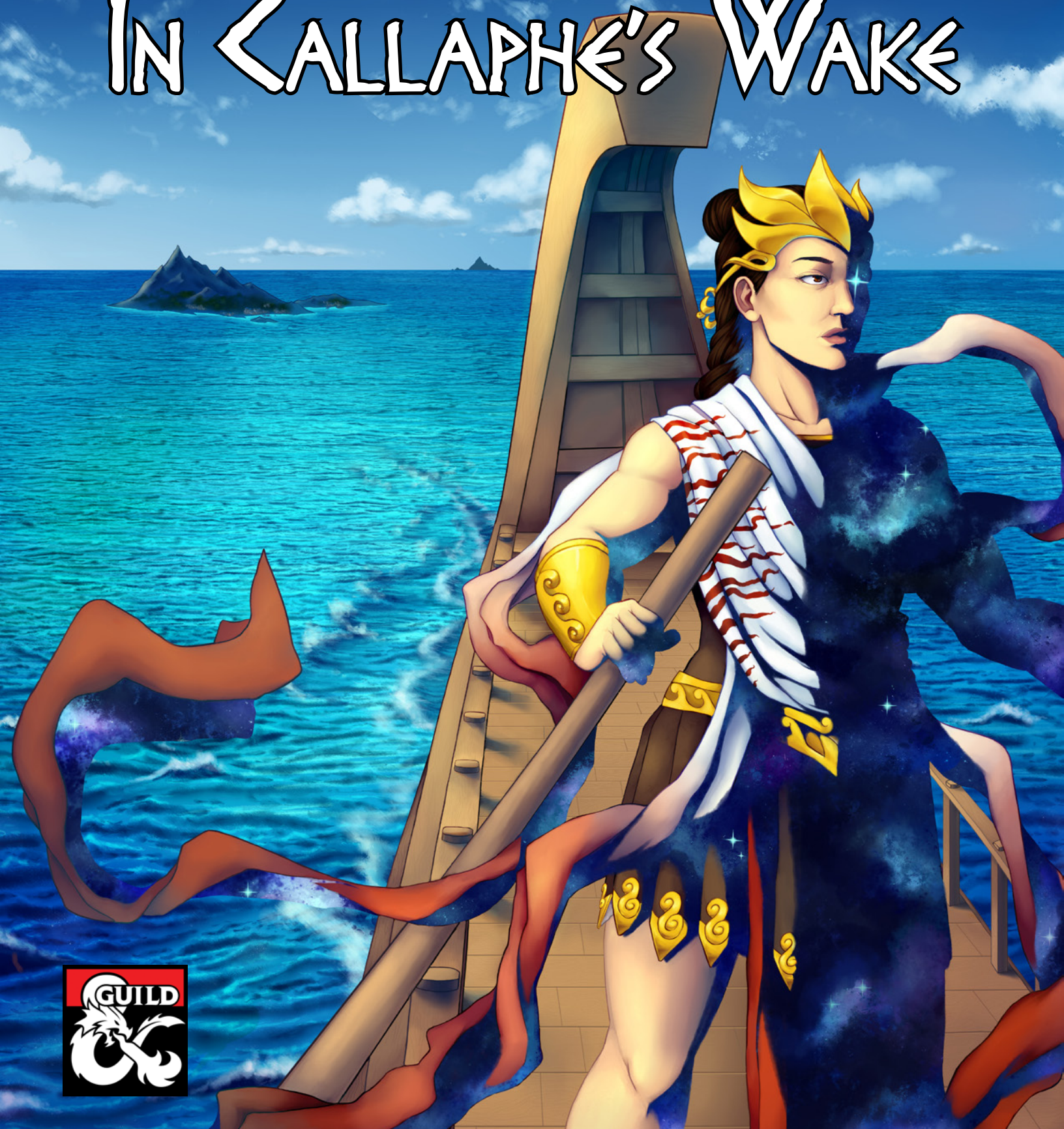


ODYSSEY ANTHOLOGY

VOLUME I:

IN CALLAPHE'S WAKE



FOREWORD

When I was first introduced to *Magic: The Gathering* in 2013, the thing that drew me in was the game's rich fantasy worlds, drawing on real-world mythologies and cultures to create something new. In 2013 the new product they released was Theros, a world inspired by Greek mythology. Playing with these cards of mythological heroes, gods and monsters, my childhood interest in ancient Greek myth and history—fuelled then by dozens of books and museum visits—was rekindled.

Theros has given me a great opportunity to interact with other people interested in Greek mythology, history and Theros itself. The introduction of this setting to D&D has presented an opportunity to collaborate on projects like this one, driven by shared interests in Greek mythology and history. With my previous experience in maritime history contributing to my ideas, I turned to the *Odyssey* for inspiration, the most famous seafaring adventure of Greek myth. With the rules and islands created by each of the writers in this volume, a DM can take inspiration from Homer, and with their players weave a tale of an epic voyage across the wine-dark seas of Theros.

Frederic Walker, Project Lead, Odyssey Anthology

2

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CONTENTS

4	INTRODUCTION
5	SAILING ON THEROS
16	ISLANDS – TIER 1
16	ÁNOKÁTO, THE UPSIDE DOWN ISLAND
20	PHAISTYN, THE ISLE OF SPLINTERS
23	TRIANDRÍA, THE ISLAND OF THREE SISTERS
27	ISLANDS – TIER 2
27	AMVENITOS, SEAT OF AFFLICTION
32	ARAMOS, THE ISLAND OF THREAD AND DYE
36	DECE, AN ISLAND ON THE BRINK
42	ROBAETYS, BACCHANAL BLOODBATH
46	SHERYDIS, THE SLUMBERING MAW
50	ISLANDS – TIER 3
50	ILLION, THE ARCHIPELAGO OF ETERNAL NIGHT
53	NAVAGOS, ISLE OF WRECKS
57	APPENDIX A: NPCs AND MONSTERS
71	APPENDIX B: EQUIPMENT AND MAGIC ITEMS
73	APPENDIX C: SPINDOL'S WORKSHOP

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Ashton Duncan wrote *Ánokáto, the Upside Down Island*, for this volume of the Odyssey Anthology. Her previous work includes project management on the *Princess Project* anthology, writing on *Exit Pursued by Owlbear*, and editing on projects like *Jinkies!* and *Baldur's Gate: City Encounters*. Submit warlock pact applications and dog pictures to Ashton on Twitter [@ashtonnduncan](#).

Fil Kearney is a visually impaired illustrator that has created the island art throughout the Odyssey Anthology series, and is also the creator of 5 Color Mana Spell Point variant rules for use with Theros, Ravnica, and other MtG settings available at [DmsGuild.com](#) alongside this publication. Stay current on upcoming creations through twitter [@filkearney](#) and [www.filkearney.com](#)

Anja Svare is the graphic designer and layout artist for the project, and has played D&D for longer than most of you whippersnappers have been alive, so get off their lawn. They are constantly creating new D&D content, designing layout for cool supplements, and generally having a blast working with the awesome people in the TTRPG community (when they're not building and DMing the homebrew *Chronicles of Arkata* campaign for their incredible players out in the wilderness of NEPA). You can follow them [@anjaproductions](#), or [Anja Svare Productions](#), and see all the cool projects they have either created or collaborated on at [DMsGuild](#). New projects and collaborations are always welcome, subject to how awesome the project is, how awesome you are, and how awesome they feel, which is always.

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Bayley Gillier, sometimes known as Bakure, is a space policy fanboy from Canada and writer of *Aramos, Island of Thread and Dye*. He has contributed to such TTRPG projects as *Artifacts of the Guild* and *Sterling Vermin's Infamous Adversaries*, both available on the DMs Guild. You can find him on twitter at [@baygilly](#).

Wyatt Trull is a forever-DM that's fleeing his responsibilities at home by teaching English abroad. Currently, he is languishing in the South Korean countryside. He's the author of the best-selling *Daerdan's Class Feats* and the *Dungeon of the Mad Mage Companion*. You can check out his work and ramblings by following him on Twitter ([@Wyatt_Trull](#)), periodically checking his [website](#), and watching him on [DMs Guild](#).

Carlos Cisco primarily works in the TV/Film space but cut his teeth writing an adventure for the *Eat the Rich Anthology*, followed by one for the *Princess Project Anthology*. He wrote *Sharydis, the Slumbering Maw* for the Odyssey Anthology series. You can follow him on Twitter ([@carlos_cisco](#)) for updates on future releases, both in and out of the TTRPG space.

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Sheax is a freelance artist assisting with character designs for Volume One of the Odyssey Anthology. This is her first time working on a DM's Guild project, as she is relatively new to D&D as a whole. You can find her on twitter [@sheax](#), or check out [sheax.co.uk](#). She hopes this is the first of many projects for the TTRPG community!

Joshua Barbeau is a Canadian neurodiverse freelance writer, editor, game designer, content creator, streamer, actor, professional dungeon master, and all around nice guy. He's the lead editor for Volume One and Three of the Odyssey Anthology, so if you found a typo in either of those, blame it on him. He's been fortunate enough to contribute to [a few cool books](#) on DM's Guild, as well as published [some of his own](#). When not busy doing too many things at once, Joshua is spending time at home with his special-needs dog, trying to forget about the scary world outside his doors for just a little while. He invites you to reach out to him on twitter [@joshuabarbeau](#), or you can hire him to run D&D games for you through his website at [dmondemand.ca](#).



INTRODUCTION

As he spoke, a mountainous wave, advancing with majestic sweep, crashed down upon him from above and whirled his vessel round. The steering oar was torn from his hands, and he himself was tossed off the boat, while at the same moment the warring winds joined forces in one tremendous gust, which snapped the mast in two and flung the sail and yard far out into the sea. For a long time Odysseus was kept under the water. Weighed down by the clothes which the goddess Calypso had given him, he found it no easy matter to fight his way up against the downrush of that mighty wave. But at last he reached the air and spat out the bitter brine that kept streaming down his face. Exhausted though he was, he did not forget his boat, but raced after her through the surf, scrambled up, and squatting amidships felt safe from immediate death.

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

On the world of Theros, the main landmass is ringed by a vast ocean, stretching from familiar shores to the very edge of the world where its waters cascade into a glimmering starfield beyond the reach of mortals. The islands presented in this volume draw inspiration from Greek myths of great voyages, like the *Odyssey* and *Argonautica*, presented as strange, wondrous locations for characters to visit while adventuring on Theran seas.

USING THIS BOOK

Odyssey Anthology Volume I: In Callaphe's Wake includes 10 islands that can be found when sailing the Theran seas, as well as a collection of rules for ancient Greek ships to carry adventurers on adventures between islands.

SAILING ON THEROS

This section expands on the ship rules presented in *Ghosts of Saltmarsh's* appendix *Of Ships and the Sea*, by adding rules for four new ship types: the pentekontor, the trireme, the quinquereme, and the trade ship. Also included are new ship upgrade options inspired by Greek myth, and rules for provisioning a crew - giving a reason to stop off at the many mysterious islands that dot the Theran seas!

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 as 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.

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.



SAILING ON THEROS

The oceans of Theros are vast and mystifying, stretching to a distant horizon at the edge of the world where water cascades into a starry void. Merfolk, krakens and ancient ruins all loom beneath the waves, and on the water's surface hundreds of islands dot the ocean, each with their own trials and mysteries.

Ships on the Theran sea use the rules presented in *Ghosts of Saltmarsh's* appendix, "Of ships and the Sea". Four new ship types, the pentekontor, trireme, quinquereme, and trade ship are detailed in this section, as well as optional rules for ancient Greek-style crews, and rations—the need for which will motivate a crew to land at many of the islands presented later in this volume.

FEEDING A CREW

Aside from trade ships, the average Theran ship can carry enough supplies to last its crew up to 7 days at sea, on full rations. A crew can survive, albeit uncomfortably, on half rations, but at the end of each 7 days that a crew eats half rations, the crew quality decreases by 1.

Rations can be gathered by spending time on an island with ample wild plant and animal life, and a source of fresh water. To gather rations, one member of the crew must lead the restocking effort. That character must make a DC 15 Wisdom (Survival) check, adding the crew's quality to the result. On a success, the crew finds enough fresh food and water to last 7 days over the course of a day. On a failure, they find enough to feed themselves, but require a second day to fully stock the ship for 7 days.

Alternatively, on inhabited islands, enough rations to feed the entire cre can simply be purchased, at the prices shown on the Crew Ration Prices table.

CREW RATION PRICES

Ship Type	Price for One Day's Rations	Price for 7 Days' Rations
Pentekontor	27gp	189gp
Trireme	100gp	700gp
Quinquereme	150gp	1,050gp
Trade ship	20sp	14gp

ANCIENT GREEK CREW ROLES

Based on the ships of ancient Greece, you may want to use these alternate crew rules to those presented in *Ghosts of Saltmarsh*.

Triērarchos (Captain). As with any other ship's captain, a triērarchos issues orders to the crew. A skilled triērarchos has high Intelligence and Charisma scores, as well as proficiency with water vehicles and the Intimidation and Persuasion skills.

Kybernētēs (Helmsman). Second in command to the triērarchos, a kybernētēs controls the ship's movements in combat, often being the one to make split-second decisions about ramming and evasion. A skilled kybernētēs has high Strength and Dexterity scores, as well as proficiency with water vehicles.

Prōratēs (Bow Lookout). The prōratēs' position at the front of the ship has them managing the ship's navigation through dangerous waters, and takes charge of boarding actions launched from the ship's prow following a successful ramming. A skilled prōratēs has a high Wisdom score, as well as proficiency with navigator's tools and the Perception skill.

