and diamonds from the vault to resurrect him repeatedly while Arixmethes was underwater, hoping to keep his soul from Erebos until Arixmethes resurfaced. After drowning innumerable times, the priest became unwilling to return. Chrysopeleia insists he is merely catatonic, but he is dead and can't be resurrected. Atalanta is here, disdainful about obsessing over a man.

Characters can help Chrysopeleia accept the loss by making a successful DC 30 Charisma (Persuasion) check; the DC of this check is reduced by 5 for every empathetic argument made. Thereafter she becomes able to focus on the dryads, whom she may still be able to help, opening the vault in thanks.

If characters try to break into the vault or all fail their Persuasion checks, she lets out a scream that **REMOVES SLUMBER** and attacks with the other dryads.

The vault contains five diamonds worth 500 gp each and a *ring of water elemental command*.

The Hunt

Meleager and Atalanta await outside the palace if the characters saved Meleager and resolved Chrysopeleia, respectively. Meleager guesses their prey is amphibious with tentacles. Atalanta learned from Chrysopeleia that the triton queen intends to sacrifice them all to the beast as tribute to Thassa. They conclude everyone must team up. Whoever strikes the killing blow gets the hide.

The monster is a **froghemoth** (appendix A) lurking in what was once the gardens, now a swampy lake 150 feet in diameter and 50 feet deep. There's a central 50-foot diameter circular landmass surrounded by four smaller 25-foot diameter islands. Bridges once connected them but are now collapsed.

The triton queen (who uses the statistics of a **marid**) is here, wielding the *rod of rulership*, accompanied by two *water elementals*, a *triton master of waves* and two triton *knights*. In the water are five *water weards*.

The central island holds a gong anyone can use an action to strike to **REMOVE SLUMBER**. Every time the queen loses 60 hit points or a character falls to zero hit points, she orders the gong rung. She or her ally closest to the gong attempts to strike it.

TRITON QUEEN



Final Vault

The final vault is behind golden doors in the palace gardens that open when touched by the *rod of rulership*. Inside is a *periapt of proof against poison*, a box of *Nolzur's marvelous pigments*, a *crystal ball of mind reading*, and three bejeweled statues each weighing 500 pounds and worth 2,000 gp.



KOREIOS, UNDERWORLD'S SONG

Koreios is a pilgrimage site devoted to Erebos and Athreos, with a gate to the Underworld. Known for its temples to the aforementioned gods, a house of healing, and a bountiful summer harvest market. In the winter and fall Koreios is nearly unrecognizable, with bare trees and dry, dead ground. Locals mourn year-round, even in prosperity, always mindful of winter's inevitability.



A Song Heard Down Below

Locals whisper of a spirit trapped on the banks of the Tartyx that howls at night like wind through the trees. They say she is searching for her lost love and begs for help, to be freed from her fate. The people of Koreios ignore the spirit, some out of piety and some simply for their safety. She has been relegated to a boogeyman to keep children inside at night; a warning against crossing the gods.

A satyr bard who sings of this spirit—his lost love—pesters locals and visiting travellers, seeking to free her from death. Characters can help him seek aid from temple acolytes, assuming they survive the associated risks.

Locations

THE DOCKS

The docks are the second busiest spot on the island after the Market. Merchants, shiphands, travellers and pilgrims all come together at the border between land and sea. Dockhands are happy to chat about the island, but you would be hard pressed to find a pilgrim who is happy to stand around and talk on the docks.

There is a small shrine to Thassa and Athreos. The altar is a beautifully carved piece of stonework depicting Thassa, with an awning made from the fabric of sails to protect it from the rain. Carved into the stone reads (in common): *"Blessed be those who find their livelihood by the sea; on the shore do we find Thassa and Athreos hand in hand, and in those hands do we find our fate."* Surrounding the altar are offerings made from the wares of the sea.

A run-down wooden inn; the Baited Breath, is perpetually waterlogged from being built on the docks, but food and drink are cheap and the fish is fresh. Patrons are mostly sailors, pilgrims and dock workers, unfamiliar with the goings on of the island. Innkeeper Meros (female human **commoner**, she/her) is jovial, proud of her establishment, and happy to chat. Her partner, Danica (nonbinary human **commoner**, they/them), works the docks. Meros' barback Tepis (male triton **commoner**, he/him) is quiet, but can tell characters about the rumored spirit, whom he heard crying when he last passed the temple graveyard.

KOREIOS MARKET

Visitors from all over Theros come to purchase fresh produce from the bountiful summer harvest. During winter and fall the market is bare except for the essentials, and prices are high. Items from the Adventuring Gear table in the Player's Handbook can be purchased, with an emphasis on natural materials. Persuasive characters can also buy some thematic uncommon magic items. By making a DC 18 Charisma (Persuasion) check, characters can find a seller willing to part with a *gem of seeing*. If they roll 20 or higher on this check, the seller also has an *oil of ethereality*.

Characters can gather information about the spirit by talking to the locals. To do this, characters make a Charisma (Persuasion) check (DC 18 for NPC adults, DC 10 for NPC children). The DC is further decreased by two if the characters made purchases from the local market. All locals have an opinion on **Philones**, usually negative as he is a disturber of the peace (see below).

In the Markets, characters will find a satyr named **Philones** (he/him; appendix A) who is playing his lyre and singing of his woes. Philones is middle aged, handsome and youthful. He is eager to tell anyone who might listen his story. When he was young he loved a **dryad** named Nahia (she/her, neutral good) who died in his arms. His party travelled to the Underworld to rescue her, but he was the only one who survived the journey. He was successful in finding his lost love, but when he and Nahia attempted to cross the river, she let go of his hand at the last moment. He returned to the world of the living without her. He spent years travelling, trying to settle his feelings of betrayal, until he found her spirit on Koreios. He's been trying to rescue her ever since. Philones is selfish, and doesn't want Nahia to come back as a Returned. He resists any attempt to convince him to consult Phenax.



PHILONES

THE TEMPLE OF EREBOS AND ATHREOS

Atop the highest hill on Koreios sits the temple of Erebos and Athreos, surrounded by a graveyard. Worshippers meet with acolytes and priests who act as mediators to the gods, funerary planners, wealth executors, and spiritual advisors. Unlike other temples of Erebos, this temple has little focus on wealth. Instead, the practitioners help to bring peace to those who are suffering, and preach a message of finding one's strength to endure in the face of death.

Additionally, the temple grounds are under a powerful and persistent *hallow* effect (similar to the spell). Followers of Heliod or Phenax and any Returned have disadvantage on all ability checks while within the temple grounds, and followers of Erebos and Athreos in the area have advantage on all ability checks and can't be frightened.

If the characters are accompanied by Philones, he decides to wait outside and out of sight while they go in.

The High Priestess of the temple is a theran medusa named **Atrypone** (she/her, lawful neutral; appendix A). She wears a decorative clay funeral mask, and her arms are covered in winding gold tattoos, as with all priests of Erebos on Koreios, signifying the inevitable grasp of death. With worshippers, Atrypone is patient and empathetic, though stern; to others, she is severe and righteous. She believes that if Philones is truthful, the punishment was earned trying to rob Erebos. To Atrypone, Philones is a heretical nuisance, and she maintains that he must accept his misfortune.

DESCENT INTO THE HILL

The altars are at the bottom of a narrow staircase, barely wide enough for two medium sized people to pass. Descent is reserved for prayer and giving offerings. The low ceilings and cramped passageway gives way to a spacious hall perpetually lit by enchanted candles. There are two statues surrounded by offerings in either corner of the far wall: Erebos and Athreos. Between the statues, an archway carved into the wall serves as a gateway to the Underworld, though it is impossible to pass through without magical means.

When the characters arrive, some worshippers are present, silently praying. Halafor (he/him; neutral good minotaur **priest** of Athreos with the *Horns*, *Goring Rush* and *Hammering Horns* minotaur features) stands nearby. Halafor dedicated himself to Athreos after being resurrected during a battle between followers of Mogis and Iroas, in which Athreos spoke to him and he became enlightened. He is a pacifist who does his best to help balance the natural order, protecting those at the crossroads of life and death. Halafor feels pity for Philones and Nahia, but thinks attempting to fight fate caused their suffering. He can be convinced to help with arguments emphasizing restoring balance, providing a way to balance their debt, or appealing to his own history. Considering the eight exceptions of Athreos could extend this adventure (MOoT, Chapter 2: "Athreos").

Halafor needs to speak to both Nahia and Philones to assure that the plea is genuine before agreeing. He can commune with Athreos but not the long dead, so it is up to the characters to find somebody who can speak to Nahia.

If any of the characters are able to see into the Ethereal Plane, they can see Nahia in the graveyard, wandering among the crumbling statues of the Misera. According to her, she was grabbed and pulled away but Philones never turned to look behind. Nahia cannot be convinced to follow the path of Phenax and cross the river unless the characters are able to provide her with a token.

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ATRYPONE

THE HEALING HOUSE

The healing house of Koreios is famous for both advanced healing magic and for providing aid to the suffering who would rather die than continue living. The acolytes of the temple provide both services and prices are high, ranging anywhere from a financial cost, to physical pain, or to indentured servitude for an agreed upon period of time. For those who made the journey to Koreios with the intent of cheating death, the price is believed to be worth the reward. Though the acolytes of Pharika cast no judgement on their clients, they know that their home is in part Athreos' domain, and understand that any relief they provide is temporary.

The air inside the house is heavy with the smell of incense and herbs. A shrine to Pharika stands at the center, surrounded by tokens of devotion—prayers of those buried nearby who couldn't afford the healing house's more direct services.

Datura (she/they; appendix A) is a medusa acolyte of Pharika and Atrypone's sister. Formerly devoted to Erebos, she rededicated herself to the god of her youth upon recovery from a deadly illness. Datura is fascinated with the border between life and death, and has been gifted with the ability to commune with the long dead on the river banks. She's gladly willing to help, but will require payment of equal value. What Datura considers of equal value should be determined by the DM based on what the characters have available to offer, Datura's interest in the experiment, and weighed against the high risk of angering Erebos and Athreos by returning the dead to life.

RETURNING TO THE TEMPLE

The characters must find a way to get Philones past Atrypone. Allow your players to dictate what ability checks they'd like to make to accomplish this, justifying how they use the check if necessary. Regardless of which check is used, the DC is 14 unless any of the characters have alerted Atrypone to their cause, in which case it is 18. If the checks fail, Atrypone does not allow the party to enter, Halafor meets them outside, and the quest ends.

When Halafor meets the party (either inside or outside the temple, depending on their checks), they are told that they can leave; the priests can entreat Athreos, but the way forward is dangerous for anyone who is not sensitive to the will of the gods. If they inquire about Nahia's fate, the priests explain they are not capable of reviving her on their own, but they promise to do what they can to put her restless spirit at peace. If the party chooses to leave (or has been barred from the temple by Atrypone), they receive compensation from Halafor in the form of a *necklace of prayer beads* and a *potion of longevity* from Philones.