Naupēgos (Shipwright). The naupēgos is in charge of the ship's maintenance, both in and out of the water. In moments of battle or during a storm, the naupēgos manages the girding of the ship—tightening support ropes that stretch from fore to aft to strengthen the hull. In less high-stakes situations, the naupēgos can identify wood-damaging parasites, waterlogged planks, and when the vessel must be taken ashore. A skilled naupēgos has a high Strength score, as well as proficiency with carpenter's tools and the Athletics skill.

Keleustēs (Exhorter or Bosun). The keleustēs issues commands to the rowers, and directs their speed through orders to the aulētēs. As a result, the keleustēs is the deck crew member who works most closely with the rowers, and will keep an eye on their morale and health. A skilled keleustēs has a high Charisma score, as well as proficiency with the Intimidation, Persuasion and Medicine skills.

Aulētēs (Piper or Musician). The aulētēs's piping keeps time for the rowers, a vital part of directing a ship as maneuverable as a trireme during combat. The aulētēs may also serve as the ship's entertainer, as their pipe-playing skill can help to maintain morale while off duty. A skilled aulētēs has a high Charisma score, as well as proficiency with an appropriate musical instrument and the Performance skill.

Changes to Activity While Traveling

Using the above crew roles, some of the Activity While Traveling options are only available to certain crew members, as listed here:

- Raise Morale (Aulētēs or Keleustēs)
- Navigate (Prōratēs only)
- Repair (Naupēgos only)
- Stealth (Triērarchos or Aulētēs)

Changes to Hazards

When making checks for hazards at sea, crew members can take the checks shown in the Hazard Checks table.

HAZARD CHECKS

Hazard	Officer	Check
Crew Conflict	Triērarchos	Charisma (Intimidation)
	Keleustēs	Charisma (Intimidation)
	Aulētēs	Charisma (Performance)
Fire	Triērarchos	Intelligence (water vehicles)
	Keleustēs	Intelligence (Medicine)
	Naupēgos	Strength (carpenter's tools)
Fog	Triērarchos	Intelligence (water vehicles)
	Kybernētēs	Intelligence (water vehicles)
	Prōratēs	Wisdom (Perception)
Infestation	Triērarchos	Intelligence (water vehicles)
	Naupēgos	Strength (carpenter's tools)
	Keleustēs	Intelligence (Medicine)
Storm	Triērarchos	Intelligence (water vehicles)
	Kybernētēs	Intelligence (water vehicles)
	Naupēgos	Strength (carpenter's tools)
	Keleustēs	Charisma (Intimidation)
	Prōratēs	Wisdom (Nature)

SHIPS OF THEROS

Pentekontor

Pentekontors are perhaps the ship type most suited for a group of adventurers on Theros' seas. They rely on both sails to move, and the 50 oars that give them their name. This grants a pentekontor a versatility that prevents them being stuck at sea when the wind turns against them. Pentekontors are used both by travelling warriors, and as trade ships. While the ship is armed with a ram on its prow, the deck of a pentekontor is too small to arm with large ranged weapons; ranged combat is only possible if the crew uses their own weapons or magic.

A pentekontor has the following features:

Deck. The pentekontor does not have a full deck, rather it has a 5-foot wide deck that runs down the center of the ship from the fore to aft, between the rower benches on either side. Space under this deck is used to store supplies for the crew, who eat and sleep at their benches.

Light. Two hanging lanterns on the mast cast bright light throughout the ship.

Sail and oars. The pentekontor has one 100-foot-tall mast with a sail to catch the wind and oars on either side of the deck for rowing. There are 25 benches set into the hull on the starboard and port sides, each with a 15-foot long oar. When the ship is rowed, crew members sit at these benches to work the oars.

Railing. A 1-foot-high railing lines the edge of the ship, providing half cover for Medium creatures and three-quarter cover for Small creatures on the rower's benches. The railing does not provide cover to creatures on the deck.

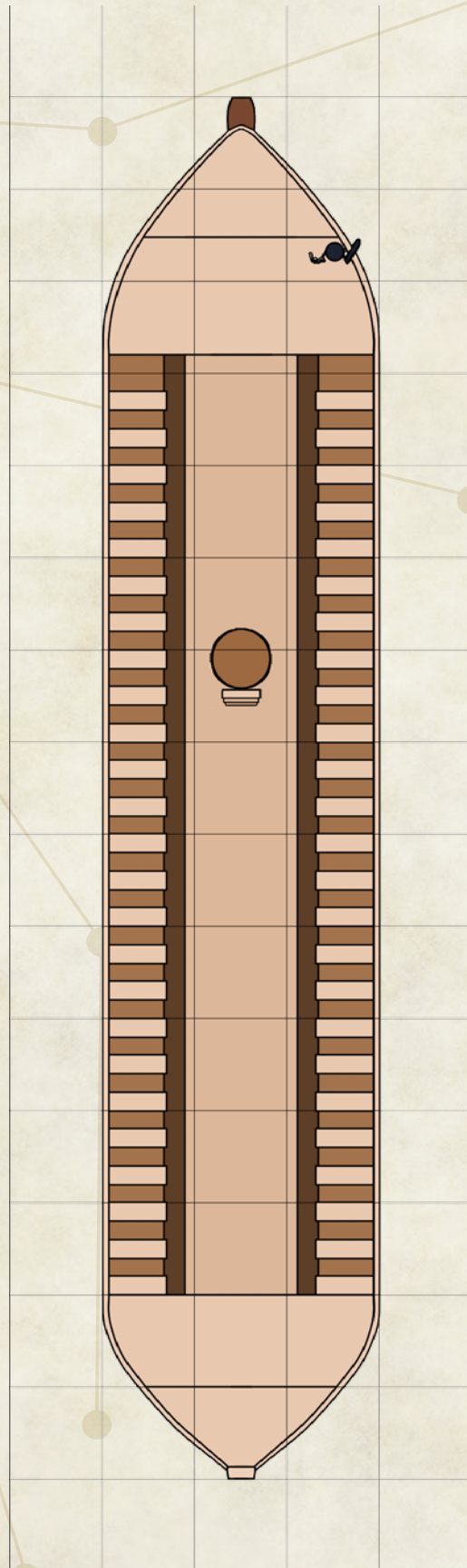
Ram. The pentekontor's prow features a bronze-reinforced ram used for attacking other ships.

Steerboards. The ship's steer boards are attached either side of the stern.

EXAMPLE PENTEKONTOR CREW

A pentekontor's average crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**bandit captain**)
- Three other officers (**bandits**): a first mate, a bosun and a quartermaster (or a *prōratēs*, a *naupēgos*, and a *keleustēs*, if using the optional ancient Greek crew roles).
- Fifty rowers (**commoners**)



PENTEKONTOR

Gargantuan vehicle (75ft. by 15 ft.)

Creature Capacity 54 crew, 10 passengers

Cargo Capacity 1 ton

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0	0	0

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the pentekontor can take 2 actions choosing from the options below. It can take only 1 action if it has fewer than ten crew. It can't take these actions if it has fewer than three crew.

Move. The pentekontor can use its helm to move with its oars or sail. As part of this move, it can use its ram.

Ramming Speed. If the pentekontor has already taken the move action, the pentekontor can use its helm to move its maximum speed with its oars in a straight line. As part of this move, it can use its naval ram, which deals double damage to a target the pentekontor hits. When it does so, the First Mate (or the Keleustēs if using the optional alternate crew rules) must make a DC 15 Charisma saving throw. On a failed save, reduce the quality of the crew by 1.

HULL

Armor Class 13

Hit Points 360 (damage threshold 15)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the pentekontor can't turn.

MOVEMENT: OARS

Armor Class 12

Hit Points 100; -5 speed per 25 damage taken

Speed (water) 35 ft. (requires at least 40 crew)

MOVEMENT: SAIL

Armor Class 12

Hit Points 100; -10 speed per 25 damage taken

Speed (water) 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

WEAPON: RAM

Armor Class 18

Hit Points 75 (threshold 10)

The pentekontor has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the ram rather than to the ship. These benefits don't apply if another vessel crashes into the pentekontor.



Trireme

Tiremes are a large class of naval vessel, that rely on both sails and three ranks of oars, providing the same versatility as a pentekontor. For triremes, the oars also provide much more maneuverability in naval combat, allowing them to turn and perform quick bursts of speed to ram monsters and enemy ships. A trireme's main deck is large enough to support some stationary weapons, typically a ballista, accompanied by the ranged attacks of the crew on deck.

A trireme has the following features:

Ceilings. The ceilings in the lower deck are 6 feet high.

Footlockers. Footlockers on the ship are made of wood and bronze, and have AC 16, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails and Oars. The ship has a 100-foot-tall mast with a sail to catch the wind and oars either side of the lower deck for rowing the vessel.

EXAMPLE TRIREME CREW

A trireme's average crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**noble**)
- Five other officers (**veterans**): a first mate, a bosun, a quartermaster, a surgeon and a cook (or a kybernētēs, a prōratēs, a naupēgos, a keleustēs, and an aulētēs, if using the optional ancient Greek crew roles).
- 10 hoplites (**Akroan hoplites**, **Meletian hoplites** or **Setassan hoplites**, depending on the ship's origin; MOoT, Chapter 6)
- 4 **archers** (see Appendix A)
- 170 rowers and 10 deckhands (**commoners**)

1. MAIN DECK

Ballista. The trireme has one ballista mounted on the deck at the prow. Ten ballista bolts are stacked and secured nearby.

Figurehead. A trireme may be mounted with a wooden figurehead, often carved to depict one of the gods, or one of the many monsters that dwell in Theros' seas.

Naval Ram. The trireme's prow features a bronze-reinforced ram used for attacking other ships.

Railing. A 3-foot-high railing lines the edge of the ship, providing half cover for Medium creatures and three-quarter cover for Small creatures behind it.

Split Deck. A 6-foot-wide opening runs the most of the length of the deck, which leads to the lower deck.

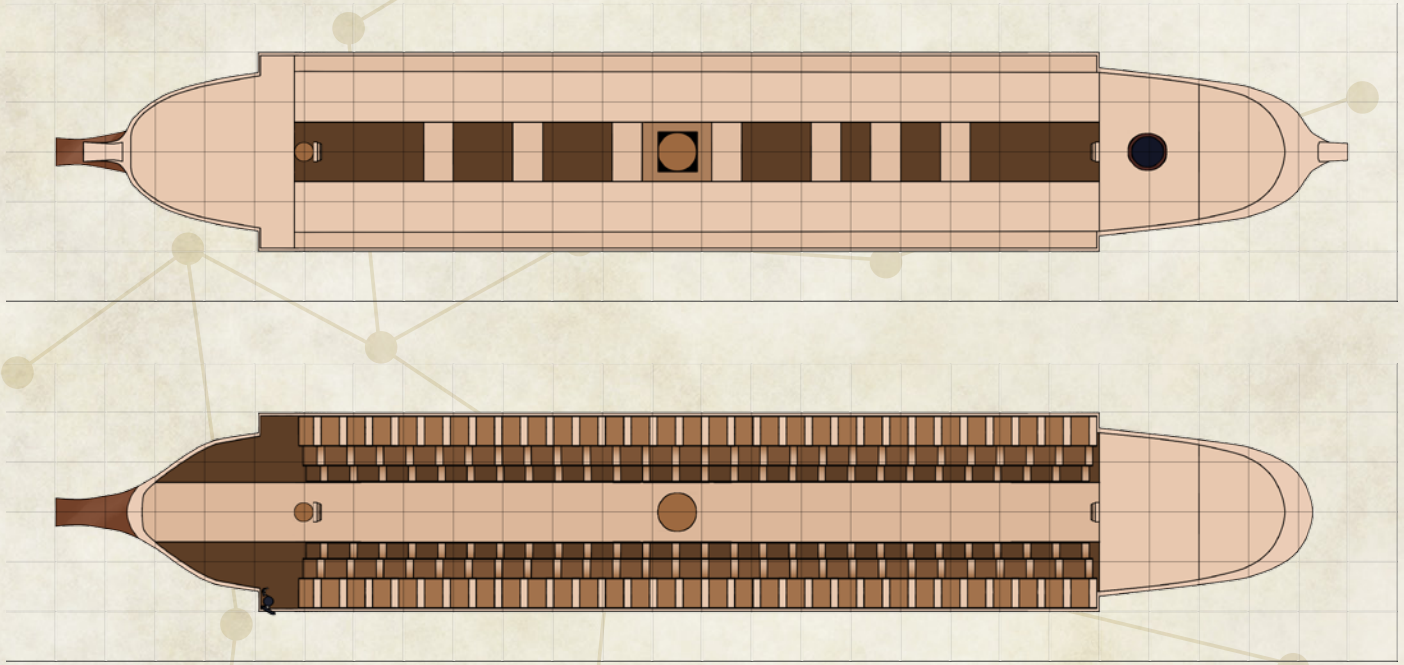
Steerboards. The ship's steer boards are attached either side of the stern.

2. OAR DECK

Cargo space. Cargo is stored at the fore and aft of the ship, and along a central space between the ranks of rowers.

Oars. There are benches set into the hull either side of the ship for up to 85 rowers-per-side, which are staggered in three layers, of 31, 27, and 27 rowers from top to bottom when fully crewed, each with a roughly 15-foot long oar. When the ship is rowed, crew members sit at these benches to work the oars. Thirty spare oars are kept at the center of this deck.