If the party stays, the priests ask that they return the next day so that the priests may have time to discuss. The party can stay at the Baited Breath Inn or ask a local for hospitality. At sunrise, Atrypone is not present and the temple is empty.

DRYAD AT THE GATE

The next day, the party is met at the temple and led down into the hill. Halafor and Datura believe that the omens are in favor of returning Nahia, unable to pay her own way across, to the world of the living. They must descend into the temple to commune directly with Athreos.

What if my party wants to visit the Underworld in order to free Nahia?

A trip to the Underworld is beyond the scope of this adventure, but if that sounds like fun and is within your party's abilities, feel free to off-book and add another layer to your adventure.

If the PCs can resurrect Nahia. Halafor opposes Nahia's resurrection, but Datura supports it. Halafor concedes that if he cannot convince the characters to not attempt the resurrection, he'll stay with the party to prevent any mischief as an impartial judge.

If PCs can't resurrect Nahia. Halafor and Datura begin a ritual to commune directly with Athreos. Datura changes the ritual at the last moment to resurrect Nahia instead, tricking Halafor into assisting her.

The candles flicker, and a chill sinks into your bones. You think you can hear the howl of wind even now, deep below the ground. The air before you twinkles like shattered glass in the sunlight, brighter and brighter. When the magic breaks, you can smell a summer breeze, tree bark, and fresh green grass that grows under the sun. Nahia, fully embodied, collapses. Philones dashes to her side, but the chill is back, and a snap echoes through the hall followed by a howl, and a deep growl. There is a crack in the wall under the archway—no, not a crack in the wall—a crack in the air. It widens, and you can hear sniffing from the other side. A large, heavy paw steps out through the crack and onto the temple floor. Roll for Initiative!

Philones and Datura fight alongside the party. Halafor carries Nahia away toward the stairs to protect her. An **underworld cerberus** and a **flitterstep eidolon** emerge from the portal at the beginning of the first round, who are joined by an **ashen rider** at the beginning of the second. For higher level groups, or groups with more than four characters, consider adding **Atrypone** (appendix A) herself as an opponent. If your party is above 15th level, add a **nightmare shepherd** instead.

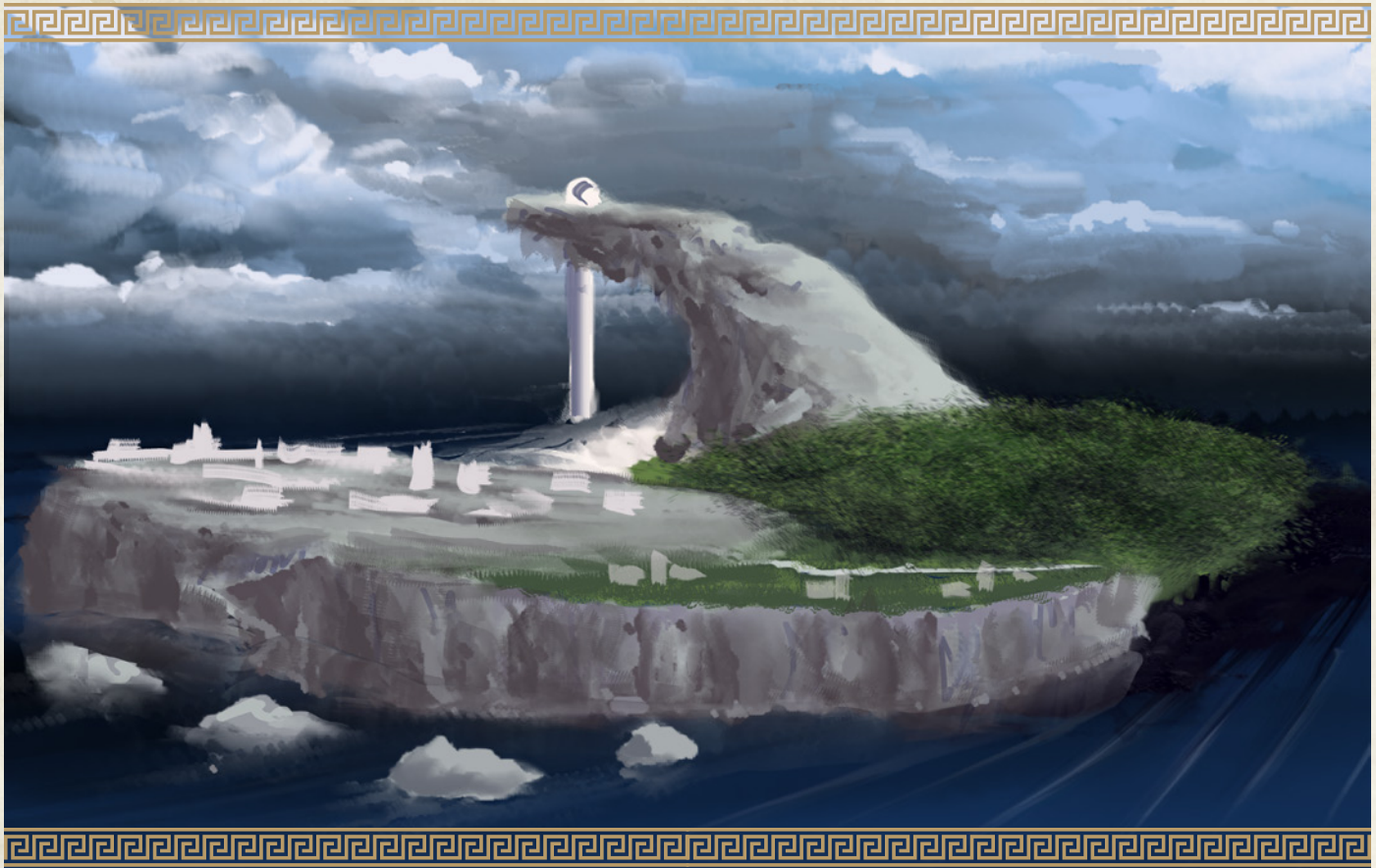
If a character dies, the underworld cerberus and eidolon retreat while the ashen rider continues to fight for another round before retreating. The balance has been restored—a life for a life—and they have been called back.

If the fight ends with total victory for the party, Halafor begins to draw energy from his holy symbol, preparing a spell. He tells the party to leave while he finishes up here. They should find Danica and Meros at the Baited Breath Inn, who will take them to a boat at the docks with instructions to take the party wherever they wish.

Once on a boat leaving Koreios, Nahia and Philones thank the party for their efforts. Philones gifts them his Lyre (a *siren song lyre*; MOoT, Chapter 5), and from Nahia, three enchanted pomegranate seeds, with the effect of *potion of vitality*.

If the party successfully freed Nahia, they are subject to a curse by Erebos for their defiance, which has the same effects of the bestow curse spell with regards to any spaces dedicated to Erebos. Followers of Erebos across Theros will be aware of them, but not by name, only by deed.





PHAEROS, SHUNNED BY THE GODS

The isolated Isle of Phaeros is located in the Siren Sea. The island is about 3 miles across—made up of cliffs, a dense forest, and beaches littered with remnants of wrecked ships, and is seemingly inhabited only by the aggressive Phaeros boar. A thick veil of fog shrouds the forest and the waters around the island, making it impossible for anyone to leave.

Atop the cliffs sit the remains of an abandoned city. It is here that hundreds of Phaeros boar take shelter until nightfall, when they rampage across the island. Rising from the sea is a glittering tower called the Phaeros Beacon—a remnant of the once great city that now lures curious sailors to its shores.

History

Phaeros was once a prosperous city of merchants and farmers of all races. The ruler of the island, Serhys, was a powerful warrior and a benevolent ruler. The people of Phaeros lived in peace until Serhys' prowess caught the attention of Heliod, who made Serhys one of his champions.

Her new found glory brought Phaeros many blessings and many tragedies. Erebos, in his hatred for Heliod, wished to put an end to Heliod's new champion. Serhys and her lover, Dionnie, defended Phaeros from Erebos' minions for many years, but when an army of Erebos' followers laid siege to the island, Serhys knew she could not defend her people alone. She cried out to Heliod for the means to defend her people, but Heliod did not answer.

Desperate, Serhys turned to another source of power that rested in the Phaeros Beacon: the spirit of an evil archon, sealed away in a pithos by a powerful magician from another world. Leaving Dionnie to defend the city, Serhys entered the Phaeros Beacon and released the evil archon's spirit, taking its power for herself. This act drove Serhys mad, causing her to transform her people into the Phaeros Boar, who quickly tore through Erebos' followers. Disgusted with what Serhys had done, Heliod cursed the island so that no soul could leave its borders, and left them to rot.

Locations

THE WHITE CLIFFS

White cliffs surround the beach. Rock formations and debris from shipwrecks dot the sands. The beach gives way to a dense forest. Further inland, a gulf hides a small, ruined dock and a path leading up into the abandoned city, which can be spotted with a successful DC 18 Wisdom (Perception) check.

THE FOREST OF BELLS

The dense forest which dominates a third of the isle is perpetually covered in fog. The canopy is so thick that, at night, the entire thing is pitch black, while even in daytime, visibility remains low. The forest is filled with a variety of plant life, but little fauna. All throughout, massive spires of rock tower above the canopy, which can be climbed with a DC 16 Strength (Athletics) check. The trees are covered in makeshift chimes, strung meticulously to every branch and bush on the forest floor. Moving through these chimes makes sound that can be heard from up to 60 feet away. Characters can attempt a DC 20 Dexterity (Stealth) check to move through the chimes without making noise, but anyone who uses a dash action automatically fails this check.

When the party enters the forest for the first time during the day, they are ambushed by a group of Returned soldiers (4 **Returned Palamnites** and 12 **Returned Sentries**). The Returned attempt to capture, not kill, the party. If captured, the Returned take the party to the Blackened Sands to speak to Captain Achaed.

At night the forest is overrun by the Phaeros boar, who cause a great deal of noise from the chimes. Phaeros boar travel in packs of 4–5 (use the statistics of a **giant boar**).

Whether you are using the daytime or nighttime encounter, at the beginning of the third round of combat, Dionnie (human; lawful good; she/her) appears. Dionnie uses the statistics of a **polemarch** (appendix A), except she wears studded leather armor and wields a bramble net in addition to other equipment, and she has advantage on death saving throws. She immediately entangles an enemy in a bramble net and flees, instructing the party to follow.

Dionnie takes the party to her camp on top of one of the spires of rock, where she questions them about their motives. If they strike her as noble, Dionnie enlists the party's help to save Serhys from her madness. She informs them of Serhys's plight, and that the Phaeros Beacon is the source of the evil corrupting Serhys. If at any point it looks like the party plans to kill Serhys, Dionnie reacts aggressively.