TRIEME

Gargantuan vehicle (120ft. by 20 ft.)

Creature Capacity 200 crew, 20 passengers

Cargo Capacity 50 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	19 (+4)	0	0	0

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the Trireme can take 3 actions choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Shoot Ballista. The trireme can shoot its **ballista** (DMG, ch. 8).

Move. The trireme can use its helm to move with its oars or sails.

As part of this move, it can use its naval ram.

Ramming Speed. If the trireme has already taken the move action, the trireme can use its helm to move its maximum speed with its oars in a straight line. As part of this move, it can use its naval ram, which deals double damage to a target the trireme hits. When it does so, the First Mate (or the Keleustēs if using the optional alternate crew rules) must make a DC 15 Charisma saving throw. On a failed save, reduce the quality of the crew by 1.

HULL

Armor Class 15

Hit Points 500 (damage threshold 20)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the trireme can't turn.

MOVEMENT: OARS

Armor Class 12

Hit Points 100; -5 speed per 25 damage taken

Speed (water) 40 ft. (requires at least 80 crew)

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; -5 speed per 25 damage taken

Speed (water) 40 ft.; 10 ft. while sailing into the wind; 70 ft. while sailing with the wind

WEAPON: BALLISTA

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +5 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

WEAPON: NAVAL RAM

Armor Class 20

Hit Points 100 (threshold 10)

The trireme has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the ram rather than to the ship. These benefits don't apply if another vessel crashes into the trireme.

Quinquereme

The largest type of combat ship on Theros' oceans, a quinquereme is heavily built with what was considered to be the maximum feasible amount of rowers. A quinquereme uses three banks of oars like a trireme, but with a team of 5 for each 3 oars. This allows the quinquereme to maintain the maneuverability of its smaller cousins, the trireme and pentekontor, to some extent, but on a larger scale, allowing it to be armed with larger weapons. Given the size of a quinquereme's crew, it has a shorter operating range compared to smaller ships, as regular stops to resupply are vital.

A quinquereme has the following features:

Ceilings. The ceilings in the lower deck are 6 feet high, with 6-foot high doorways.

Footlockers. Footlockers on the ship are made of wood and bronze, and have AC 16, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails and Oars. The ship has two 100-foot-tall masts with sails to catch the wind and oars either side of the lower deck for rowing the vessel.

EXAMPLE QUINQUEREME CREW

A quinquereme's average crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**noble**)
- Five other officers (**veterans**): a first mate, a bosun, a quartermaster, a surgeon and a cook (or a kybernētēs, a prōratēs, a naupēgos, a keleustēs, and an aulētēs, if using the optional ancient Greek crew roles).
- 20 hoplites (**Akroan hoplites**, **Meletian hoplites** or **Setassan hoplites**, depending on the ship's origin; MOoT, Chapter 6)
- 10 **archers** (see Appendix A)
- 286 rowers and 15 deckhands (**commoners**)



1. MAIN DECK

Ballistas. The quinquereme has two ballista mounted on the deck at the prow, and two mounted at the stern. Ten ballista bolts are stacked and secured nearby each one.

Figurehead. A quinquereme may be mounted with a wooden figurehead, often carved to depict one of the gods, or one of the many monsters that dwell in Theros' seas.

Naval Ram. The trireme's prow features a bronze-reinforced ram used for attacking other ships.

Railing. A 3-foot-high railing lines the edge of the ship, providing half cover for Medium creatures and three-quarter cover for Small creatures behind it.

Split Deck. A 6-foot-wide opening runs the most of the length of the deck, which leads to the lower deck.

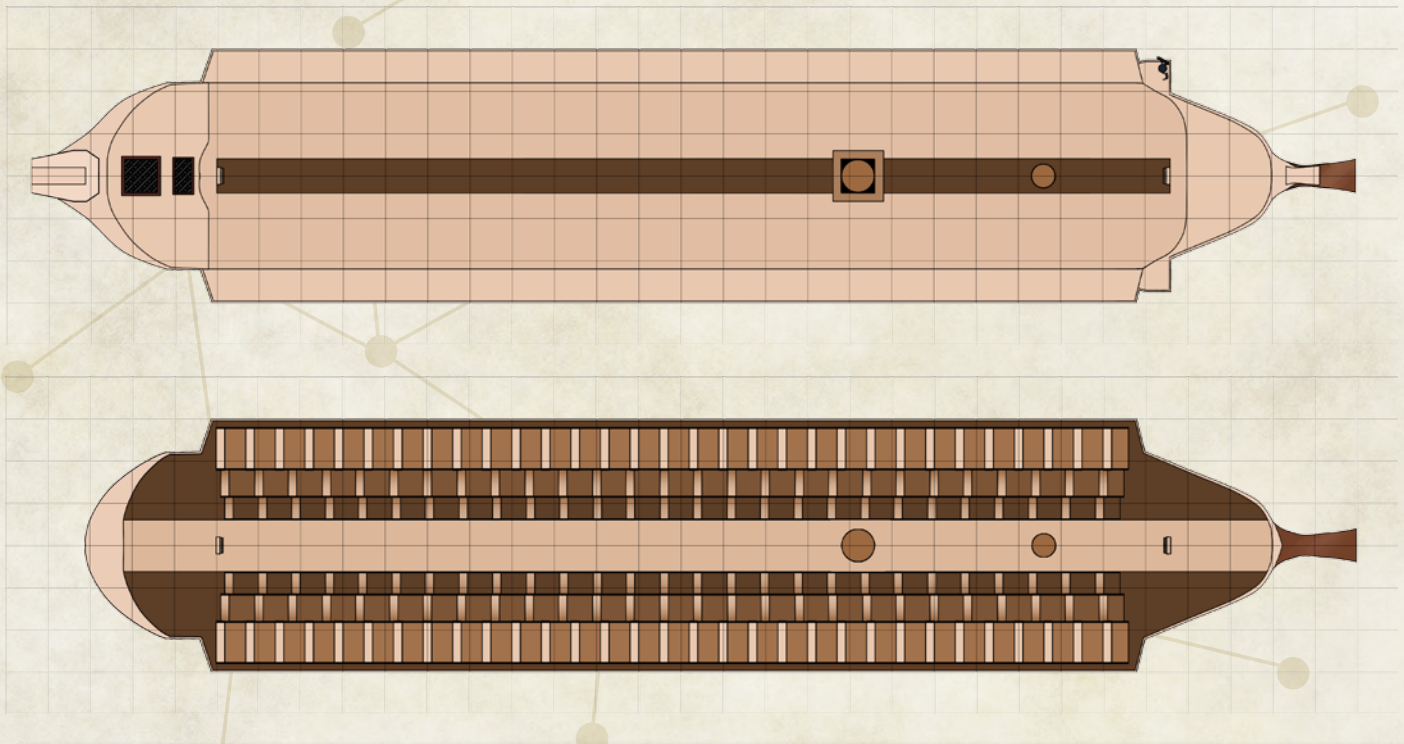
Steerboards. The ship's steer boards are attached either side of the stern.

2. OAR DECK

Cargo space. Cargo is stored at the fore and aft of the ship, and along a central space between the ranks of rowers.

Oars. There are benches set into the hull either side of the ship for up to 143 rowers-per-side, which are staggered in three layers of 62, 54 and 27 rowers from top to bottom when fully crewed, each with a roughly 15-foot long oar. When the ship is rowed, crew members sit at these benches to work the oars. Thirty spare oars are kept at the center of this deck.





QUINQUEREME

Gargantuan vehicle (150ft. by 30 ft.)

Creature Capacity 300 crew, 60 passengers

Cargo Capacity 60 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	20 (+5)	0	0	0

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the quinquereme can take 3 actions choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Shoot Ballista. The quinquereme can shoot its four ballistas (DMG, ch. 8).

Move. The quinquereme can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

Ramming Speed. If the quinquereme has already taken the move action, the quinquereme can use its helm to move its maximum speed with its oars in a straight line. As part of this move, it can use its naval ram, which deals double damage to a target the quinquereme hits. When it does so, the First Mate (or the Keleustēs if using the optional alternate crew rules) must make a DC 15 Charisma saving throw. On a failed save, reduce the quality of the crew by 1.

HULL

Armor Class 15

Hit Points 650 (damage threshold 20)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the trireme can't turn.

MOVEMENT: OARS

Armor Class 12

Hit Points 100; -5 speed per 25 damage taken

Speed (water) 40 ft. (requires at least 80 crew)

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; -5 speed per 25 damage taken

Speed (water) 40 ft.; 10 ft. while sailing into the wind; 70 ft. while sailing with the wind

WEAPON: BALLISTAS

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +5 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

WEAPON: NAVAL RAM

Armor Class 20

Hit Points 100 (threshold 10)

The quinquereme has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the ram rather than to the ship. These benefits don't apply if another vessel crashes into the quinquereme.

Trade Ship

Small and unarmed vessels, few adventurers on Theros' oceans would name a trade ship as their vessel of choice for long-distance travel. That said, many a traveller has hitched a ride aboard a trader's ship, often after losing their own vessel to the perils of the sea and Thassa's ire.

A trade ship has the following features:

Light. Hanging lanterns on the mast and below deck cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The trade ship has one 50-foot-tall mast with a sail to catch the wind.

EXAMPLE TRADE SHIP CREW

A trade ship is typically crewed only by its merchant owner and their hired crew (4 **commoners**). If a ship's owner hires the characters to crew their ship, the merchant (**commoner**) will likely be the only individual aboard with them.

1. MAIN DECK

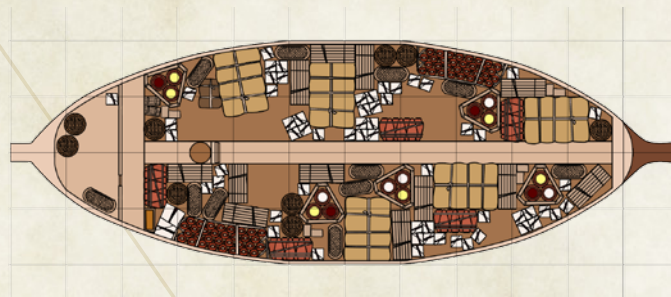
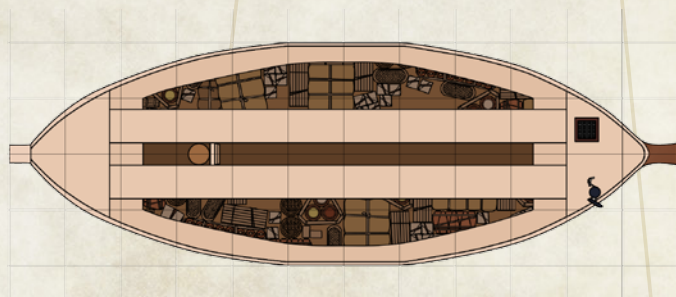
Hatch. A covered 10-foot-square opening leads to the lower deck.

Railing. A 3-foot-high railing lines the edge of the ship, providing half cover for Medium creatures and three-quarter cover for Small creatures behind it.

Steerboards. The ship's steer boards are attached either side of the stern.

2. HOLD

This space houses the ship's cargo, as well as for passengers. The ship's crew may sleep in this space while off duty.



TRADE SHIP

Gargantuan vehicle (60ft. by 20 ft.)

Creature Capacity 4 crew, 10 passengers

Cargo Capacity 10 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	13 (+1)	0	0	0

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the trade ship can take the move action below. It can't take this action if it has no crew.

Move. The trade ship can use its helm to move with its sail.

HULL

Armor Class 13

Hit Points 90 (damage threshold 10)

CONTROL: HELM

Armor Class 16

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; -5 speed per 20 damage taken

Speed (water) 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind

Theros Ship Upgrades

Hull Upgrades

Nyx-WOOD HULL

Cutting lumber from a nyx-touched forest is a difficult prospect—one likely to anger both Nylea and Karametra—but a hull of Nyx-touched wood grants a vessel incredible properties. A ship with a Nyx-wood hull sheds dim light for 15 feet, and the vessel has advantage on saving throws against spells and other magical effects.

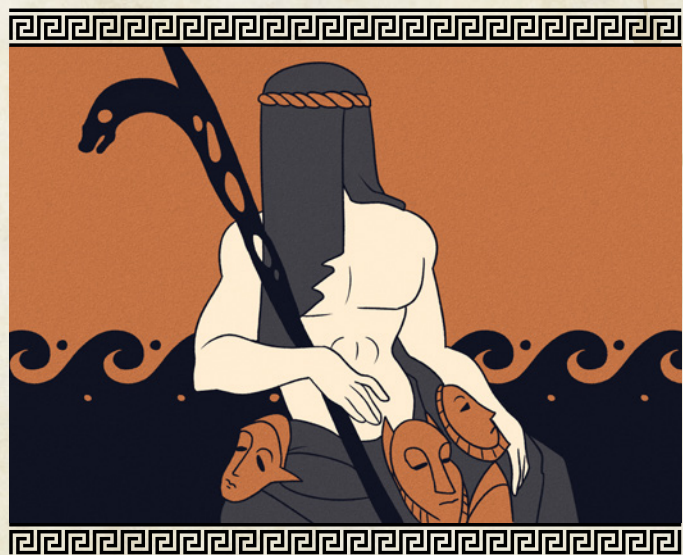
Movement Upgrades

Nyx-FLEECE SAILS

Many seek the fleece of a nyxborn ram for its healing properties, but a sail woven from the wool of a Nyx-fleece is said to improve the health of an entire ship's crew, making rations stay fresh for longer, staving off minor illnesses, and aiding the recovery of injuries. Sails such as these may be gifted by Karametra to her champions. At the start of each week, if the crew's quality score is lower than +3, it increases by 1. Characters that finish a short rest aboard a ship with Nyx-fleece sails and roll a 1 on any hit dice they expend can reroll that die, and must use the new roll.

MOURNING SAILS

Ships returning from tragic, failed ventures often mount black sails in mourning, but these sails, woven by followers of Erebos, project an aura of impending dread upon those who glimpse them on the horizon. While these sails are unfurled, during the first turn of combat, all attacks made against the ship and anyone aboard it are made with disadvantage.



Weapon Upgrades

KRAKEN-BONE RAM

Krakens of Theros' seas are known for their ship-breaking violence, and their bones carry the ruinous sea-magic of Thassa. When a ship with this ram crashes into another ship, the rammed ship has disadvantage on its Constitution saving throw, and rolls two additional dice for the amount of damage taken from the crash.

Figurehead Upgrades

DOLPHIN FIGUREHEAD

This Thassa-blessed figurehead depicting a pod of dolphins has the power to summon nyxborn reflections of the same creatures from their dance around the ship's bow to aid the crew when threatened. As an action the ship can cast the *conjure animals* spell to summon eight Nyxborn **dolphins**, which act after the ship in combat, fighting to protect the ship and its crew. Roll Nyxborn properties for the dolphins when they are summoned (MOoT, Chapter 6, Nyxborn Creatures). Once a ship uses this action, it can't do so again until the next dawn.

GODLY FIGUREHEAD

Some sailors adorn their ships with a figurehead of Thassa, in an attempt to gain her favour, but if a crew are truly pious, they may be granted miraculous boons. When mounting this figurehead on a ship, choose which god it represents. The crew of the ship gain 1 piety with that god when the figurehead is complete.

While a character aboard the ship with a godly figurehead has a piety score of 5 or higher with the same god as is depicted on their ship's figurehead, that character can make the ship can use one of its actions to cast a spell at 3rd level requiring no components, based on the god depicted on the figurehead, which animates to cast the spell. The spell originates from the figurehead, and has a spellcasting ability modifier of +5 and spell save DC of 15, where appropriate. Once a spell has been cast this way, it can't be cast again until the next dawn. The spells granted by each figurehead are shown on the Figurehead Spells table.

IN CALLAPHE'S WAKE

FIGUREHEAD SPELLS

God Depicted	Spell (cast at 3rd level)
Athreos	<i>ray of enfeeblement</i>
Ephara	<i>calm emotions</i>
Erebos	<i>bane</i>
Heliod	<i>daylight</i>
Iroas	<i>crusader's mantle</i>
Karametra	<i>create food and water</i>
Keranos	<i>lightning bolt</i>
Klothys	<i>revivify</i>
Kruphix	<i>guiding bolt</i>
Mogis	<i>fear</i>
Nylea	<i>conjure barrage</i>
Pharika	<i>mass healing word</i>
Phenax	<i>hypnotic pattern</i>
Purphoros	<i>fireball</i>
Thassa	<i>tidal wave</i>

SCYLLA FIGUREHEAD

Once a ship with this figurehead closes on its foes, this bronze sculpture of a dreadful hydra-like sea monster animates, snapping jaws reaching to rip into sea monsters, tear apart a ship, or pluck enemy sailors from the decks of their ships. As one of the ship's actions, it can activate this item to animate the statue, making the following attack 5 times:

Bite. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 18 (2d12+5) bludgeoning damage.

Once a ship uses this action, it can't use it again for one minute.

MASKS OF THE RETURNED

Few sailors would adorn their ship with the masks of the returned, but some believe that a mass of gold masks on their ship's prow wards off more nefarious undead monstrosities. While aboard a ship with this figurehead, creatures have resistance to necrotic damage.

Random Ships

There are many vessels on Theran seas beyond those of the characters. The following rules can be used to generate random Theran ships, based on the Random Ships section of *Ghosts of Saltmarsh's* Appendix, "Of Ships and the Sea".

SHIP TYPE

d10	Ship Type
1-3	Pentekontor
4-5	Trireme
6	Quinquereme
7-10	Trade Ship

SHIP PURPOSE

Each of these ships are suited to a specific purpose, selected from the ship purpose list in "Of Ships and the Sea".

Pentekontors have a range of uses, due to their size and potential for small combat actions, they may be Passenger, Fishing, Military, Piracy or Mercenary ships.

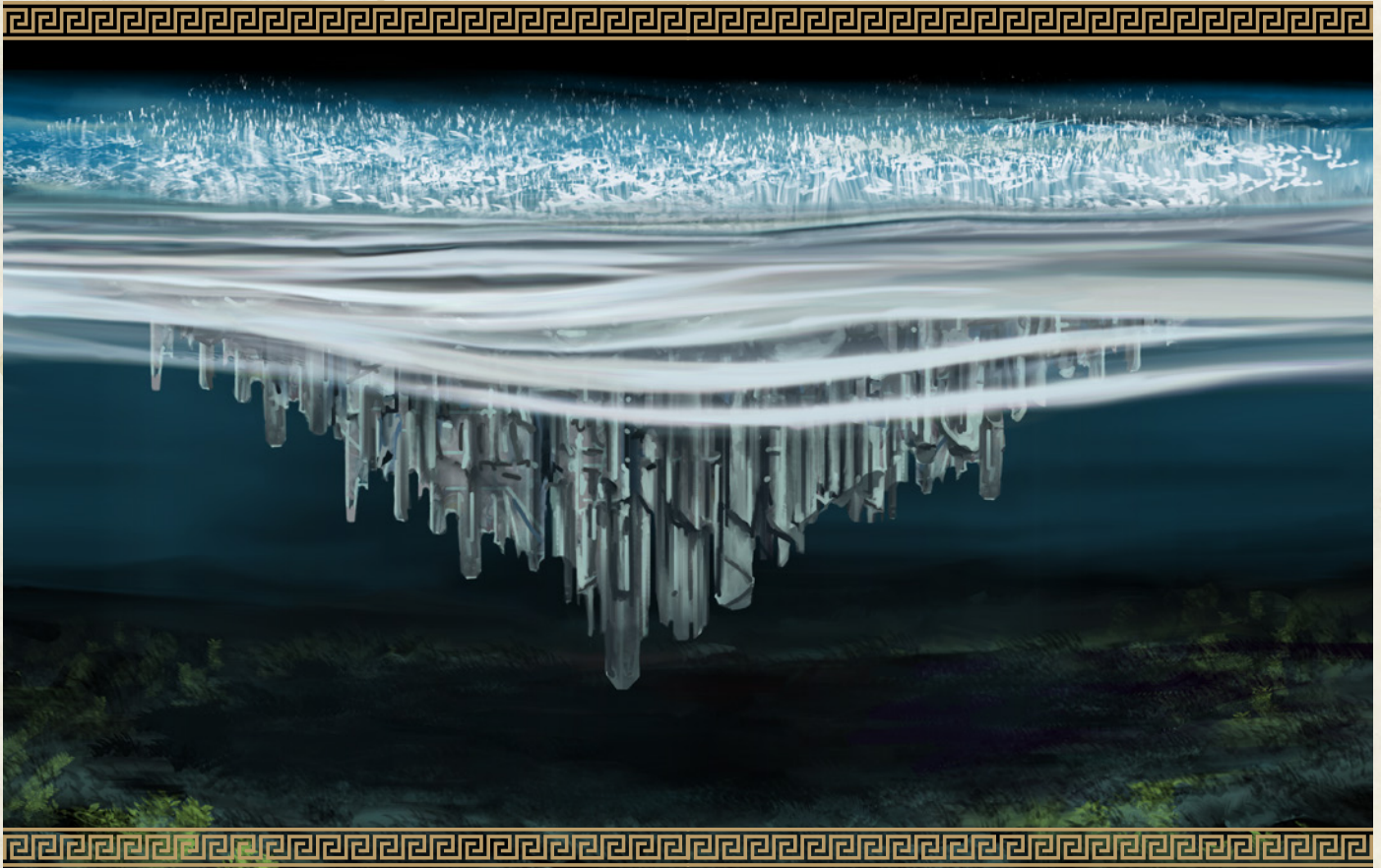
Triremes are combat vessels, so see use as Military, Piracy, and Mercenary ships.

Quinqueremes' huge crews, and the costs of supplying them mean that they rarely see use other than as Military ships, serving as the flagships of the Meletian navy.

Trade ships are abundant on the Theran seas, especially sailing to and from the port of Meletis, and may be used as Cargo, Passenger, or Fishing ships, also being used for Piracy on rare occasions (usually by crews down on both luck and numbers). Any of these ship types may appear as a Ghost ship

MILITARY CREWS

Theran military vessels are, for the most part not crewed by soldiers - the rowers of the average military vessel are **commoners**, with **veterans** as the officers, and a force of 10-40 (or 1d4 x 10) hoplites (**Akroan hoplites**, **Meletian hoplites** or **Setassan hoplites**, depending on the crew's origin; MOoT, Chapter 6), and 4 archers (see Appendix A) on deck as the vessel's marines.

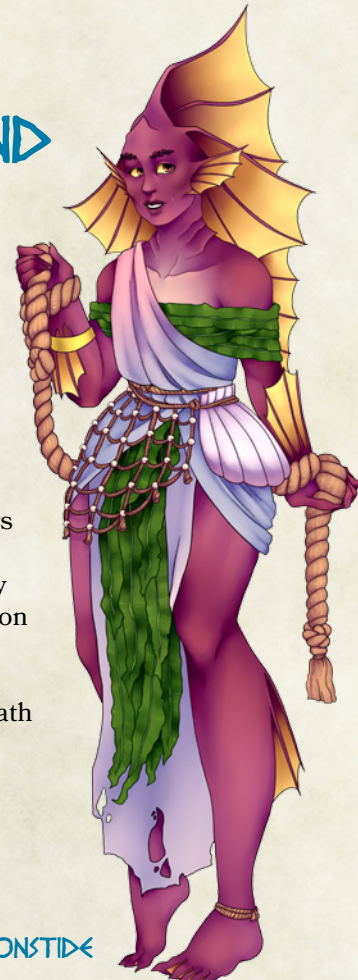


ÁNOKÁTO, THE UPSIDE DOWN ISLAND

Somewhere in the Theran Sea, there is a small floating island which appears to have been flipped upside down—its bleached coral reefs sticking far into the air like the roots of an uprooted tree. Very little vegetation survives on the land that sits above sea level. What little flora does exist clusters tightly around murky ponds which dot the otherwise barren landscape. Below the calm sea lies a hidden merfolk community, its golden buildings and arches clinging to the ground on the underside of the floating isle above. This is the island of Ánokáto.

The ocean around the island is eerily still, seeming mirror-like on clear, hot days. This can make sailing to the island labor-intensive, yet numerous abandoned ships near the shore speak to many visitors—none of whom ever left. Because the sea stays so calm around the island, it does not generally move much from day-to-day. At night, will-o'-wisps tempt passing ships to their doom. The ships beach themselves on the sandy shore before the crew is devoured by the local undead.

Below the island the merfolk thrive, protected and isolated by the dangers above them. They welcome visitors, happy to cast *water breathing* to accommodate them. If asked about the island's peculiar geography, some tell of a particularly deadly storm that boiled the sea before tipping the island with a massive wave. Others suggest it was a punishment or a reward from the gods, though they hesitate to assign the blame or boon to any in particular. Whatever the reason, there are rumored to be great treasures once hidden beneath the surface, now guarded by the undead above.



INHABITANTS

The merfolk of Ánokáto once lived on the surface of the island before it was flipped, and, in fact, many still live in the same buildings their ancestors once did. As merfolk are equally capable of living on land or underwater, the shift has not affected their way of life all that much. The community, called Ano Poli (or “Uptown”), is led by swift-witted Trida Seasonside (she/her), a flamboyant, chaotic good, reformed merfolk pirate who found her way to the community by accident following a shipwreck. Her competence, charm, and the mentorship of the city’s previous leader ensured her current place. The merfolk also take pride in their school system, headed by sharp-eyed headmistress Calliope (she/her), a kind but stern lawful good merfolk who grounds Trida’s fancies.

The merfolk are excited to see new faces on the island and are very accomodating. Seasonside, a former pirate herself, will question the party’s motivations. Characters who wish to make a deal with her must succeed on a DC 15 Charisma (Persuasion) or (Deception) check to convince her they mean no harm to her people. If they prove themselves allies of the merfolk by ending the undead threat above, the heroes will find themselves in Trida’s good graces if not endeared to her already. Once Trida is convinced the characters don’t pose a threat—either through a successful check or through their deeds—she informs them that there is a shipwreck above that her people dare not approach, believing its plunder is cursed. She refuses to speak further on the matter, but insists the heroes investigate themselves if they are curious. They will recognize the ship, Trida says, by its intact hull (see Shipwrecks).

Headmistress Calliope is interested in any news the heroes can provide of the outside world, specifically in the polis of Akros, Meletis, and Setassa. Even before the flip, the island was isolated by the sprawling coral reef below that now forms the bone reef above, so her people have always had to rely on travelers to bring word from the outside. In fact, Calliope might even invite characters to speak at the school if they have the time and inclination (see Ano Poli).