ACHAED

IN ARIXMETHES' CLUTCHES

Other dangers in the forest include poison brambles that cause paralysis for 1 minute (DC 12 Constitution saving throw to resist), mushroom spores that cause sleep (DC 12 Constitution saving throw to resist), and hunting traps that grapple and deal 1d4 piercing damage (DC 14 Dexterity saving throw to dodge).

BLACKENED SANDS

On the Northeastern beach, the sands are as black as night. Dead redwood trees jut from the sand, tattered red banners flap in the wind, and charred, half-buried skulls poke out of the ground. A group of red and black tents lurks in the broken hull of a grounded ship. On approaching the camp, the party is met with dozens of Returned soldiers (There are 9 **Returned Palamnites** and 26 **Returned Sentries**). The Returned are wary of the party and attempt to capture them on sight. If captured, the party is taken to Achaed (returned, neutral evil, he/him, **archmage**), who welcomes them and offers food and shelter. He tells the party that he needs their help to kill Serhys and escape the island. If denied, he attempts to kill the party and bring them back as Returned. If the party offers to help Achaed, he tells them they must first recover a powerful weapon that rests in the Phaeros Beacon.

THE CITY OF WANDERERS

Coming out of the southern edge of the forest reveals a manmade road leading up the cliff, through some farmlands and into the city. It is littered with the ancient remains of humanoids. The lower city is crammed with small houses made of clay that are falling to pieces. Houses in the upper part of the city are large, multi-level, open-air houses built around courtyards. The city is the home to the Phaeros boar (**giant boar**). They attack anything on sight and travel in packs of 4–5.

At the uppermost part of the city stands the Temple of Helioid. A manmade lake lays before the white marble temple. Intricately carved statues rise from the water, now covered in vines. A dense fog rolls over the area, making visibility low.

THE TEMPLE OF HELIOD

The Temple of Helioid, like the rest of the city, is crumbling with age. The temple itself is 90 feet long, 60 feet wide, and 40 feet tall. Great marble pillars surround the perimeter. Inside a small antechamber leads to an inner sanctum. In the center of the sanctum is a large stone throne that used to seat a statue of Helioid. This statue has been smashed to pieces, the remains laying at the foot of the throne, along with ancient, scattered offerings. Large chunks of the stone ceiling and fallen columns litter the floor, leaving openings in the ceiling. When the party arrives, **Serhys, the Mad Champion** (appendix A), is sitting vigilantly on the throne, waiting for the intruders. Six Phaeros boars (**giant boar**) are scattered throughout the temple. Serhys is immediately aggressive and attacks the party. If the party flees, she chases them to the edge of the city.



THE PHAEROS BEACON

Northwest of the island, the path slopes into an upward climb. The path is covered with loose rocks that tumble down the steep cliff. This is considered difficult terrain and creatures have disadvantage on Dexterity checks and saving throws. Even from far away, the party is able to see the Phaeros Beacon—an ancient structure with a cluster of mirrors placed atop its domed roof, reflecting the sunlight. A giant serpent (**purple worm**), coiled around the beacon, attacks those who get too close, attempting to knock them off the cliffs.

The beacon is an open air pavilion made of white stone. A magically-sealed trapdoor can be found on the floor of the pavilion, which can be broken into with *dispel magic* or *knock*. Using force (DC 15 Athletics check) activates a *chain lightning* trap as the spell, cast at 7th-level (Dexterity save DC 20), and breaks the seal. Opening the trapdoor reveals a long spiral staircase leading into the darkness below. The stairs lead below sea level to a large windowed room overlooking the ocean floor, with white arcane symbols dancing along the glass. On the ceiling of this room is a detailed mural depicting a story. Characters can make a DC 20 History check to learn the story of an archon tyrant whose evil was sealed in a pithos by a “bearer of light” from another world.

In the center of the room lies an overturned pithos. A soft, pulsing light can be seen coming from inside it. Upon inspection of the pithos, an opaque stone shining with a dim light can be found resting at the bottom. This is a magic item called the *hero's spark* (appendix B). When the *hero's spark* is taken, a **dragon turtle** shatters through the glass walls, causing seawater to flood into the room, before attacking the party.

ESCAPING THE ISLAND

To escape the Isle of Phaeros, the curse Heliod placed on the island must be lifted by destroying the evil occupying Serhys. The party can either kill Serhys or use the *hero's spark* to purge the evil from her and destroy the evil afterward.

Consequences

Killing Serhys or sealing away the evil will revert the Phaeros citizens back to normal.

If the party allied with Achaed and killed Serhys, Achaed and his crew will take over the island and reward the party with an appropriately sized treasure hoard (DMG, Chapter 7, Treasure Hoard: Challenge 11–16).

If the party freed Serhys from the evil possessing her and both her and Dionnie survive, Serhys grants the party the *boon of the lovers* (appendix B).

NPCs

Serhys is a young, nyxborn woman with dark brown skin, curly black hair, black eyes, and delicate features. She was the ruler of the Isle of Phaeros and a champion of Heliod, now gone mad with power.

Dionnie is a young woman with dark brown skin, curly black hair, black eyes, sharp features, and old scars scattered on her body. Dionnie was the captain of the guard and right-hand woman to Serhys. She is hardened from years of isolation and will do anything to save her beloved Serhys.

Achaed is the leader of the Returned pirate battalion who were killed by Serhys after attempting to pillage the island. Upon returning from the underworld, Achaed was able to piece fragments of his original burial mask back together, and slowly regain his lost memories. His only desires are to have vengeance on Serhys and take over Phaeros.



CURSED PITHOS



PEMPHOBOS, EDGE OF THE WORLD

Pemphobos is an archipelago of tropical islands amidst a bountiful reef that rests at the edge of the world. The sound of water rushing over the edges of Theros can be faintly heard from anywhere on Pemphobos and the visible spray of water off the edge of the world breaks up a clear view of the horizon. Sunsets viewed from Pemphobos are beautiful; the light of the setting sun is refracted through the spray, creating gorgeous prismatic displays through which the starfield of Nyx casts a soft and radiant light.

This archipelago is home to a tightly-knit, self-sufficient group of colorful merfolk and shipwrecked sailors. Their culture emphasizes special festivals which celebrate each member of the Theros pantheon. However, dark tidings grow in Pemphobos: their recent dead return in large numbers as **Returned**—dead humanoids of all sorts who return to life wearing golden funeral masks and bereft of the memories from their previous life. In addition, terrible monsters prowl the archipelago, and the sounds of massive, clinking chains echoes over the edge of the world. Pemphobos is in dire need of heroes to stop the influx of Underworld tides or a terrible titan will be released!

Citizenry of the Lover

The citizens of Pemphobos are a mixed bunch, but mostly composed of the ancestral merfolk, shipwrecked sailors, and a quickly growing group of Returned (*MOoT*, Chapter 3, “The Returned”). The citizenry is ruled by the Speaker of the Coral, a leader who is democratically elected once every year.

The merfolk of Pemphobos are infamous for their diversity and color. Some merfolk bear long fins from their bodies that move through the water like silk, while others have brightly colored patterns on their skin, fins, and scales. These vibrant patterns cover a range of color: reds, yellows, greens, and blues, and much more! They are the ancestral inhabitants of Pemphobos and tend to be fishermen, merchants, and clergy.



CAZALI

The shipwrecked sailors of Pemphobos come from myriad ancestries (but mostly minotaur, human, and leonin). Many sailors have adapted well to life on Pemphobos, though their wounds, weapons, clothes, or treasure indicate their lost ships and crews. Some have been known to transform their hulking shipwrecks into taverns or warehouses on the outskirts of the Mother, a way of including the old with the new. The sailors tend to be laborers, guards, and pearl divers.

The Returned of Pemphobos are generally less violent and aggressive than those on the mainlands of Theros, though their lives are still a hollow and often lonesome echo of their previous life. Some dedicate themselves to learning as much as they can about their old lives, while others push forward—discovering a new life for themselves. The Returned tend to be grey merchants (*MOoT*, Chapter 3, “The Returned”), scribes, guards, or clergy.

SPEAKER OF THE CORAL

Cazali Vattir, Shepherd to the Perople, (merfolk **oracle**, neutral good, he/him)—the current Speaker of the Coral is recognized for the pearlescent sheen of his scales and his beautiful elongated fins, which waver and fan out around him in the air as though he is always underwater. Cazali is a thoughtful man and always offers a comforting word to those who need it. He has become increasingly disturbed by dreams of a dark, bloody tide crashing upon the sands of Pemphobos and the echoing sounds of the chains. When heroes of renown arrive, he requests their aid in discerning the cause of recent changes on the island (see “Underworld Tides” below).

Locations

PEMPHOBOS ARCHIPELAGO

The archipelago consists of three islands: Mother, a crescent-shaped isle that encircles the inner two islands; Lover, a heart-shaped island; and Faithful, the largest and most verdant of the three islands. Each island is diverse, with beautiful flora in public gardens and interwoven into the very architecture of its buildings. Much of the architecture is open to the air and warm rains are common and do not disturb the regular activity of Pemphobos. Birds and small mammals dart through the streets and glittering fish flicker through the clear waters that surround the archipelago.

THE MOTHER

The Mother is where visiting ships dock, the defense of Pemphobos is centered, and is home to the largest marketplaces and wharfs. Fresh seafood can be bought from carts on the street here, strange merfolk sell magnificent weapons carved of corals and shells, and sailors prepare to set out on fantastical adventures with maps obtained from diving into the shipwrecks.

THE LOVER

The Lover is the most easily defensible island and where most of the residents of Pemphobos live. The bustling folk of Pemphobos sit in open-air verandas to drink herbal teas, discuss philosophy, eat fruits and steaming fish served on wooden platters, and discuss upcoming festivals.

FAITHFUL

Faithful is the most natural island and its jungles are all but untouched, but for the Sapphire Star, a single pantheistic temple lovingly built from corals, shells, and sandstone bricks. This is the site where the many celebrations of Pemphobos are centered. The clergy here give short sermons and lead visitors and residents alike in prayers to various gods of Theros and often in veneration of multiple gods at once! Great feasts are held at the Sapphire Star when the fishing harvests are particularly good, where all the peoples of Pemphobos join together to enjoy the bounty of the sea.

Underworld Tides

BACKGROUND

When the archons were defeated, Nymeron, the Archon of Dead Stars, retreated bitterly into the Underworld to lick her wounds and plan her revenge. She has spent that time relentlessly and quietly weakening the boundary between the Underworld and the mortal world. Her work is finally beginning to bear fruit: creatures from the Underworld have begun to fly, crawl, and swim over the edge of the world. If Nymeron's work is not stopped, she will release **Uro**, the Titan of Nature's Wrath, upon the mortal world to wreak havoc on mortals and gods alike.

While en route to Pemphobos, characters with strong connections to Erebos, Keranos, or Thassa have visions of an ashen archon striking the chains binding a tremendous being of great ferocity. When the characters arrive in Pemphobos, the Returned have been coming back for several years. In the recent months, the corpses of strange monsters have washed up ashore and hosts of horrible fiends and undead have begun to arrive on Pemphobos and slaughter its citizens. Lately, these creatures have been stronger and take far more lives before they can be put down. The glowing and jovial civilization is now awash in terror. Soon after the arrival of the characters, an **abhorrent overlord** swoops out of the sky into the city nearby with 2 winged **underworld cerberus** (with 60 foot fly speed) and a phalanx of 10 Underworld **shadows** (without *sunlight weakness*; see the *Monster Manual*) and begins to kill citizens and destroy buildings. If the characters put a stop to the destruction, Cazali introduces himself to the characters and requests their aid in repairing the torn veil between the mortal realm and the Underworld. Otherwise, dozens die until Cazali and a phalanx of merfolk guards are finally able to damage the monsters enough to get them to fly away.

Due to his recent visions, Cazali believes that in order to repair the veil a team of powerful heroes must sail off the edge of the world into the deepest level of the Underworld. Once they have entered this domain, they must stop an ancient and powerful archon from releasing a terrible force of primordial chaos: the titan Uro.

THE EDGE OF THE WORLD

The edge of the world is another 20 miles from Pemphobos. While some characters may do as Cazali suggests and sail their ship over the edge, many high level characters have access to a number of extraordinary powers, abilities, and spells which may allow them to find another way. Be flexible and encouraging when your players try to brainstorm creative and interesting ways to make this journey.

Sailing off the edge of the world is no small feat of courage. As the characters' ship approach the edge, describe the misty spray and the thundering falls. The ship is sucked into the current and picks up speed. When the vessel reaches the world's end, it makes a dramatic dip at the precipice, giving all those onboard a view of the broad, twisting darkness that obfuscates what unknown waters lie below the horizon. In this heart-stopping moment before the plunge, ask for a cinematic snapshot of each character. What is each character doing at that moment? How do they feel?

Hopefully the characters have taken some sort of precaution to protect their ship from the 1000 foot drop through whorling darkness filled with lost and howling spirits. If no appropriate precautions were taken, the ship takes 350 (100d6) bludgeoning damage when it slams into the bleak waters of the Underworld below. Appropriate precautions, such as modifications to the sails to increase horizontal drag, could reduce this damage to 175 (50d6) or to 0 if the ship is fully protected from such as fall, by appropriate magic such as *feather fall* cast at 6th level or higher. When a ship takes any damage from this colossal fall, the characters aboard must succeed on a DC 24 Strength saving throw or take bludgeoning damage equal to that taken by the ship and falling off the ship into the surrounding Underworld waters, which are infested with 2d6 **devourers of memory** (use **chuul** statistics; see *Monster Manual*), on a failed save or half as much damage on a successful one.

However, the drop off the edge of the world resolves. When the characters have reached these dreary Underworld waters and take in their surroundings read or paraphrase the following (next page):



Across the dark water before you lies a dark reflection of Pemphobos: an island of sargassum, piled high with stinking heaps of seaweed. Ruined marble columns pierce through the island like broken bones. Chains of unthinkable size clink and dangle from the oppressive gloom to hang above the island, echoing across the water. At the apex of the island, pulses of pale light flicker, faintly illuminating a vast body bound in the gargantuan chains. High above the island, a colossal visage drifts in and out of shadow: a titanic face contorted in rage and pain.

SARGASSUM SHORES

In order to reach Nymeron, the characters must traverse the dark waters of the Underworld, fraught with devourers of memory, to the unknown shores of the sargassum island. The land of the sargassum island is difficult terrain and crawling with countless **flitterstep eidolons**, remnants of the Returned that went home to Pemphobos. In addition, a **typhon** loyal to Nymeron patrols the island to protect her, as she has promised to release it upon the mortal world once Uro has been freed.

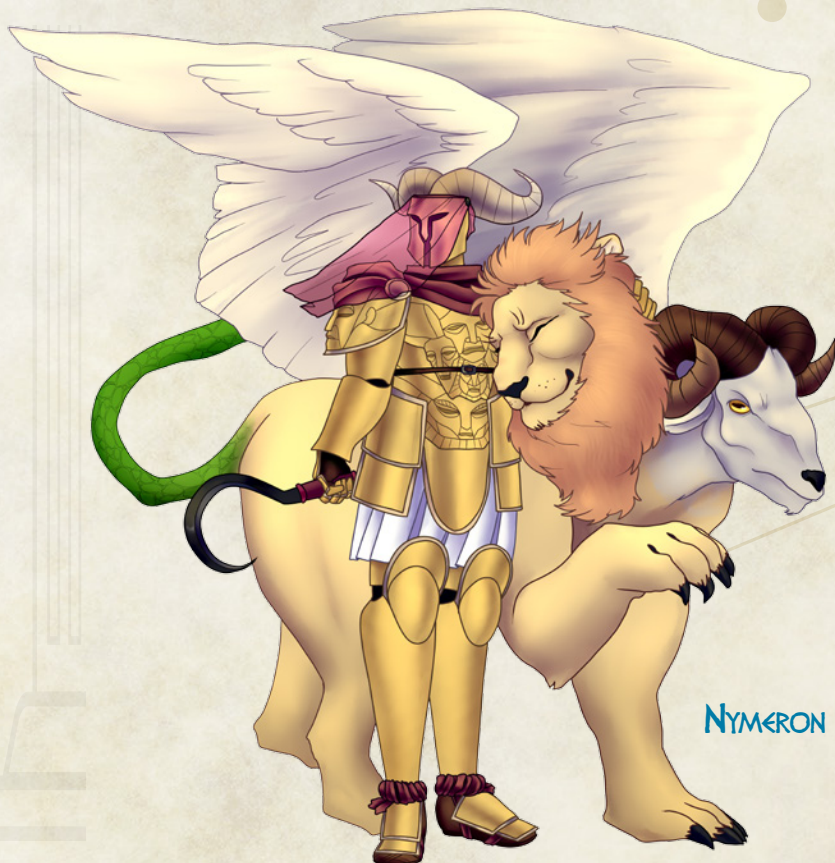
PRISON OF NATURE'S WRATH

At the apex of the sargassum island, Nymeron stands beside her mount Endryxes (**theran chimera**, lawful evil, he/him), using her ashen blade and bolt of ash to slowly destroy the chains binding Uro, Titan of Nature's Wrath. If she is interrupted in her task, she flies into a fury and fights to the death. If Nymeron is killed, Uro remains imprisoned and its chains slowly repair themselves over the next 1d6 days. Additionally, the veil between the Material Plane and the Underworld is restored. Character's piety score with Klothys increases by 2 (or more, at the DMs discretion) for carrying on her duty of keeping the Titans imprisoned. Nymeron is an **ashen rider** with the following changes:

- Her Wisdom modifier is added to her AC, increasing it to 23.
- She has 450 hit points.
- She gains resistance to poison damage.
- She gains immunity to necrotic damage and radiant damage.
- The DC for her Aura of Silence and Reduce to Ash legendary action is increased to 23.
- The DC for her Innate Spellcasting is increased to 23.

Lair Actions. On initiative count 20 (losing initiative ties), Nymeron can take a lair action to cause one of the following effects. She can't use the same effect two rounds in a row:

- Nymeron cries out for Uro's assistance and one of its colossal, seaweed-encrusted fists slams down in a cylinder with a radius of 10 feet and 60 feet high. Every creature in that area must make a DC 24 Strength saving throw or take 42 (4d20) bludgeoning damage and be knocked prone to the ground on a failed save, or half as much damage on a successful one.
- Nymeron raises her ashen hand and a pallid radiance washes over her and Endryxes, as long as he is on the same plane of existence as her. They both regain 50 hit points.
- Nymeron raises her voice in a terrible cry of wounded pride, which Endryxes echoes with an anguished roar. 1d4 + 1 **woe striders** crawl out of the sargassum anywhere Nymeron chooses within her lair, with their mouths open and pointed in a direction Nymeron chooses (see the woe strider's Antimagic Cone). The woe striders obey Nymeron's telepathic commands and act on their own initiative.



APPENDIX A: NPCs AND MONSTERS

All creatures that can feature on the islands in this volume, as well as the sources for their rules are shown in the Odyssey Anthology Volume III NPCs and Monsters table below. Creatures marked with an *OAI* have rules included in this appendix, below the table. Other sources that feature in this list are the *Monster Manual* (MM), and *Mythic Odysseys of Theros* (MOoT).

ODYSSEY ANTHOLOGY VOLUME III NPCs AND MONSTERS

NPC/Monster	Source	NPC/Monster	Source
Abhorrent Overlord	MOoT	Grung Playwright	OAI
Akroan Hoplite	MOoT	Guard	MM
Amphisbaena	MOoT	Harpy	MM
Antropoph	OAI	Hippocamp	MOoT
Archer	OAI	Horror of Kru'vouras	OAI
Archmage	MM	Hunter Shark	MM
Arixmethes	OAI	Killer Whale	MM
Ashen Rider	MOoT	Knight	MM
Atrypone	OAI	Marid	MM
Bandit	MM	Meletian Hoplite	MOoT
Bandit Captain	MM	Merfolk	MM
Basilisk	MM	Minotaur	MM
Blackguard	OAI	Monodrone	MM
Blood-toll Harpy	MOoT	Myconid	MM
Bronze Sable	MOoT	Naiad	MOoT
Burnished Hart	MOoT	Nightmare Shepard	MOoT
Carrion Crawler	MM	Noble	MM
Catoblepas	OAI	Oracle	MOoT
Cave Fisher	OAI	Philones	OAI
Chuul	MM	Phylaskia	MOoT
Commoner	MM	Polemarch	OAI
Cow	OAI	Priest	MM
Crab Swarm	OAI	Purple Worm	MM
Datura	OAI	Raven Swarm	MM
Deer	MM	Reef shark	MM
Deva	MM	Returned Drifter	MOoT
Dolphin	OAI	Returned Palamnites	MOoT
Dragon Turtle	MM	Returned Sentries	MOoT
Dryad	MM	Returned Sentry	MOoT
Dukas	OAI	Scout	MM
Flail Snail	OAI	Sehrys, the Mad Champion	OAI
Flutterstep Eidolon	MOoT	Shadow	MM
Froghe moth	OAI	Storm Giant	MM
Gale Spirit	OAI	Swashbuckler	OAI
Ghost	MM	Theran Chimera	MOoT
Giant Boar	MM	Theran Kraken	OAI
Giant Crab	MM	Theran Medusa	MOoT
Giant Goat	MM	Triton Master of Waves	MOoT
Giant Octopus	MM	Triton Shorestalker	MOoT
Giant Rat	MM	Underworld Cerberus	MOoT
Giant Sea Eel	OAI	Veteran	MM
Giant Seahorse	MM	Water Elemental	MM
Giant Shark	MM	Water Weird	MM
Grung	OAI	Woe Strider	MOoT
Grung Elite Warrior	OAI		

ANTROPOPH (PEOPLE EATER)*Large monstrosity, unaligned***Armor Class** 17 (natural armor)**Hit Points** 52 (5d10 + 25)**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Dex +6, Con +9**Condition Immunities** frightened**Senses** passive Perception 9**Languages** understands the languages it knew in its pre-monstrous life, but can't speak**Challenge** 2 (450 XP)

Gullible. The antropoph has disadvantage on Wisdom (Insight) checks made to oppose Charisma (Deception) checks and on checks to determine if illusions are real.