Calliope keeps meticulous records of the history of her people and can be a good source of information about the island. Unfortunately, even she cannot provide answers to the mystery surrounding it. If questioned, Calliope explains that during the time of the flip, her long-dead islander ancestors believed they had angered the gods, but didn’t know why. They made sacrifices to every god known to them in fear of further punishment, but none answered their prayers. To this day, they still don’t know what truly caused the flip.

No one lives on the surface of Ánokáto anymore, but many undead lurk in the shaded corners of the bone reef and roam the isle at night.



HEADMISTRESS
CALLIOPE

LOCATIONS

Ano Poli

The merfolk settlement of Ano Poli was once a gorgeous village of white stone and golden spires that shone in the sunlight. Now, it is covered in algae and seaweed. The entire city is rooted to the underside of the floating island, the sloped roofs of its buildings pointing toward the seafloor far below. Rather than a ruin, however, the buildings seem to have adapted to their new undersea environment as easily as the merfolk who inhabit them.

The village is situated primarily around the agora, at the center of which lies a fountain that now only gushes bubbles of air. Merfolk children are encouraged to play in the bubbles to train their lungs, with the hope that someday the dangers of the surface world might be overcome. Most days the agora is filled with merchants who primarily deal in items scavenged from shipwrecks, many of whom would be delighted to trade for new baubles or technology their community might lack due to their isolation. Their stock includes most of the adventuring gear found in the *Player's Handbook*, as well as antique art items that could be sold for a hefty profit on the mainland. Trida Seasonside can often be found in the agora, keeping an eye on her charges and selling scavenged trinkets.

The school is the pride of the island, hosting lectures on a variety of subjects including philosophy, art, and the natural sciences. Heroes who demonstrate proficiency in applicable skills (such as any Intelligence-based skill, but let players be creative here) might be recruited by Headmistress Calliope to perform a guest lecture in front of a class. Calliope can pay them with a pearl worth 10 gp for their efforts. An educational—or, at least, entertaining—lecture can be given by making a DC 15 check in the relevant skill. Success indicates the merfolk children are attentive and awed by the heroes during the lecture. Afterwards, the hero might find they are trailed by 1d4 merfolk children anywhere they go in Ano Poli. Calliope discourages this hero worship, as she worries that it will motivate the children to stray to the surface—an adventure that could prove deadly.

The Bone Reef

Before the island was flipped on its head, the coral reef served as a natural barrier preventing ships from getting too close. Now it serves as an above-ground cave structure home to numerous undead. **Ghosts, specters, will-o'-wisps, skeletons, and drowned dead** (see Appendix A) all haunt the island, and might be found roaming in small groups, as if on patrol. They are servants of Erebus, and attack any living creature they encounter. Their patrols effectively trap the resident of the Captain's Cavern in an unending hell for his trespasses against their god (see The Captain's Cavern).



The reef, built of marble and grown coral, once served as a second home to the ancient merfolk of the island. Like the city below, these structures have been flipped upside down and may be nigh unrecognizable now that the weather and time have taken their toll. The coral that forms these cave-like structures is now bleached an eerie, bone-white. The seagrasses and algae that once lived on the coral have died and petrified in the stark sunlight. The tops of the coral, once the base of the structure, are evenly sheared off, leaving some without an enclosed ceiling. A successful DC 15 Intelligence (Nature) check reveals that Ánokáto could not have always been a floating island, else it would not have had coral attached. Whatever caused the island's present state, whether natural, magical, or divine, also destroyed much of the surrounding flora. It is as if a massive hand scooped up everything in the area and upturned it.

At the center of the island is a submerged cave which is only revealed at the lowest tide. A successful DC 15 Wisdom (Survival) check made to study the tracks of the undead across the island can tell that they circle the area, but never come near (see The Captain's Cavern).

The Shipwrecks

The white beaches of Ánokáto are littered with shipwrecks both recent and ancient. Most look like they crumpled into the island or were washed ashore. Heroes can investigate the ships for plunder, but merfolk have already scavenged much of what remained. Roll on the trinkets table in the *Player's Handbook* to determine what they find while searching the wreckage.

One shipwreck appears pristine, untouched by the passage of time. In actuality, this wreck is much older than the others and carries a wealth of gold and valuables as unique and ancient as the plane of Theros itself. A successful DC 15 Intelligence (Religion) check reveals that this horde of treasure rightfully belongs to bleak-hearted Erebos, god of the dead. Erebos is often associated with wealth, presiding over the earthly coffers of the dead, thus his temples would make a ripe but foolish target for brazen thieves. Moving the gold around the island or taking a piece of it to gain information does not incur Erebos' wrath, but taking the gold for personal gain is a trespass the god of the dead will not weather.

Adventurers who take the treasure for themselves have earned the ire of Erebos, and would be wise to remember that, eventually, all find their way to his domain. Until the treasure is returned to its rightful temple, every creature in the party has disadvantage on death saving throws, a curse from Erebos and a promise that someday soon—perhaps much sooner than they'd like—their worldly possessions will again be his. Returning the treasure is an entire adventure that will take the heroes on a journey to the outskirts of the Underworld, with all of the dangers that entails, to save their souls from Erebos' everlasting torment.

The Captain's Cavern

At the lowest tide the heroes can access the submerged cavern at the center of the island. Inside is a waterlogged and moss-slick ladder leading into the dark abyss. To reach the bottom, a character must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check, or they slip and fall, taking 2d6 bludgeoning damage. The water at the bottom of the cave is 1 foot deep, and is considered difficult terrain for anyone who is a Small or smaller creature.

At the bottom of this natural well is a dank cavern of roughly rectangular shape, with a throne-like seat of seaweed and bleached coral at one end. Upon the seat sits a corpse holding a golden holy symbol of Erebos. A successful DC 10 Wisdom (Medicine) check reveals that the corpse is not in an advanced enough state of decomposition to have been underwater for long. If it or the holy symbol are disturbed, the corpse comes to life and attacks. It uses the statistics of a **revenant**, except it has proficiency in Athletics. Once reduced to half its hit points, the creature surrenders. If allowed to speak, the creature tells the adventurers his story, and, in so doing, the story of Ánokáto. If the heroes attempt to kill him, they'll find the task impossible. Though their strikes still cause him pain, the creature cannot be reduced below 1 hit point.

The Captain's Story

Ánokáto was once this former pirate's home base; with its treacherous coral reef and merfolk traders, it seemed the perfect spot. He remembers being human, though he does not know his name anymore or what he has become. As a pirate captain, he led his crew on the adventure of a lifetime—they sailed to the underworld and sacked a temple of Erebos. He thought they got away with it, but shortly thereafter his crew all fell ill and died from a wasting sickness. His ship crashed on the shore of Ánokáto. That's when the hand of Erebos sheared the island from its roots and upended it with a massive wave. When he washed ashore he was surrounded by undead, but they did not kill him. Instead, they enabled him to live many lifetimes of misery and perpetual drowning. They forced the holy symbol of Erebos into his hand and shoved him into the cavern where he still resides, neither truly alive nor dead.

He has tried to escape many times, but the undead above only grow in strength and numbers. There is no escape for him. In life, he is tormented, and in death he surely will be, too. He knows innately that he could break the holy symbol and be free of this suffering, but he has not done so through the long ages out of terror. He pleads with the characters to break it for him.



PHAISTYN, THE ISLE OF SPLINTERS

Esmeralda, the harpy witch queen roosts amid the Isle of Splinters, a scattering of spire-like crags protruding from the sea. She fiercely guards her hoard of stolen plunder acquired from ships venturing too close to her domain. They are known to kidnap misfortunate sailors for sacrifice to appease the Tempest that resides here.

THE HARPIES

A clamor of **blood-toll harpies** (MOoT, Chapter 6) nest amongst the island's rocky cliffs, led by their queen, **Esmeralda (she/her)**. **The harpies are malicious beings**, greedy and quick to violence. They are constantly squabbling amongst themselves, squawking abuse at each other or breaking out into vicious bursts of blood and feathers. Even when in positions of perceived power, such as watching over prisoners, they are easily goaded into arguments through accusations of petty theft or vulgar insults.

Harpies are cowardly, unfair fighters. In combat, they gang up on weaker enemies attempting to capture and carry them off to rookery cages for later sacrifice. If outnumbered or singled out they simply flee. They are also easily scared, flighty like all birds.

While harpies appear hateful towards their sisterhood, they are in fact fiercely loyal to their flock. Through deep seeded fear and indoctrination, they have been conditioned to sacrifice everything for the safety of their queen.



ESMERALDA, THE HARPY WITCH QUEEN

The oldest of the harpies, Esmeralda claims to remember the days before people sailed the seas. She is the harpies' mother, matriarch, priestess and ruler, and they love and fear her in equal measure. Esmeralda is malicious, maniacal, and above all monstrous. She has no respect for any living thing other than herself and her flock, to which she is fiercely protective. She will not forgive any acts of harm toward her children, seeking only bloody revenge as recompense for such trespasses. Like her children, she is herself impetuous, fickle, and easily distracted, though she does not share their ravenous greed. Instead she values only power. She loves nothing more than lording over her fledglings, embodying the titanic power of Uro.



ESMERALDA

LOCATIONS

The Splinters

Towering pillars of natural stone, the splinters stand guard around the island like fingers of some long dead titan, clawing its way out of a watery grave. The numerous pillars are eroded and slick from salty ocean spray, of varying sizes, and make up the bulk of the island's total mass. The tallest stretch high into the sky, and serve as the foundations of the rookeries, while the smaller ones stick out like rocky pikes that impale incoming ships.

A ship that sails too close to the island shores must succeed a DC 15 Dexterity saving throw or take 5d6 piercing damage, and become stuck on the splinters. A ship can become unstuck by using an action to make a DC 15 Strength check, with a bonus equal to the crew's quality.

The Rookeries

The harpies roost amid the immense spires of the island in nests built from the debris of hundreds of shipwrecks. Known as the rookeries, they sit jagged and jutting, hanging precariously from the tallest splinters. Snapped masts, shattered hulls and mutilated figureheads protrude from the spray of splintered wood, rusted iron and tattered cloth that make up these chaotic structures.

TREASURES

The harpies hoard their treasures hidden within the rookeries. Like magpies, they crave shiny objects and valuable items. Motivated only by greed and envy, the harpies protect their plundered wealth from the rest of their flock by hiding it or setting vicious traps. Along with jewels, gold, and silver plenty, various magic items can be found amidst the hoards. When plundering the hoards of treasure, roll on the following table to determine what is found. All items other than the *Feather Token* can be found in Appendix B:

d6	Magic Item
1	<i>Ring of Alter winds</i>
2	<i>Periapt of Unbreathing</i>
3	<i>Belt of the Merperson</i>
4	<i>Wing Bracers</i>
5	<i>Mirror Shield of Magic Reflection</i>
6	<i>Feather Token (DMG, Chapter 7)</i>

PRISONS

Those unfortunate enough to be captured by the harpies are not immediately killed, but left to suffer for a short while in driftwood cages that hang loosely from the edges of the rookeries. To escape, a prisoner must succeed a DC 11 Strength (Athletics) check to dismantle the enclosure from within. However, the rookeries are in a constant state of reconstruction, and are always a straw away from collapse. If escapees fail by 5 or more, the cages sway too far, and the rookery begins to crumble into the water. As they tumble into the waters below, characters on the rookery must make a DC 14 Dexterity saving throw or take 2d6 bludgeoning damage from debris.

Jaws of the Underworld

At the heart of the island is a natural bay where ships find themselves after emerging from the surrounding stormy seas. Sharp rocks, uneven seabed, and long lost flotsam ensure that no vessel that enters ever leaves unscathed.

THE STORM STONES

Atop the largest bulk of slippery rock on the island are ancient monuments to Uro, Titan of Nature's Wrath. The monument is little more than a circle of weatherbeaten stones, with patterns of lightning scarred across their surface. Known to the harpies as the Storm Stones, these relics are used by Esmeralda to commune with Uro and grant her dominion over the storms surrounding the island. In return for this power, Uro demands blood sacrifice. To satiate the titan, the harpies strand sleep-deprived prisoners atop a lone splinter high above the craggy shoals of the bay. Left to cling for sometimes days on end, it's only a matter of time before weariness takes hold and they drop into the bloody brine that brews below.

SURVIVING THE ISLE OF SPLINTERS

Sailing the surrounding seas

Ships that veer too close to the island are encircled by a raging tempest too violent to be natural. While the storm threatens to wreck the ship against the rocky shores (see "The Splinters"), 3d4 **blood-toll harpies** swarm the crew. The harpies seek to capture as many sailors as possible, carrying them back to the rookeries, where they are held in driftwood cages for sacrifice.

Seeking the island

Adventurers who seek to free captured sailors or travel to the island for other reasons can find it without much difficulty, but successfully navigating the ensuing storm is no easy task. Sharp rocks and rough seas could leave them gripping desperately to the slick rocks on the island shores if they are not skilled enough sailors. Crews caught in these storms must each succeed at DC 13 Dexterity saving throw or be thrown overboard. If not then plucked from the surrounding sea by the harpies, they will eventually wash up on shore in the Jaws of the Underworld.

Even if characters navigate the unsafe waters and avoid capture from the attacking harpies, the only place to make land is near the southeast side of the island—at the Jaws of the Underworld. The rest of the island's shores are impossible to land on due to the jagged rock formations.

Traversal

Very little flat ground exists naturally here, most of the island's mass is slick rock, sheer cliff face, or projecting splinters. To make any headway by foot, characters must climb all manner of rocky protrusion. Falling characters risk landing on sharp rocks or into violent surf, dragging them under or hitting them against the shore.