ACTIONS

Multiattack. The antropoph makes two bash and grab attacks. If both hit the same target, it can then make a swallow attack against that target.

Bash and Grab. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Swallow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the antropoph, and it takes 10 (3d6) acid damage at the start of each of the antropoph's turns.

The antropoph can only have one target swallowed at a time. If the antropoph takes 15 damage or more on a single turn from a creature inside it, the antropoph must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the antropoph. If the antropoph dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone. Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much on a successful one.



ANTROPOPH

ARCHER*Medium humanoid (any race), any alignment***Armor Class** 16 (studded leather)**Hit Points** 75 (10d8 + 30)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5**Senses** passive Perception 15**Languages** any one language (usually Common)**Challenge** 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

ATRYPONE

Medium monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +11, History +11, Insight +9, Religion +11

Damage Resistances necrotic

Senses darkvision 60ft., passive Perception 15

Languages Common

Challenge 11 (7,200 XP)

Magic Resistance. Atrypone has advantage on saving throws against spells and other magical effects.

Petrifying Gaze. When a creature that can see Atrypone's eyes starts its turn within 30 feet of Atrypone, Atrypone can force it to make a DC 15 Constitution saving throw if Atrypone isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or similar other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Atrypone until the start of its next turn, when it can avert its eyes again. If the creature looks at Atrypone in the meantime, it must immediately make the save.

If Atrypone sees herself reflected on a polished surface within 30 feet of her and in an area of bright light, Atrypone is, due to her curse, affected by her own gaze.

Spellcasting. Atrypone is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Atrypone can cast disguise self and invisibility at will and has the following Cleric spells prepared:

Cantrips (at will): guidance, light, mending, sacred flame, spare the dying, toll the dead

1st level (4 slots): bane, cure wounds, false life, guiding bolt, inflict wounds, protection from evil and good

2nd level (3 slots): augury, gentle repose, hold person, lesser restoration, prayer of healing, ray of enfeeblement

3rd level (3 slots): bestow curse, dispel magic, revivify, speak with dead, vampiric touch

4th level (3 slots): banishment, blight, death ward, divination, guardian of faith

5th level (2 slots): antilife shell, commune, geas, scrying, raise dead

6th level (1 slot): harm

7th level (1 slot): divine word

8th level (1 slot): holy aura

ACTIONS

Multiattack. Atrypone makes three attacks: one with her dagger, one with her snake hair and one with her constrict.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (2d6 - 1) bludgeoning damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and Atrypone can't constrict another target.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Path to the Grave (2/day). Atrypone chooses one creature she can see within 30 feet of her, which becomes cursed until the end of her next turn. The next time Atrypone or one of her allies hits the target with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.



ATRYPONE



CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60ft., passive Perception 12

Languages –

Challenge 5 (1,800 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of the catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

BLACKGUARD

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha+5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

2nd level (2 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

CAVE FISHER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+4)	13 (+1)	14 (+2)	3 (–4)	10 (+0)	3 (–4)

Senses blindsight 20ft., passive Perception 12

Languages –

Challenge 3 (700 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grappled have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull it free. Destroying the filament deals no damage to the cave fisher, which can extrude another filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. The cave fisher can climb difficult surfaces including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The cave fisher makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Filament. One creature grappled by the cave fisher's adhesive filament must succeed on a DC 13 Strength saving throw, provided the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

COW

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Charge. If the cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

CRAB SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	10 (+0)	1 (–5)	7 (–2)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages –

Challenge 1/2 (100 XP)

Amphibious. The crabs can breathe air and water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claw. *Melee Weapon Attacks:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) bludgeoning damage, or 5 (2d4) bludgeoning damage if the swarm has half of its hit points or fewer.

DATURA

Medium monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	16 (+3)	17 (+3)	13 (+1)	9 (–1)

Saving Throws Int +6, Wis +5

Skills Arcana +7, Deception +3, Insight +5, Religion +7

Damage Resistances necrotic

Senses darkvision 60ft., passive Perception 11

Languages Common

Challenge 9 (5,000 XP)

Petrifying Gaze. When a creature that can see Datura's eyes starts its turn within 30 feet of Datura, Datura can force it to make a DC 14 Constitution saving throw if Datura isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Datura until the start of its next turn, when it can avert its eyes again. If the creature looks at Datura in the meantime, it must immediately make the save.

If Datura sees herself reflected on a polished surface within 30 feet of them and in an area of bright light, Datura is, due to their curse, affected by their own gaze.

Spellcasting. Datura is a 12th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Datura has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*
 1st level (4 slots): *false life*, *mage armor*, *ray of sickness*
 2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *web*
 3rd level (3 slots): *animate dead*, *bestow curse*, *vampiric touch*
 4th level (3 slots): *blight*, *dimension door*, *stoneskin*
 5th level (2 slots): *Bigby's hand*, *cloudkill*
 6th level (1 slot): *circle of death*

ACTIONS

Multiattack. Datura makes two attacks: one with their snake hair and one with their constrict.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (2d6 – 1) bludgeoning damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and Datura can't constrict another target.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

DOLPHIN

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Perception +3

Perception +3Senses darkvision 60ft., passive Perception 13

Languages –

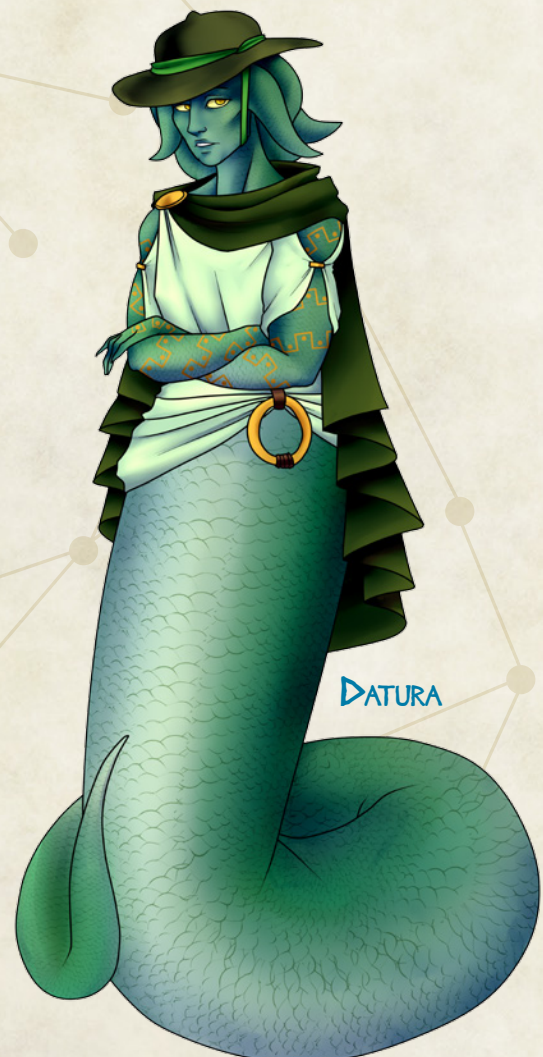
Challenge 1/8 (25 XP)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



DUKAS THE MAKER

Medium humanoid (human), chaotic evil

Armor Class 16 (with mage armor), 13 (without mage armor)

Hit Points 105 (14d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	16 (+3)	8 (-1)	16 (+3)

Saving Throws Cha +8, Wis +4

Skills Arcana +8, Intimidation +8, Medicine +4, Performance +8, Religion +11

Damage Resistances force, psychic

Damage Immunities lightning, thunder, *magic missile* spell

Senses darkvision 120ft., passive Perception 9

Languages Common, telepathy 60 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. Dukas' innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor* (self only)*,

speak with animals, *water breathing*

1/day each: *crown of stars*, *mass suggestion*

*Dukas casts this spell on himself before combat.

Legendary Resistance (3/day). If Dukas fails a saving throw, he can choose to succeed instead.

Special Equipment. Dukas wears *bracers of defense*, increasing his AC by +2, and a *brooch of shielding*, granting him resistance to force damage and the *magic missile* spell (already included above). He is armed with a *wand of lightning bolts*.

The *wand of lightning bolts* has 7 charges. While holding it, Dukas can use an action to expend 1 or more charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, Dukas can cast the 3rd level version of the spell. He can increase the spell slot level by one for each additional charge he expends. The wand regains 1d6+1 charges daily at dawn. If the last charge is expended, roll a d20. On a 1, the wand crumbles to ashes and is destroyed.

Spellcasting. Dukas is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *frostbite* (3d6 cold damage), *mage hand*, *message*, minor illusion, shocking grasp (3d8 lightning damage), *thaumaturgy*, *thunderclap* (3d6 thunder damage)

1st-5th level (3 5th-level slots): *cause fear*, *charm monster*, *charm person*, *compulsion*, *counterspell*, *darkness*, *dissonant whispers*, *fly*, *hex*, *sending*, *thunder step*, *witch bolt*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

LEGENDARY ACTIONS

Dukas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dukas regains spent legendary actions at the start of his turn.

Cantrip. Dukas can cast one of his Cantrips.

Disengaging Movement (Costs 2 Actions). Dukas takes the disengage action and moves up to half his speed.

Attrakt Wrath (Costs 3 Actions). Dukas uses the Attraktor to draw lightning to the tower. All creatures other than Dukas within 30 feet of the Attraktor must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much on a successful save, and Dukas regains 22 hit points.



FLAIL SNAIL

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages –

Challenge 3 (700 XP)

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1-2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3-4. No additional effect.

5-6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 or more damage on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all the tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

ACTIONS

Multiattack. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

Flail Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Scintillating shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages –

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the froghemoth, and it takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

Using the Shell of a Flail Snail

A flail snail shell, which weighs about 250 pounds, has numerous uses. One intact shell can sell for 5,000gp.

Many hunters seek the shell for its intimagic properties. A skilled armorer can make three shields from one shell. For 1 month, each shield gives the wielder the snail's Antimagic Shell trait. When the shield's magic fades, it leaves behind an exotic shield that is the perfect item from which to make a *spellguard shield*.

A flail snail shell can also be used to make a *robe of scintillating colors*. The shell is ground and added to the dye while the garment is being fashioned. The powder is also a material component of the ritual that enchants the robe.



GALE SPIRIT

GALE SPIRIT

Large elemental, chaotic neutral

Armor Class 14
Hit Points 105 (14d10 + 28)
Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +8, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands Auran and Common but can't speak
Challenge 8 (3,900 XP)

Invisible. The spirit is invisible.

ACTIONS

Multiattack. The spirit makes two Slam attacks. It can replace either attack with its Gale action.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 4) bludgeoning damage.

Gale (3/Day). The spirit creates a gale of air identical to the *gust of wind* spell (save DC 15), which lasts until the beginning of the spirit's next turn.

Steal Breath. The spirit attempts to steal the breath of one creature that it can see within 10 feet of it. The target must succeed on a DC 15 Constitution saving throw or lose the ability to breathe and immediately begin to choke. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. A creature stops suffocating early if the spirit uses this action on another creature.

If this effect kills a creature, the spirit regains an expended use of its Gale action.

GIANT SEA EEL

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +4

Skills Perception +2, Stealth +4

Senses blindsight 60 ft., passive Perception 12

Languages –

Challenge 1/2 (100 XP)

Water Breathing. The eel can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 13 (2d10 + 2) piercing damage.

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for one minute. A poisoned creature no longer in contact with a grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG ELITE WARRIOR

Small humanoid (grung), lawful evil

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 2 (450 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for one minute. A poisoned creature no longer in contact with a grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.



GRUNG PLAYWRIGHT

Small humanoid (grung), any alignment

Armor Class 12

Hit Points 44 (8d6 + 16)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	14 (+2)	15 (+2)	15 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Performance +6, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for one minute. A poisoned creature no longer in contact with a grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Thespian Charm. If the grung performs for at least 1 minute, it chooses up to five creatures that can understand a language it speaks within 60 feet of it, who are watching or listening to the performance. While the grung continues to perform, each target must succeed on a DC 14 Wisdom saving throw or be charmed for the remaining duration of the performance. While charmed this way, the target is enthralled by the playwright, and wishes to watch the rest of the performance above all else. The charmed condition ends for the creature at the end of the performance (which can last up to one hour), if it takes any damage, if the grung attacked the target, or the target witnesses the grung attacking or damaging any of the target's allies.

ACTIONS

Prop Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

HORROR OF KRU'VOURAS

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	1 (-5)	14 (+2)	3 (-4)

Senses blindsight 10 ft., Passive Perception 12

Languages –

Challenge 3 (700 XP)

Amphibious. The horror can breathe air and water.

Spell Turning. The horror has advantage on saving throws against any spell that targets only the horror (not an area). If the horror's saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on the horror and instead targets the caster.

ACTIONS

Multiattack. The horror makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 12). The horror has two claws, each of which can grapple only one target.

Shell Defense. The horror withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the horror is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take actions or reactions. It can emerge from its shell as a bonus action on its turn.

LEGENDARY ACTIONS

The horror can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The horror regains spent legendary actions at the start of its turn.

Claw. The horror makes one claw attack.

Sudden withdrawal (Cost 2 actions). The horror uses shell defense.

POLEMARCH

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +5

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its spear or shortbow.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

HORROR OF KRU'VOURAS



PHILONES RUBYTONGUE

Medium fey (satyr), chaotic neutral

Armor Class 13

Hit Points 82 (15d8 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	17 (+3)

Skills Acrobatics +8, Performance +7, Stealth +5

Senses passive Perception 10

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Enthralling Performance. If Philones performs for at least 1 minute, he chooses up to four humanoid within 60 feet of him who watched or listened to the entire performance. Each target must succeed on a DC 13 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes Philones and will take part in his revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, if Philones attacks the target, or if the target witnesses Philones attacking or damaging any of the target's allies.

Magic Resistance. Philones has advantage on saving throws against spells and other magical effects.

Siren-Song Lyre. Philones is equipped with a Siren Song Lyre, and is attuned to it. He can use an action to play this lyre and cast one of the following spells from it: animal friendship, charm person, enthrall, suggestion. If the spell requires a saving throw, the spell save DC is 13.

Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Sleepless Reveler. Magic can't put Philones to sleep.

Spellcasting. Philones is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Philones has the following bard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *faerie fire*, *unearthly chorus*, *heroism*

2nd level (3 slots): *enhance ability*, *phantasmal force*, *invisibility*, *shatter*, *crown of madness*

3rd level (3 slots): *dispel magic*, *feign death*, *hypnotic pattern*

4th level (3 slots): *confusion*, *dimension door*

5th level (2 slots): *hold monster*

6th level (1 slot): *Otto's irresistible dance*

Song of Rest. Philones can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Philones can confer this benefit on himself as well.

Taunt (2/day). Philones can use his bonus action on his turn to target one creature within 30 feet of him. If the target can hear Philones, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until Philones' next turn.

ACTIONS

Multiattack. Philones makes two ram attacks.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.



PHILONES
RUBYTONGUE

SWASHBUCKLER

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

SERHYS

SERHYS, THE MAD CHAMPION*Medium humanoid (human), chaotic evil***Armor Class** 19 (natural Armor, +1 Shield)**Hit Points** 243 (18d10+144)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	17 (+3)

Saving Throws Int +11, Wis +12, Cha +10**Skills** Insight +12, Perception +12, History +11, Religion +11**Damage Resistances** fire, cold, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons**Damage Immunities** necrotic, radiant**Condition Immunities** charmed, exhaustion**Senses** passive Perception 22**Languages** Common, Leonin, Primordial, Sylvan**Challenge** 22 (41,000 XP)**Legendary Resistance (3/Day).** If Serhys fails a saving throw, she can choose to succeed instead.**Focused Mind.** Serhys can concentrate on two spells at one time.

Spark in Darkness. If Serhys becomes incapacitated and the hero's spark is within 120 feet, a dark shadow emerges from Serhys and begins lashing out at nearby creatures. The shadow shares Serhys' initiative. As an action, the shadow can make a melee spell attack (range 5 feet) using Serhys' modifier. On a hit, the target is afflicted by blight as a 7th level spell. Alternatively, the shadow can cast Finger of Death at 7th level (recharge 5-6), using Serhys' modifier. The shadow cannot die, but can be stunned if it takes radiant damage. The shadow is defeated by successfully casting imprisonment, wish, or greater restoration as a 9th-level spell. The shadow also is defeated by killing Serhys.

Spellcasting. Serhys is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). Serhys has the following spells prepared.

Cantrips (at will): *thorn whip, produce flame, frostbite, poison spray*

1st level (4 slots): *ice knife, searing smite, thunderous smite, zephyr strike, absorb elements*

2nd level (3 slots): *warding wind, heat metal, mirror image, misty step*

3rd level (3 slots): *blinding smite, tidal wave, call lightning*

4th level (3 slots): *polymorph, giant insect, freedom of movement, control water*

5th level (3 slots): *transmute rock, insect plague, maelstrom*

6th level (1 slot): *primordial ward, investiture of wind, wall of thorns*

7th level (1 slot): *whirlwind, reverse gravity*

8th level (1 slot): *tsunami, earthquake, sunburst*

9th level (1 slot): *storm of vengeance*

**ACTIONS**

Multiattack. Serhys makes one attack with Spear of Heaven and casts one spell that has a casting time of 1 Action.

Spear of Heaven. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage plus 8 (2d6) radiant damage. Whenever Serhys hits with an attack or is hit with an attack, her Spear of Heaven gains a charge. When Spear of Heaven has five charges on it, the next successful attack is an automatic critical hit and all charges are expended.

LEGENDARY ACTIONS

Serhys can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Serhys regains spent legendary actions at the start of her turn.

Cantrip. Serhys casts a cantrip.

Spear of Heaven (Costs 2 Actions). Serhys makes an attack with Spear of Heaven.

APPENDIX B: MAGIC ITEMS AND BOONS

BRAMBLE NET

Weapon (net), common

Whenever you hit a creature with this net, the creature must make a DC 12 Constitution save or be paralyzed for 1 minute.

THE BOON OF LOVERS

At the start of turn, if you are in combat, you gain 5 temporary hit points for each ally within 10ft of you.

FLYING BOAT

This item uses the rules for a *folding boat* (DMG page 170), with the following additional feature:

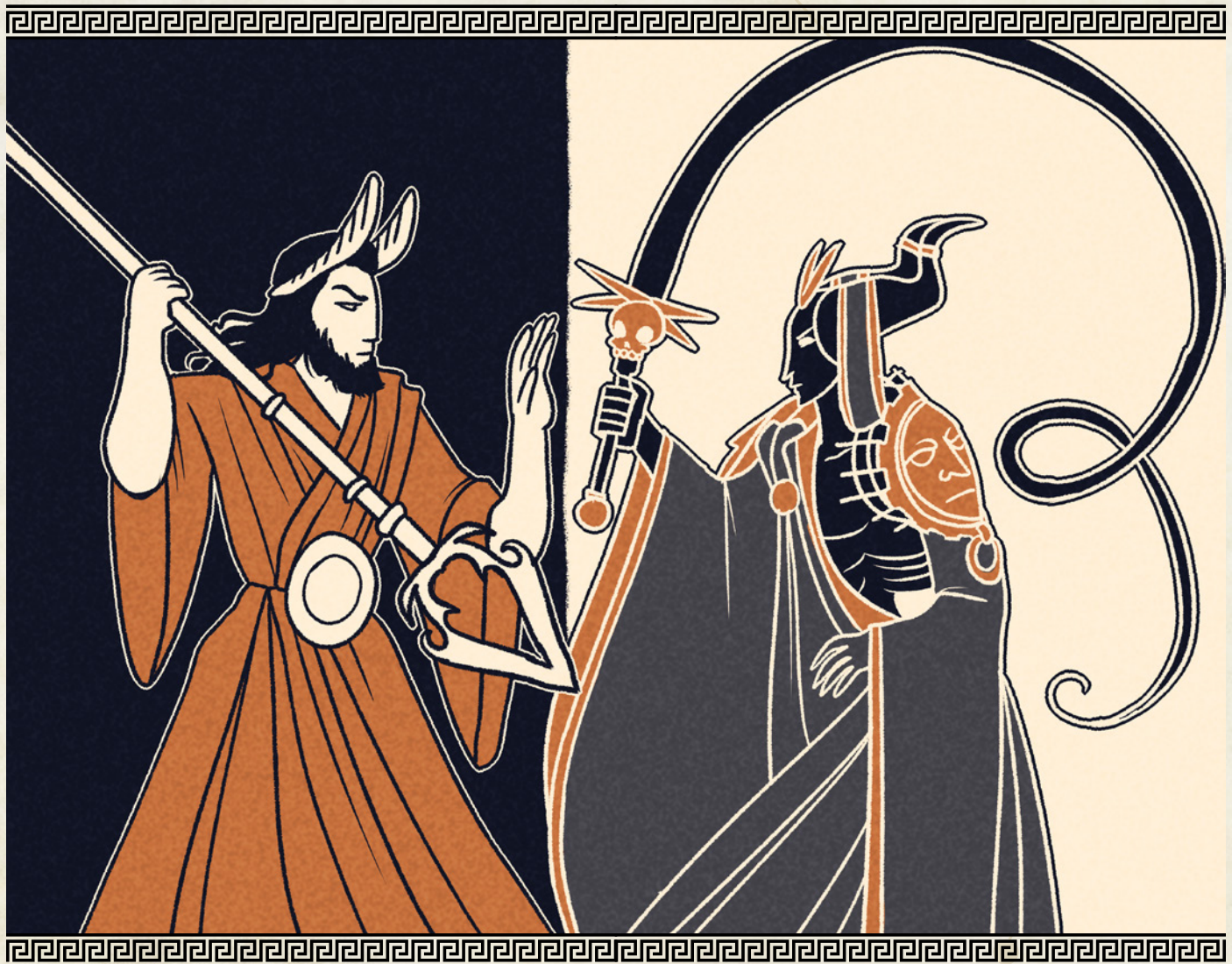
The boat gains a fly speed of 60 ft. It may be used to fly for up to 6 hours each day, all at once or for several shorter flights. This ability recharges at sunrise.