FALLING CONSEQUENCES

Simply having players take damage when falling can lead to fairly uninteresting results. Instead, consider providing interesting consequences to failure. Catching the attention of a nearby group of harpies, clattering into the hold of a long wrecked ship (perhaps still haunted by undead sailors), or falling into monster infested waters are just some ideas for how to make failure interesting.

Escape or Rescue

The prisoners are held aloft in hanging driftwood bird cages in the rookeries. Clambering the splinters to the rookeries is possible, albeit difficult without proper climbing equipment or magic. During the day most harpies stalk the surrounding skies, watching for incoming ships, but by night they sleep in their rookery nests. Only one or two harpies keep watch over the prisoners at a time, constantly squawking at and prodding them with sharp implements to ensure they do not fall asleep.





TRIANDRÍA, THE ISLAND OF THREE SISTERS

Triandría, the Island of Three Sisters, is a rocky, crag-covered land cut by wide, green valleys that are lined with sandy beaches as white as fresh fallen snow.

Crystalline waterfalls born from mountain springs reach from the highest points, feeding rivers in the valleys below before filtering out to the sea. The fertile valleys of the island are filled with wild orchards laden heavy with golden apples, the favourite foodstuffs of the native tribes and the pegasi that make their eyries in the mountains. These many splendors make the island an attractive place to visit for passing ships, but greedy and unwary travelers must beware—seeking to plunder the island of its riches always leads to grisly fates at the hands of the island's namesakes: a trio of nymph sisters who jealously defend the island from all those they consider to be threats.

INHABITANTS

Three groups of inhabitants dwell on the Island of Three Sisters, each of whom claim a different biome as their own. The first is a herd of nomadic centaurs that ride throughout the island's valleys. The second is a tribe of satyrs who dwell in the forested glades. The third and smallest group is a pride of outcast leonin (**tribal warriors** led by a **leonin iconoclast**; MOoT, Chapter 6) that left the mainland when Agnomakhos fell from power; they dwell in a small fishing village along the shores of Terpsichore Bay, and are willing to do trade with respectful travelers.

The mountain peaks are home to several eyries of **pegasi**, the nests of **blood-toll harpies** (MOoT, Chapter 6), and great birds of prey. The valleys and forests are filled with game, and the rivers overflow with fish. Most life on the island is Nyxborn, reflecting their sacred nature.

The Three Sisters

The island is defended by the titular Three Sisters: an oread named Galatea (she/her), a nereid named Iphigenia (she/her), and a dryad named Thalia (she/her). Each of the sisters is a force of nature—beautiful, powerful, and ferocious. The sisters each dwell in a different portion of the island, but they regularly convene in a hidden grotto at the isle's heart, a place not easily accessible to those who do not know the way to it.

Each sister has the **Legendary Resistance** trait which they can use once per day, is immune to the effects of difficult terrain, and, when together, they have access to the **Nature Coven** spellcasting features of a **hag coven** (Volo's Guide to Monsters, Chapter 1, "Alternative Coven Spells"). In addition, each of the sisters possess the **Sororal Sending** action.

GALATEA

Unconquerable Galatea, an oread hero blessed by Nylea, is a muscular and statuesque beauty whose strong features appear to have been chiseled from solid marble. Never seen without her longbow, Galatea is a competitive, proud woman who guards the mountains of the Island. She camps among the crags of the mountains, rarely spending two nights in the same place. Galatea may playfully challenge adventuring parties to races or hunting competitions, confident in her prowess. Though losing shocks her, she accepts defeat with grace and humility, and may reward any such victor.

Galatea uses the statistics of a **summer eladrin** (Appendix A), with maximum hit points, a climbing speed of 50 feet, and the ability to cast the *hunter's mark* spell at will.

IPHIGENIA

Storm-anointed Iphigenia, a nereid hero blessed by Thassa, always appears as though she just emerged from the sea. Though generally of a relaxed disposition, her emotions are as changeable as the tides, and one would be wise not to end up on the wrong side of her trident. When not patrolling the nearby shoals, Iphigenia dwells inside a giant clam in the waters off the island's coast, surrounded by a garden of coral. Iphigenia may invite adventuring parties to swim alongside dolphins with her on her patrols.

Iphigenia uses the statistics of a **spring eladrin** (Appendix A), with maximum hit points, a swim speed of 60 feet, and the **Amphibious** trait. She wields a trident instead of a longsword, which deals acid damage instead of psychic.

Sororal Sending. The nymph summons the rest of her sisters. At the start of the nymph's next turn, the other members of the Three Sisters appear in unoccupied spaces within 30 feet of the summoner. The sisters each roll initiative when they appear.





THALIA

THALIA

Sun-wreathed Thalia, a dryad hero blessed by Heliod, has skin like birch bark and hair like autumn leaves. The crook staff she carries is adorned with a cornucopia of flowers and grapevines, which seem to bloom wherever she strides on the island. As eldest of the three, Thalia is somewhat stern, despite her shy nature. She dwells in her flower-wreathed birth tree, located in the centre of the Twilit Glades. Thalia may invite adventuring parties to drink tea and meditate with her.

Thalia uses the statistics of an **autumn eladrin** (Appendix A), with maximum hit points, the ability to cast the *shillelagh* spell at will, and the Tree Stride ability of a dryad. She wields a quarterstaff in place of a longsword.

LOCATIONS

The Snow-White Shores

Though much of the Island of Three Sisters is surrounded by reefs and rocky outcroppings, the beaches are places of tranquil beauty. With crystal clear waters lapping at the coves, several shores are lined with sand as white and soft as freshly fallen snow, disturbed only by the occasional brightly coloured shell that the tide has pulled in. Colourful fish swim near the shores, most of which are largely unafraid of humanoid creatures and delight in swimming alongside them.

The clear waters make it easy to spot the abundant oysters in the area, many of which contain precious pearls (see chart below). However, plundering too many pearls may draw the attention of the Three Sisters.

Pearl	Investigation DC	Worth (GP)
White Pearl	DC 5	10 gp
Pink Pearl	DC 12	50 gp
Lavender Pearl	DC 15	100 gp
Black Pearl	DC 20	500 gp
<i>Pearl of Power</i> (limit of 2)	DC 25	N/A

The Verdant Valleys

Amidst the rolling hillsides of verdant greens, where each blade of grass glimmers a soft emerald hue against the shining sunlight, the fertile valleys of the Island of Three Sisters are home to its greatest treasure: the golden apple orchards where the boughs are all heavy with shining golden fruit. Members of the three tribes of the island regularly visit the orchard to harvest the shining golden fruit; in particular the satyrs, who enjoy fermenting the apples into potent alcoholic ciders for use in ritualistic celebrations and bacchanals. Other creatures, such as the pegasus herds that dwell on the island, can often be found grazing in the orchards and partaking in the apples as well, along with more common beasts like **elk** and **boars**.

Visitors to the island are allowed to enjoy the **Golden Apples** (see Appendix B), but harvesting too many is considered a grave offence that can summon the ire of both the tribes, and that of the Three Sisters.

The Twilit Glades

Thick and mysterious Nyx-touched forests dot the higher reaches of the islands where the valleys meet the mountains. Here, hidden by the dense foliage upon the soft forest floor, camps of satyrs engage in revelry, discuss philosophy, dance, sing, and make merry at all hours of the day and night. The thick canopies of the Glades project perpetual twilight over the forests, providing the perfect atmosphere for the satyrs' parties, and offering shelter for the starry Nyxborn beasts that also call the place home.

Nyx-fleece rams and **fleecemane lions** (both found in MOoT, Chapter 6) also dwell here. While shearing the occasional Nyx-fleece ram or testing one's heroic mettle against the lions is accepted, glory killing the lions and slaying the rams immediately angers the Three Sisters.

The Sky-Piercing Peaks

Red and russet mountains mark the skyline of the Island of Three Sisters. Standing atop any of the peaks provides amazing views of the island, the sea, and the sky at each rosy-fingered dawn and every Nyx-blessed twilight.

The mountains are home to the eyries of proud and gentle pegasi, which live in herds of four to six and are typically led by a slightly larger pegasus (with an improved Strength and Charisma score of 20 each). Good-aligned characters that perform heroic deeds in service to the island, or who go out of their way to try and befriend a pegasus, may find themselves with a lifelong companion.

Beyond the pegasi that dwell on the mountain summits, nests of harpies are hidden throughout the peaks. Galatea regularly hunts the harpies down when they begin to poach too many of the elks and boars of the forest, or when they dare too much by targeting the members of the island's tribes. No matter how many hunts she leads, the harpies always seem to crop up again after a time.

The Sisters' Sanctum

Hidden away in the depths of the island is a secret grotto that has never seen the sun. The water in the grotto is crystal clear, revealing the white sand beneath the water's surface. Faintly glowing crystals cast light that shimmers across the water, and illuminates a small mass of land at the center of the grotto's waters. On this patch of land stands a marble column, upon which a bowl—adorned with images of the Three Sisters—sits, filled to the brim with golden apples. Before the Three Sisters convene and perform their rituals, they each partake in eating an apple.

THE ISLAND IN PERIL

1. ON DISTANT SHORES (LOW TIER).

A trireme crewed by pirates (**bandits** and **thugs**) captained by a woman named Otrera (**bandit captain**) seek to pillage the island - razing the coastal leonin village for its goods and wealth, plundering the apple orchards, and corralling a number of pegasi to sell at markets across Theros. Join the Three Sisters on the backs of pegasi and drive the pirates back from the shores!

2. HERDING DEATH (MID TIER).

An earthquake has opened a passage to the Underworld, allowing a herd of **catoblepas** (Appendix A) to enter the island. Join the Three Sisters in hunting the beasts down before they bring death to paradise!

3. SPIRITS OF THE SEA (HIGH TIER).

Driven mad by the influence of a dreadful force deep beneath the waves, several spirits of the deep now take the form of a number of **storm giants** that assault the island. Protect the sacred grotto from the mad giants while the Three Sisters perform a ritual to end the storms threatening to destroy the island and its inhabitants!

4. THE FINAL FEAST (EPIC TIER).

Terror rises from the sea once more as a **kraken**, aided by its cultists (**kraken priests**; Appendix A), tries to devour the island, believing its orchards of golden apples will embolden it with strength enough to consume the gods themselves. With blessings provided by the Three Sisters (Dungeon Master's Guide, Chapter 7, "Supernatural Gifts"), the party must end the siege and slay the kraken before its ambitions threaten all of Theros!





AMVENITOS, SEAT OF AFFLIKTION

Amvenitos is a tall, circular island that rises out of the center of a monstrous whirlpool like a glittering column. Waterfalls gush over the sides obscuring the homes of cliff-dwelling hydras and a lush jungle on the peak. The jungle, called the rainforest of maladies by the locals, conceals a menagerie of venomous monsters ruled over by three medusa sisters, all priestesses of Pharika. Those who survive the maelstrom surrounding the isle can easily moor at the sandy beaches below, but only the brave or desperate climb to the jungle above.

While the jungle of Amvenitos is less than a mile across, it bears astonishing diversity of flora and fauna. The medusas have specially cultivated the island to be inhabited by creatures and plants whose blood, nectars, and fruits can be used to create any number of poisons—or balms, depending on your recipe. The medusas live in an overgrown temple called the Blessed Tangle, where they care for their apiary and craft unique potions as worship of Pharika.

VENOMOUS HIEROPHANTS

The only intelligent inhabitants of the island are 3 Theran **medusas** (*MOoT*, Chapter 6, “Classic Monsters”). The medusas live together, deeply caring for the island as a form of religious devotion and personal pleasure.

Umparset, the youngest, bears bright red scales and always wears her beekeeper’s veil to protect visitors from her gaze. She cares for the apiary the most diligently and is always accompanied by a swarm of bees (use **swarm of insects** statistics).

Dremedes, the middle child, has vibrant green scales with black stripes. The most curious of the three, she is always in the midst of an experimental plant crossing to create new fruits and flowers for her concoctions.

Antropes, the eldest, has scutes like that of a crocodile colored deep black with eyes resembling pools of honey gold. She is a quiet and thoughtful woman who loves to wander the island; Antropes is most knowledgeable about where different plants and animals can be found.



UMPARSET

28

LOCATIONS

The Violent Maelstrom

The slick towering island can be seen even through the misty spray of the swirling vortex that surrounds it by any character with a passive Wisdom (Perception) of 12 or higher. The rapid currents are a challenge imposed by Thassa for travelers to overcome in order to access the bounty of Amvenitos; the rushing water of the white-topped crests makes a tremendous roaring sound that can be faintly heard from as far as a mile away. The radius of the whirlpool is approximately 100 feet, but it is nearly impossible to cut directly across the raging waves. Any character proficient in water vehicles can tell that the easiest way to reach Amvenitos is allowing the current to take the ship down to the sandy beaches at the center, while carefully avoiding the sharp rocks in the current's path.

Once the party decides to navigate the whirlpool, explain to your players that approaching Amvenitos is a skill challenge.

Players. The goal of the skill challenge is to successfully navigate the whirlpool to the beaches of Amvenitos. During the skill challenge each character can make a check using a skill they are proficient in. However, a character cannot make the same check twice. Checks are made until the party accumulates six successful checks or three failed checks.

Any skill can be used if a player makes a good case for it. Example checks include:

- *Acrobatics:* Deftly navigating to the crow's nest or traversing the rocking deck to deliver messages over the roaring din.
- *Persuasion:* Inspiring rowers to push themselves and keep a controlled pace.
- *Survival:* Looking at the waters ahead for rocks and other threats.