HERO'S SPARK

Wonderous item, legendary (requires attunement)

As an action, choose one target creature within 30ft. That creature loses all immunities/resistances granted through magical means for 1 minute. Once you use this feature, you cannot use it again until the end of a long rest.

You can cast the spell *imprisonment* once per day. The spell uses the Minimus Containment feature, using the *hero's spark* as the only material component needed. Once a creature is imprisoned in the *hero's spark*, it cannot use this feature again.



APPENDIX C: THEROS OCEAN ENCOUNTERS

This section provides the DM with an array of random encounter tables to assist in developing the mystery of what lurks beneath the waves. These tables touch on material included in Volumes I-III of the *Odyssey Anthology* series, and present encounters that tie together different elements of the Theros seas presented in each volume.

Random encounters

For each day of a voyage, roll a d20. On a 19 or 20, the ship has a random encounter. These can be used in addition to the Hazards presented in Appendix A of *Ghosts of Saltmarsh*. If a random encounter takes place on the same day as a hazard, they might occur simultaneously or in an order of your choice.

The levels given on the following tables allow you to choose encounters that will provide an appropriate challenge to the characters. The low-level table covers encounters in the safer parts of Theros's oceans, close to the coast of the Theros mainland. Higher level tables reach out to the seas among the Dakra Isles and beyond, with the highest level table featuring the creatures that lurk in the deep oceans at the edge of the world.

Ship Encounters

Rules for ancient greek ships and their crews are included in *Odyssey Anthology Volume I*. Typically, these crews consist of 1-6 officers (**veterans** led by a **noble** for naval vessels, and **bandit captains** for pirate vessels), a fighting force—**hoplites** (10 for a trireme, 20 for a quinquereme) and **archers** (4 for a trireme and 6 for a quinquereme) for naval vessels and **bandits** or **swashbucklers** for pirate vessels. These fighting forces accompany the main part of the crew, the rowers—**commoners** for naval vessels and larger pirate vessels, and **bandits** for pirate pentekontors.

Theros Seas Encounters (Levels 1-4)

Close to the Theros coast, travellers are much more likely to encounter more mundane creatures, such as common dolphins and sharks, as well as smaller sea life that makes the main stock for fishers from the Theros mainland. Also common this close to land are humanoids - both merfolk and surface-dwelling sailors from Meletis and other coastal settlements, including trading and fishing ships, as well as military vessels patrolling the coast watching for larger threats from the deep.

d20	Encounter
1	A pod of 3d10 dolphins play around the bow of the ship
2	1d8 killer whales
3	1 giant octopus
4	1d4 hippocamps
5	2 triton shorestalkers , riding hippocamps
6	2d4 triton commoners (either hunting, travelling, or trading)
7	1d8 giant sea eels
8	1 hunter shark
9	1d4 reef sharks
10	1d6 triton shorestalkers
11	1d8 giant seahorses
12	A rank 1 Whirlpool (see <i>Odyssey Anthology Volume II</i> or <i>Ghosts of Saltmarsh</i>)
13	1d4 sirens (harpies)
14	1d6 blood-toll harpies
15	1d4 naiads , who take interest in the characters' passing ship
16	1d4 trade ships (either fishing, or transporting passengers or cargo)
17	1 Meletian trireme , patrolling the coast (see <i>Odyssey Anthology Volume I</i>)
18	1 young blue dragon , hunting from a coastal lair
19	1 water elemental
20	1d6 water weirds



Theran Seas Encounters (Levels 5–10)

Among the enchanting Dakra isles and beyond, the seas of Theros are home to larger creatures that dwell away from the coastal shallows, as well as more monstrous creatures that lurk on isolated islands and hunt passing ships. Fewer vessels sail these waters, though the trade networks of the Theran mainland reach far out to many islands that each have their own unique resources to trade with the mainland.

d20 Encounter

- 1 A pod of 3d10 **dolphins** play around the bow of the ship, half of which are Nyxborn.
- 2 1 **theran chimera** with the *coast creature* body, and randomised other features for its head attack, breath weapon, and tail attack
- 3 1 **giant shark**
- 4 2d4 **reef sharks**, half of which are nyxborn
- 5 2d8 **giant crabs**, half of which are nyxborn
- 6 1 brine giant (**storm giant**)
- 7 3d6 tritons (**merfolk**)
- 8 2d6 **blood toll harpies**, 1d4 of which are Nyxborn
- 9 2d6 sirens (**harpies**), 1d4 of which are Nyxborn
- 10 1d4 **water elementals**
- 11 A rank 2 whirlpool connected to the River Tartyx (see *Odyssey Anthology Volume II* or *Ghosts of Saltmarsh*)
- 12 1 **triton master of waves**

d20 Encounter

- 13 1d10 **naiads**, who take interest in the characters' passing ship
- 14 1d4 **trade ships** transporting trade goods between island settlements and the mainland
- 15 1 **pentekontor** crewed by pirates (**bandits**) led by a bandit captain.
- 16 1 Meletian **trireme** patrolling a trade route
- 17 A fleet of 1d4 Meletian **triremes** and a Meletian **quinquereme** on a naval expedition, sending reinforcements to an allied island settlement or hunting pirates
- 18 1 **adult blue dragon**, hunting from its island lair
- 19 1 **gynosphinx**, observing the characters from high above
- 20 1 **rotted hulk** (see *Odyssey Anthology Volume I*), which appears as a shipwreck on a rocky island or in shallow water



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Theran Seas Encounters (Levels 11–20)

Towards the edge of the world, where the oceans cascade into Nyx, the waters teem with creatures of myth. Encounters this close to the world's edge are more likely to be Nyxborn, and more fantastical, with these waters home to krakens, the great titans of the sea, and so linked to the realm of the gods that the dreams of mortals can sometimes manifest as creatures in these deep, glimmering waters.

d20 Encounter

- | | |
|----|--|
| 1 | A pod of 3d10 Nyxborn dolphins play around the bow of the ship. |
| 2 | 1 Nyxborn theran chimera with the <i>coast creature</i> body, and randomised other features for its head attack, breath weapon, and tail attack |
| 3 | 2d6 Nyxborn giant sharks |
| 4 | 2d6 Nyxborn hunter sharks |
| 5 | 3d8 Nyxborn giant crabs |
| 6 | 1 brine giant (storm giant) |
| 7 | 1 Theran Kraken , which has a 50% chance to be Nyxborn |
| 8 | 4d6 blood toll harpies , 2d6 of which are Nyxborn |
| 9 | 4d6 sirens (harpies), 2d6 of which are Nyxborn |
| 10 | 2d6 Nyxborn water elementals |
| 11 | A rank 3 whirlpool connected to the River Tartyx (see <i>Odyssey Anthology Volume II</i> or <i>Ghosts of Saltmarsh</i>) |
| 12 | 1 Nyxborn dragon turtle |

d20 Encounter

- | | |
|----|--|
| 13 | 3d6 naiads , who take interest in the characters' passing ship |
| 14 | 1 archon of falling stars , mounted on a winged bull patrolling waters around the edge of the world |
| 15 | 1 trireme with a rotting hull and black sails, crewed by Returned (Returned drifter rowers, Returned sentry marines and officers, and a Returned palamnite captain) |
| 16 | A rank 4 whirlpool connected to the River Tartyx (see <i>Odyssey Anthology Volume II</i> or <i>Ghosts of Saltmarsh</i>) |
| 17 | A rank 4 waterspout (see <i>Odyssey Anthology Volume II</i>) |
| 18 | 1 Nyxborn ancient blue dragon , hunting from its island lair |
| 19 | 1 androsphinx , observing the characters from high above |
| 20 | 1 rotted hulk (see <i>Odyssey Anthology Volume I</i>), which appears as a shipwreck on a rocky island or in shallow water |

ARIXMETHES, THE SLUMBERING ISLE

The Back of the Behemoth

Arixmethes is a kraken so large that even the greatest of krakens appear as mere minnows beside him. So immense is Arixmethes that at one point, the beast's back, resembling an island to untrained eyes, was able to support a major polis the size of those on the Theran mainland. To many, the name Arixmethes is synonymous with this now lost polis, rather than the name of a giant sea monster. Myths abound telling of the polis's end, how it was swallowed up by the sea after enraging Helioid, in the same way as Olantin. The truth known to few is that such devastation was simply Arixmethes waking and diving—a tiny action to the kraken, but ruination to those who dwelled on his back.

For characters adventuring on Arixmethes' back, use the slumber system included earlier in this volume in *Arixmethes: Hunt on the Kraken*, to track the slow awakening of Arixmethes.

Waking Arixmethes

Arixmethes is normally slow to awaken, but in doing so can spell utter doom for those upon him. When Arixmethes is reduced to zero slumber points, or takes damage while he is slumbering (noting that damage from his back must deal more than 40 damage to get through his damage threshold), it wakes him. In the rounds following Arixmethes' awakening, its actions are restricted in the following ways:

Round 1. In the first round following his waking, Arixmethes cannot take actions or legendary actions, and moves at half speed.

Round 2. Arixmethes cannot take legendary actions.

Round 3. Arixmethes is fully awake, and none of its actions, abilities, or legendary actions are restricted.

These rules best suit combats where creatures atop Arixmethes aren't aware that he is more than just an island—the slow build up of abilities should present an environment of confusion as the island appears to awaken beneath the characters, before they realise what exactly the island is.

If characters are already seeking to slay Arixmethes and approach him aware of what he truly is, an alternative way to start combat with Arixmethes could be him surfacing to attack, presenting characters with the challenge of getting onto Arixmethes's back to battle him safely, or evading his attacks from their soon-to-be-destroyed ship.

Combat with Arixmethes

Creatures faced with battle against Arixmethes will find that the beast's back is the safest place to fight him from. While the titan will shake and submerge to free himself from attackers, attempting to battle him from anywhere else puts creatures in the path of Arixmethes' full fury—within reach of his claws, tail, and colossal maw. In combat, Arixmethes focuses on the biggest foes he can see, including ships. If Arixmethes suffers damage from its back, he recognises the creatures atop him as a threat, attempting to shake them off, and making attacks against them if they end up in the water.

Plot Hooks – Destruction Given Form

When characters do battle with Arixmethes, the reason should reflect the threat that Arixmethes can pose, not just to coastal Poleis like Meletis, but to all islands of the Theran ocean. If Arixmethes rises and begins a rampage, there is very little that could stand to stop the largest known kraken from devastating any island it passes. Included below are plot hooks for characters to stop Arixmethes.

- Worship of another god has enraged Thassa, and in retaliation, she feels the world must know her might and learn to fear the sea again. Arixmethes awakens, and begins a slow migration towards the Theran mainland, drowning any islands in his way.
- A prophecy tells of the world ending, drowned by the ocean. The first prophesied omen is the migration of Arixmethes, swimming with such a wake that it would surely drown the mainland if it approached. Arixmethes must be driven back before he causes a devastating tsunami that would drown every settlement on the coast of the Theran mainland.

Arixmethes as a Mythic Encounter

Arixmethes is perhaps the largest creature ever to exist on Theros, and certainly has the potential to be the most destructive, even more than the titans of ancient times. If you wish to make an encounter with Arixmethes feel on a truly world-shaking scale, Arixmethes will use his Thassa's Intervention mythic trait. When this happens, Thassa fully heals the kraken in the moment that he is about to be defeated. After he has been healed by Thassa, Arixmethes can choose one of its mythic actions when it uses a legendary action. Read or paraphrase the following text when Arixmethes uses its Thassa's Intervention trait:

A star field rips through sea and sky as the titanic form of Thassa manifests above Arixmethes. Stars glisten from the kraken's shell as it is rejuvenated by the sea-god's magic, and the tumult of the sea grows to a towering cacophony of crashing waves, as Thassa defends her prized Kraken.

Fighting Arixmethes as a mythic encounter is equivalent to taking on two CR 30 creatures in one encounter. Award a party 310,000 XP for defeating Arixmethes after he uses Thassa's intervention.

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Arixmethes' Lair

Arixmethes' back is considered his lair. He is so immense sailors mistake him for an island when he slumbers, and people once built a city on his back.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Arixmethes can take a lair action to cause one of the following effects; it can't use the same effect two rounds in a row.

- Parasites and symbiotic creatures living on Arixmethes attack all other creatures on its back. Roll on the Attacking Creatures table below for what creatures attack:

d8	Creatures
1	3 giant sea stars fused together and transformed into magical monstrosities through exposure to magic from Thassa and Kruphix. They use the stat block of 3 sea hags (coven variant) that are always beside each other
2	2 chuul
3	2 water elementals
4	1 shambling mound made of seaweed
5	8 steam mephits
6	2 giant constrictor snakes
7	1 sahuagin priestess
8	5 carriion crawlers

- Two spiked tentacles burst out of the ground at a spot chosen by Arixmethes and jointly use the stat block of an **otyugh** with the modification of having a speed of 0 ft., being attached to Arixmethes, and not needing to breathe.
- Arixmethes sprays water onto his body, making the ground slippery. For one round, creatures which move more than half their walking speed must succeed a DC 24 Dexterity saving throw or fall prone.

REGIONAL EFFECTS

The back of Arixmethes is a dangerous place to be when he's awake, creating one or more of the following effects:

- The ground is difficult terrain.
- Undead humanoids panic, unconsciously reliving the moment of their drowning the last time Arixmethes woke. They attempt to grapple any living creatures they see.
- Creatures on Arixmethes' back are outside its reach and can't be targeted by any of his attacks except shake, tentacle grasp, and roar.

ARIXMETHES

Gargantuan monstrosity (titan), unaligned

Armor Class 22 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Int +12, Wis +9

Damage Resistances cold, lightning, thunder

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, restrained

Senses blindsight 120 ft., passive Perception 10

Languages –

Challenge 30 (155,000 XP)

Amphibious. Arixmethes can breathe air and water.

Thassa's Intervention (Mythic Trait; Recharges after a Short or Long Rest). When Arixmethes is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, Thassa recognizes a threat to her most prized kraken and intervenes to heal him 615 hit points.

Damage Threshold. Arixmethes' body, other than his back, has a damage threshold of 20 (he has immunity to all damage unless he takes an amount of damage that equals or exceeds his threshold, in which case he takes damage as normal). Arixmethes' back has a damage threshold of 40.

Legendary Resistance (3/Day). If Arixmethes fails a saving throw, he can choose to succeed instead.

Magic Weapons. Arixmethes' weapon attacks are magical.

Siege Monster. Arixmethes deals double damage to objects and structures.

Spell-Resistant Carapace. Arixmethes has advantage on saving throws against spells, and any creature that makes a spell attack against Arixmethes has disadvantage on the attack roll.

Immense. Arixmethes is so large he must use 30 ft. of movement to turn 45 degrees, and the reach of its attacks are limited to specified areas around his body. He can occupy the same space as any creature smaller than him, and creatures take 28 (4d8+10) bludgeoning damage if they start their turn underneath Arixmethes.

Living Island. While not moving, Arixmethes is indistinguishable from a normal island. Arixmethes cannot make melee weapon attacks against creatures on its back. When Arixmethes moves while on the ocean's surface or on land, creatures on its back must succeed on a DC 15 Dexterity saving throw or fall prone. When Arixmethes submerges, surfaces, or moves while underwater, creatures on his back must succeed on a DC 15 Dexterity saving throw or be washed off Arixmethes' back, falling prone into an adjacent space.

ACTIONS

Multiattack. Arixmethes makes four attacks: two with his pincers, one on each side of his body, one with his tail, and one with his bite.

Pincer. *Melee Weapon Attack:* +19 to hit, reach 40 ft. in a 90 degree arc from the direction he's facing to the side of the body the pincer is on, 5 targets. *Hit:* 20 (3d6 + 10) piercing damage and 14 (4d6) poison damage.

Tail. Arixmethes swings his tail wildly behind him. All creatures in a 60-foot cone behind the kraken must make a DC 27 Dexterity saving throw. Targets take 23 (3d8 + 10) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target is a creature, it is knocked prone. If a target is in water and fails its save, it takes double damage from this action.

Bite. Arixmethes' head lunges out and bites any creature in a 30-foot cone in the direction he's facing. Huge or larger creatures must make a DC 30 Dexterity saving throw. Targets take 101 (14d12 + 10) piercing damage and die instantly from being ripped in half if the damage reduces their hit points to 0 on a failed save, or half as much damage on a successful one. Large or smaller creatures must make a DC 24 Dexterity saving throw. On a failed save, targets take 101 (14d12 + 10) piercing damage and die instantly from being crushed in its maw if the damage reduces their hit points to 0. On a successful save, targets take no damage but are swallowed. While swallowed, creatures are blinded and restrained, they have total cover against attacks and other effects outside Arixmethes, and they take 42 (12d6) acid damage at the start of each of Arixmethes' turns. If Arixmethes takes 50 damage or more on a single turn from creatures inside it, Arixmethes must succeed a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Arixmethes. If Arixmethes dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

Arixmethes can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Arixmethes regains spent legendary actions at the start of his turn.

Charge. Arixmethes moves up to half his speed forward. Creatures occupying spaces he moves through must succeed a DC 27 Strength saving throw or take 28 (4d8 + 10) bludgeoning damage.

Move Like Waves. If Arixmethes is in water, he can sink or rise half his speed, and this movement doesn't provoke attacks of opportunity.

Tail. Arixmethes makes one tail attack.

Pincer. Arixmethes makes one pincer attack.

Shake (Costs 3 Actions). Arixmethes shakes his body, dislodging crusted dirt, rock, and structures that have accumulated on him over the years. Debris flies in a radius of 120 feet centered on Arixmethes, and all targets within range must succeed a DC 24 Dexterity saving throw or take 33 (6d10) bludgeoning damage and be knocked prone. Creatures standing on Arixmethes must also make a DC 30 Strength saving throw. Targets are thrown off Arixmethes on a failed save and land prone in a space within 30 feet of Arixmethes determined by the DM, or knocked prone on a successful save.

MYTHIC ACTIONS

If Arixmethes' mythic trait is active, he can use the options below as legendary actions for 1 hour after using Thassa's Intervention.

Serpent Attack. The water or ground begins churning near one creature within 120 ft. of Arixmethes. The target must succeed a DC 27 Wisdom saving throw to dodge the impending attack or take 23 (3d8 + 10) piercing damage when a sea serpent leaps up and bites. This attack counts as being an attack from Arixmethes for the purposes of Divine Strikes.

Tentacle Grasp. *Melee Weapon Attack:* +19 to hit, reach 40 ft., one creature. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 26). If the target doesn't escape by the end of its next turn, Arixmethes throws the target up to 60 feet in a straight line. The target lands prone and takes 21 (6d6) bludgeoning damage.

Roar (Costs 2 Actions). Arixmethes lets out an angry bellow. Creatures within 100 feet of Arixmethes must succeed a DC 24 Constitution saving throw or take 18 (4d8) thunder damage and become deafened until the end of their next turn. Characters who take damage from Arixmethes' roar must also succeed a DC 24 Charisma saving throw or become frightened of Arixmethes until the end of their next turn.

Divine Strikes (Costs 3 Actions). Arixmethes' skin begins shimmering, taking on the appearance of a starry night sky. Until the end of his next turn, he has advantage on saving throws against spells and other magical effects, and all his attacks deal 39 (6d12) bonus radiant damage in addition to their regular damage.

Tsunami (Costs 3 Actions). Thassa casts the *tsunami* spell starting at a point chosen by the DM. The DC for the saving throw is 30.

Arixmethes on Land

Given the size of Arixmethes, he is not suited for movement on dry land, and the land itself is not suited to withstand the movement of a creature so large. Tsunamis precede Arixmethes' arrival at a coast, affecting a 5-mile stretch of coast with the effects of the *tidal wave* spell, centered on the point where he arrives. When Arixmethes is walking on land, add this ability to his rules:

Quaking Earth. Arixmethes is so immense his presence weighs down the earth itself. All ground within 100 feet of Arixmethes is difficult terrain, and structures in that area take 50 bludgeoning damage at the start of each of Arixmethes' turns.