DM. The DC for success in this skill challenge is 14. The party must accumulate six successes to win. If the party accumulates six successes, they succeed on the skill challenge, and are able to safely dock at the shores of Amvenitos with negligible damage to their ship.

If the party accumulates three failures, they fail the skill challenge. With each new failure, describe the worsening situation for your players, so they know their time is running out. This means that the party is unable to navigate the whirlpool safely, colliding with sharp, jagged rocks and being swept with powerful waves; the ship takes 6d20 slashing damage. In addition, any humanoid on the ship must succeed on a DC 15 Dexterity or Strength saving throw or be thrown overboard, taking 6d6 slashing damage from the rocks. In either case, the characters find themselves on the shores of Amvenitos.

At night the current of the whirlpool reverses direction, allowing a ship to easily sail out of the Amvenitos, but making it impossible to sail into safely.

The Beach

Amvenitos' beach is made of glittering dark sand that shines in sunlight. Hardy fish, starfish, and crustaceans are abundant in the tide pools that can be found against the rising cliffs of the beach. The only risk to the ship and crew are the pale **giant crabs** which emerge from the cliffs at night to capture prey from the tide pools. These giant crabs boldly attack any lone creatures who wander from the crew at night. The waterfalls which cascade over the sides of the island splash into large pools all around the beach, making for great fishing and bathing spots.

The Cliffside Ascent

There is a rocky pathway that navigates up the jagged cliffs of Amvenitos to the jungled peak. This passage winds around the exterior of the island and beneath the waterfalls that shower down from above, making it slick and slippery. Characters must ascend these pathways at half their movement in order to do so safely. Any character who attempts to move their full movement or Dash must succeed on a DC 14 Dexterity saving throw or slip and fall prone to the ground.

The jagged cliffs are also peppered with natural holes and caves due to the constant erosion from the waterfalls, some of which are home to **ironclaw hydras** (use the statistics of a **hydra**, but with a 40-foot climb speed and +8 Athletics). A party who ascends this pathway is guaranteed to cross at least one inhabited cave on their circuitous route. Characters who succeed on a DC 14 Wisdom (Perception) check can smell reptilian musk emanating from the caves, and any who fail a DC 16 Dexterity (Stealth) check while passing them attracts the attention of the hydra inside.

A hydra fights until it reduces a character to 0 hit points, whereby it grapples the unconscious body and retreats from whence it came to enjoy its meal. If the hydra is reduced to half of its hit points or fewer, it disengages and flees back inside the depths of its home. Characters who chase a hydra discover it attempting to consume its prey in a large cave filled with bones, which is difficult terrain for the characters but not the hydra. Any attacks the hydra makes while climbing on the craggy walls of its lair are made with advantage due to its experience defending its territory.

Characters who successfully navigate the path to the peak find themselves within the rainforest of maladies.

The Rainforest of Maladies

This lush and fertile jungle is a feast for the eyes and other senses. Color bursts from all sides as heavy fruit and aromatic flowers dangle from branches and vines—sometimes disguising a **giant constrictor snake** hiding among the boughs. The gorgons regularly fertilize the loamy soil, so smells of fresh earth drift on the air, and tracks of the **basilisks** that wander the jungle are easy to find. These giant constrictor snakes and basilisks deal an extra 10 (3d6) poison damage with their bite attack. Colorful birds of paradise dance through the trees as happy and productive colonies of bees buzz merrily through the canopy during daylight hours.

Occasionally, the large shed skin of one of the island's resident medusas can be found caught in the boughs of a tree. A character who succeeds on a DC 16 Wisdom (Survival) check finds the slithering tracks of one of these venomous hierophants. When followed, they lead to the Blessed Tangle.

The Blessed Tangle

This overgrown, open-air temple is wreathed in vines that bear dark purple berries and red-tinged leaves. The stones and pillars of the temple are stained a light yellow color, making it stand out in stark contrast to surrounding the jungle. Tanned skins of snakes and basilisks which the medusas use to make their clothes lie all about. In the center of the temple is a black, wide iron cauldron in which the medusas mix their own tinctures and guide visitors in potion-making. The medusas hunt and harvest sustainably from the island, and keep a ready supply of dried fruits and salted meat carefully stored within the Blessed Tangle.





ANTROPES

GAMBLING WITH PHARIKA

When a medusa finds humanoids on the island, they first instruct the visitors to avoid their petrifying gaze before offering them a meal of honeyed fruits and cooked meat. If not all found together, the sister or sisters present invite the visitors to meet with the others at their temple. After offering their hospitality, the three women inquire if the visitors come seeking a potion (a prospect which greatly excites Dremedes but is a simple religious ritual for the other two). The three women never give away the recipes of their own mixtures freely, but they tell the visitor what ingredients are required for the purpose at hand. If the visitors did not come to the island with the intention of crafting a potion, Antropes shares Pharika's creed and encourages the visitors to test their alchemical skills to craft something that the heroes would find useful—strengthening their muscles, healing their wounds, or seeing through a spectral eye. They believe that Pharika's blessings are fickle; whether a tincture harms or heals should always be left in Her hands. The medusas use their extensive knowledge of alchemy to share the recipes from the Potion Crafting Table, though you may add additional potion recipes or change these as you see fit.

Once the characters know what they require to craft their desired potion they can search the island for the components. Characters with proficiency in the Survival skill who spend 15 minutes searching can discover any of the potion components or creatures which carry them from the Potion Components Table, while those who lack proficiency can do so in an hour. In each case, the table describes the method of collecting the ingredients.

Once the party has collected what they need, one character must make an Intelligence check, adding their proficiency bonus if the character is proficient with alchemist's supplies. The DC for the check varies based on the potion, as set in the Potion Crafting Table. If their check does not meet or exceed the DC, they instead craft a *potion of poison* which cannot be distinguished from the intended potion, even by the *identify* spell (due to Pharika's whims).

POTION CRAFTING TABLE

Potion	Ingredients	DC
<i>Potion of Healing</i>	Ilsyan bark, chrysós	12
<i>Potion of Climbing</i>	Warbriar, ruffle kelp	12
<i>Philter of Love</i>	Trickback spider, amaranth, wolfwillow berries	14
<i>Potion of Greater Healing</i>	Ilsyan bark, Chrysós, bird of paradise feather	14
<i>Potion of Water Breathing</i>	Fang of a lamprey, sip of recollection, pomegranate seeds	14
<i>Potion of Fire Giant Strength</i>	Basilisk blood, Hoplite's blush, typhoon bloom	16
<i>Potion of Flying</i>	Chrysós, medomai's fruit, typhoon bloom, bird of paradise feather	16
<i>Potion of Invisibility</i>	Basilisk blood, sip of recollection, wolfwillow berries, trickback spider	16



POTION COMPONENTS TABLE

Component	Collection Method	Appearance
Chrysós	These flowers grow in caves and must be carefully plucked or they will be crushed; it requires a successful DC 12 Dexterity (Sleight of Hand) or Wisdom (Survival) check to gather.	Delicate golden petals with a long yellow stamen said to have their color from the spilt blood of Daxos.
Basilisk Blood	This blood must be harvested from a freshly killed basilisk.	Blue, sluggish blood that reflects green in direct sunlight.
Bird of Paradise Feather	This plume can only be plucked by carefully sneaking up on a bird of paradise; it requires a successful DC 14 Dexterity (Stealth) check to gather.	Long, green-and-red plume that iridescently reflects moonlight.
Warbriar	No complication.	Patch of thorny brambles which grow in the shade of large trees
Riffle Kelp	This kelp must be pulled carefully, lest one overbalance and fall over the waterfall; it requires a successful DC 14 Wisdom (Survival) check to gather.	Greenish-blue kelp that grows at the edge of a waterfalls.
Trickback Spider	These spiders are ever-vigilant, requiring a successful DC 15 Dexterity (Sleight of Hand) check to gather.	This golden spider bears a red face on its abdomen to fool predators.
Amaranth	No complication.	These red flowers grow in large, hanging groups from thick stems.
Ilsyian Bark	No complication.	The bark of ancient trees is named for the blessed circle of the Underworld.
Pomegranate Seeds	No complication.	These large red seeds can be found at the heart of their large, round, and crimson fruit.
Fang of the Lamprey	This fang must be harvested from a freshly killed lamprey (use stirge statistics, but replace fly speed with swim speed).	This curved fang drips with paralytic venom.
Hoplite's Blush	No complication.	This white flower bears a soft red ring at the center around its stamen and anthers.
Typhoon Bloom	These flowers bite any who attempt to pluck them (+4 to attack, 3d6 poison damage on a successful hit). The blooms have advantage on attack rolls against targets who are not proficient in Wisdom (Survival).	These white-and-green flowers bear an uncanny resemblance to a large, serpentine head.
Medomai's Fruit	No complication.	When wind shakes this blue gourd-like fruit, its rattle sounds like a stern, wordless voice.
Sip of Recollection	In order for this to be gathered, a character must look at their reflection and sacrifice a memory to the waters by reciting it aloud. Otherwise, this water loses its potency.	These clear blue waters spout from the natural wells that feed the waterfalls.
Wolfwillow Berries	No complication.	These brilliant orange berries grow from trees whose roots form canid-like shapes.

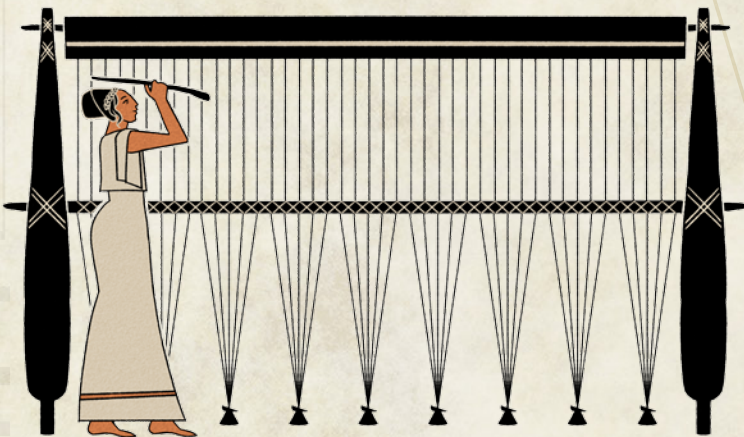




ARAMOS, THE ISLAND OF THREAD AND DYE

A solitary, rocky outcropping jutting out of Thassa's domain, the island of Aramos is a rugged but bountiful place known for its well-spun thread, quality dyes, and impeccable fabrics. The island is a small, semi-circular piece of land surrounded on most sides by natural rocky hilltops. Docks built along the inside of the semicircle serve as the main mooring point for arriving ships, as the rest of the island's boundary is difficult to approach. Squished between the sea and the rocky hilltops is the city of Aramos.

The citizens of Aramos have centered their whole economy around their weavers, dyers, and clothmakers. Each morning and night dozens of workers traverse the rocky barrier which separates the city from the fields in order to ply their trade. All of the arable ground on the island is devoted to the raising of sheep for their wool or the cultivation of fruits for their natural dyes. In small patches grow kermes oak trees and sprawling logwood trees used in making red and black dye. On the nearby coastal shelf the residents hunt large sea snails for their secretions used in making royal purple dye. This dedication to craftsmanship prompted a growth of skill and ingenuity among the residents, and none more so than in the daughter of stalwart-souled King Spintharus, Lady Spindol, who is lauded as the island's best weaver.



SPINDOL'S MACHINATIONS

In an affront to the gods, Lady Spindol, princess of Aramos, has been developing techniques to make threads of pure Nyx. So far, she has been collecting the Nyx from the dreams of living beings, but as the scope of her work continues to expand, she requires more and more material to complete it. She seeks to change Aramos's fate through her masterpiece, and ensure the island is prosperous and secure forever.

Klothys, god of destiny, finds Spindol's work particularly appalling. While followers of Klothys appear from time to time to manipulate mortal destinies to Klothys's plan, Spindol's work stands in mockery to it. The sheer arrogance in thinking that she can rewrite the destiny of the entire island will soon draw the wrath of the gods if Spindol isn't stopped.

LOCATIONS

Fields of Woad and Wood

Cresting the rocky hilltop at the centre of the island are the fields of Woad and Wood. Visitors of this area are greeted to a view of tight fields of all imaginable colours between rows of trees. The yellow bursts of dyer's woad alongside squat logwood trees, with rows of pomegranate tree's frame fields of madder and sheep.

Kermes trees attract large insects which are also called kermes (use the same statistics as an **ankheg**). The shells of the kermes insect can be turned into a brilliant crimson dye, making each carapace worth 70 gp if brought to a local dye maker.

TABLE 1 – RANDOM ARAMOS FIELD ENCOUNTERS

d8 Encounter Details

1	2–3 griffon eat pomegranates from a row of trees, stripping many of them bare
2	4 satyr drink and dance in a small clearing, throwing insults at anyone that comes near
3	2 commoners struggle to push their cart out of a ditch, their two oxen running loose nearby
4	1 kermes eats away at a squat oak tree
5	2 giant boar are flushed from a nearby field pursued by a trio of hunters of horseback
6	2 kermes hide in a small grove of trees
7	A dryad sits in a copse of trees while speaking to a group of 3–4 giant elk
8	3 kermes devour a fallen tree



LADY SPINDOL



The Phoe Shelf

Diving beneath the rough blue waves of Thassa's domain, the residents of Aramos scour the shallow places of the ocean for sea snails (use the same statistics as a **flail snail**, but with the Amphibious trait; see appendix A). These slow but dangerous creatures are highly sought after for their secretions used in making royal purple dye, and each is worth their weight in gold. While hunting these creatures is profitable, local merfolk and servants of Thassa populate the area, which can make the gathering dangerous. Experienced divers are careful to avoid those who truly know the ocean depths.

TABLE 2 – RANDOM ARAMOS SHELF ENCOUNTERS

d8	Encounter Details
1	2 divers winning a fight against a flail snail
2	A kraken priest devoted to Thassa creates a wave-like circular pattern out of rocks on the seafloor
3	1d10 + 2 giant crabs scuttle and dance, fleeing in all directions if bothered
4	A shipwreck haunted by 1d4 ghost sailors still guarding two chests of gold, each containing 50 gp
5	1 killer whale with a merrow on its back, searching for prey
6	2–3 hunter sharks hunting schools of fish
7	1 water elemental myrmidon guarding a shrine to Thassa with 1d4 pearls inside as offerings, each worth 100 gp
8	2 flail snails munching on some seaweed

The Great Marketplace of Aramos

In the centre of the city of Aramos is the Great Marketplace, home to all manner of crafted and woven goods. Vibrant colours draw the eyes to competing stalls hawking wares from bolts of cloth to fine-woven garments and tapestries so expertly crafted they would impress even Purphoros.

The market has stalls of various goods and sundries, including an old lady selling imitation wards against dark magic. She warns the party of many disappearances that have been happening of late, and offers them a set of simple charms made from scrap pieces of thread tied together. She asks only for whatever the party can spare for them. Whether they take the wards or not, the old lady will warn them to be careful of being pulled into the darkness.

ADVENTURE

Upon arrival in Aramos, the party finds that adventurers are in short supply, and the islanders view them as an oddity. Most residents suggest that they visit the castle if searching for work, or that they could try collecting dye materials from the Phoe Shelf or the Fields of Woad and Wood.

Characters who visit the fort are welcomed personally by King Spintharus garbed in fine clothes dyed a deep shade of purple. The party is invited in for a small banquet with the king to discuss potential work they can do on the island. A place is set for Lady Spindol to the king's right, but she does not attend. The king notes that she is most likely busy in her workshop, and brags that her recent works have been the best she's ever done.

At dinner, Spintharus explains the situation to the party. Paraphrase the following:

- A dozen residents of Aramos have gone missing over the past few weeks.
- His daughter's hand maid was taken right from the castle
- A Nyxborn agent of Klothys named Moira Disera is investigating already, but she could use some help

He asks the party to find whatever is causing people to vanish, rescue the missing if possible, and ensure no further disappearances occur.



KING SPINTHARUS

IN CALLAPHE'S WAKE

CONNECTING ARAMOS TO THEROS

If you feel you need to raise the stakes on Aramos consider having a traveller from another island or part of Theros be included among the missing. Think carefully on why Spindol would take this individual over easier prey; perhaps they are blessed by the gods and therefore have more Nyx to take.

One of Klothys's Nyxborn destiny weavers, a woman named Moira Disera (use the statistics of a **mage**, but with resistance to bludgeoning, piercing, and slashing damage from non-magical weapons), is already investigating the disappearances and she may be able to assist the party. Spintharus can tell them she is staying at an inn called Vaf's Taverna located near the Great Marketplace of Aramos, or you can have them bump into her during their investigation.

INVESTIGATION

The investigation into the disappearing residents of Aramos can be as long or as short as you want to make it, with the understanding that the whims of adventurers can reduce or increase even the best laid plans. To that end, the investigation is not explicitly laid out below.

Spindol's Workshop

Spindol's workshop is at the end of a long winding pathway into the rocky parts of Aramos. It is a large but unassuming building, with little in the way of outward decoration or visible light from within. When the party enters, they find a standing loom surrounded by baskets of dyed thread of every imaginable color. A layer of dust covers everything, hinting that the space has not been used in some time.

A large, masterfully crafted tapestry hangs on a nearby wall depicting the gods Nylea, Purphoros, and Heliod. Below Nylea is an opening between two trees, below Purphoros, a cave, and below Heliod is a shimmering tower. The openings below Nylea and Heliod are fake, with the cave beneath Purphoros leading into Spindol's atelier. If anyone tries to enter the tapestry through the opening beneath Nylea, 3 Nyxborn **black bears** emerge and attack the party. If anyone tries to enter Heliod's tower, a Nyxborn **veteran** and two Nyxborn **guards** emerge from the tapestry and attack. Each has resistance to bludgeoning, slashing, and piercing damage from non-magical weapons.

Into the Atelier

In the tunnel behind the tapestry lie the missing Nyxborn, dying on stone tables. Strange machines draw colorful threads out of them—the threads of destiny. Each of the threads wind deeper down the tunnel.

Lady Spindol works away in an octagonal room full of pillars, each one containing a slumbering prisoner. The pillars reach to the ceiling, and are full of small holes and hooks used for guiding threads toward Spindol's massive standing loom. She turns as you enter, her deft hands



SPINDOL NYXWEAVER

now moving to gather thread rather than working on the masterpiece behind her. She has a dark complexion matching her fathers, with voluminous frizzy black hair framing her face. Her clothes are a delicate weaving of finely made cloth accented with gold jewelry betraying her status as princess. You can see the image of Klothys partially formed in the tapestry behind her.

ENCOUNTER

Spindol (see Appendix A) begins the encounter at the indicated point where the star is on the battlemat (see Appendix C). Each thread has 10 hit points, AC 12, and resistance against non-magical weapons. The threads are only visible when used as part of Spindol's lair action or her multiattack. Spindol will not surrender to the party. She sees her work to secure Aramos' fate as more important than her own life.

Conclusion

After defeating Spindol, the tapestry behind her begins to fall apart and fade into the stolen dreams of the weaver's prey. The pillars open up and release the kidnapped people of Aramos, each one waking as if from a long nightmare.

King Spintharus is devastated to learn of Spindol's wrongdoings, vowing to turn her workshop into a Temple of Klothys in hopes of sparing Aramos the god's wrath. The king also offers the party 2,000 gp and several sets of fine clothes for saving the island. If Spindol was captured alive, Spintharus promises to lock her up for her crimes; if she was killed, he pardons the party for murdering the princess—knowing they didn't have a choice—and grants her a royal funeral in spite of her crimes.





36

DECE, AN ISLAND ON THE BRINK

The island of Dece has an arid climate and hilly terrain. It boasts a population of roughly 2,500 people; mostly humans but a handful of tritons and minotaurs live among them. The waters around the island are calm but grow more turbulent further out to sea. **Boars, lions** and **ibex (goat)** roam the island.

LOCATIONS

Matriarch's Victory

At the highest point of the island, visible to all, stands a 50-foot-tall bronze statue immortalizing the moment hoplite Lasthena defeated Peritas, the archon tyrant. The islanders of Dece revere Lasthena as a god, believing her to have ascended after her defeat of Peritas instead of perishing from her wounds. Because she freed the island, she is viewed as the matriarch of their society.

Braisers at the foot of the statue are constantly lit, while offerings of food, drink, and coin are placed there year round, especially on the anniversary of her ascension. Those who are in desperate need are welcome to take these offerings—another way Lasthena continues to watch over them—but those who take out of greed are thought to suffer a terrible curse. At the foot of the hill is a temple dedicated to the care of the statue and the matriarch's offerings.



Akone

Located on the southeastern coast of Dece, the city of Akone is home to roughly 1,700 people. The city has been ruled by a queen since its founding in honor of Lasthena. A council of elders helps advise the queen along with the current polemarchos.

When not being attacked by pirates, the citizens of Akone lead simple lives as farmers, fishers, hunters, tanners, stonemasons, and merchants. They have a mixed economy of barter and currency, with bartering being primarily reserved for the citizens. The city exports grain, fish, wild game, and animal hides. The game meat of Dece is a delicacy in Meletis and other nearby islands.

Along with worshipping Lasthena the citizens worship Nylea, god of the hunt, and Thassa, god of the sea. A large statue overlooking a temple is dedicated to Thassa near the docks while an equally large statue of Nylea with an altar at her feet is located on the road north of the city's entrance.

Fort Lasthena

Located on the eastern tip of the island, Fort Lasthena is home to nearly four hundred soldiers under the command of Polemarchos Kephissa (human **polemarch**, she/her), a 45-year old woman with dark brown skin, brown hair in a bun with her sides shaved, and dark brown eyes. Soldiers spend their days training, protecting important political figures, patrolling the city, and guarding key points within the fort. At any given moment, four soldiers attend each councilmember, ten surround the queen, two flank the polemarchos, and four guard the treasury. At any sign of major trouble a brazier atop the fort can be lit and reinforcements mobilized from the city.

Pirate Haven

The western side of the island is home to the infamous pirates of Nikea. They are led by Captain Pyrrha (human **assassin**, she/her), a short 35-year old woman with neck-length wavy brown hair, weathered brown skin and eyes almost as black as night. Pyrrha's leadership is supported by her first mate Maron (minotaur **bandit captain**, she/her), and Pyrrha's wife Ismene (human **commoner**, she/her).

A little over four hundred people live in the walled off haven. According to any soldier or citizen of Dece, everyone that lives here is a bloodthirsty murderer that will cut your throat as soon as look at you—but that is far from the truth. About a third of the population are men, women, and children living lives similar to those in Akone. Most are related to the pirates, while those that aren't have fled from society for one reason or another.

Located in the basement of Pyrrha's stronghold is a treasury that has a triple lock mechanism, each one requiring a DC 20 Dexterity check using thieves' tools to open. Maron, Ismene, and Diodoros—the owner of a popular tavern called The Maw—each carry one key with them. The keys must be turned simultaneously; if they are not, the doors to the basement seal behind the would-be thieves and water from the coast starts to rush in. After two rounds the room is fully submerged, and 1d4+1 **hunter sharks** swim in to attack anyone still there.



MARON

Olethros Fields

If nothing inhabited the fields northeast of Akone, they would still be one of the most dangerous places on the island. Covered in small white hemlock flowers which are jokingly referred to as “lover’s demise” by the locals, one petal inside someone’s drink can mean certain death.

But roaming the fields is something even more deadly—the legendary **Terástios Boar** (see Appendix A), a massive creature shrouded in a constant cloud of poison that ferociously defends its resting place.



TERÁSTIOS BOAR

QUESTS

Why are the characters involved?

SOLDIERS

Polemarchos Kephissa's nephew, a person named Lokhagos Codros (human **veteran**, they/them), sent messengers all over Theros imploring experienced adventurers to help eradicate the pirate menace plaguing the island. The messengers instructed the adventurers to find them at Fort Lasthena, where a reward of 600 gp and a restocking of their ship is promised for those successful in dealing with the problem. Unfortunately, Codros put out the call without the knowledge or permission of their aunt. In doing so, they broke the chain of command and directly undermined Kephissa's authority—something they consider to be a worthwhile risk, if it gets them a promotion.

PIRATES

Word has been circulating through the criminal underbelly of Theros about a group of pirates looking to use Dece as a launching point for an invasion of the neighboring islands. Anyone who helps them take control of Dece is offered an elevated position, any spoils of war they can lay claim to, and a restocking of the adventurers' ship. Those interested must contact first mate Maron and recite the motto of Niakea; *take what you can and give nothing back!*

ON THEIR OWN

When the characters arrive on the island a skirmish is taking place near the docks between soldiers (**Akroan hoplite**; MOoT, Chapter 6) and pirates (**swashbuckler**; Appendix A). The characters get caught up in it when one or both sides attacks them, assuming they are reinforcements for the other. When the fighting has ended they might be approached by one or both sides impressed with their skills or be captured to answer for the individuals they've killed. Either way, the leaders of the respective sides will ask for their help.

ADING THE SOLDIERS

If characters side with the soldiers they'll be working under Cordos, who meets them at Fort Lasthena. Codros gives them assignments to weaken the pirate menace before the inevitable large-scale battle. Codros tells them of the power struggle between Polemarchos Kephissa and the council in the wake of the queen's absence.



SOLDIER

ALCHEMIST'S FIRE

Codros informs the characters that the pirates have been using a stronger form of alchemist's fire. The formula needs to either be stolen from the pirates or destroyed. Codros suggests posing as new recruits to infiltrate the pirate haven. They tell the characters a group of 3–4 pirates patrol the woods southwest of the haven every few hours.

If the players choose to infiltrate in this way, a DC 15 Intelligence (Investigation) or Charisma (Persuasion) check leads their characters to The Maw, a popular tavern. They have a few options once inside. A pirate named Otonia can be plied with drink and will answer any questions the characters have, though she does not have any extra knowledge about the defences of the Captain's home or invasion plan. A DC 17 Wisdom (Perception) check lets the characters listen in on a conversation about the alchemists' fire.

With either method the players learn that a woman named **Althea (martial arts adept; see Appendix A)** is responsible for the *enhanced alchemist fire* (see Appendix B). Rumor has it she fled from Akros after being caught doing some strange experiments, and now works for the Captain in exchange for new test subjects. Her home is on the northeast side of town.

When the party arrives at her one story home it is unlocked. It has a kitchen, sitting room, bedroom and bathroom. A DC 13 Intelligence (Investigation) check allows a character to find a trapdoor in the bedroom. Down there they find Althea sleeping at a workbench, provided they make a DC 20 Dexterity (Stealth) check to not wake her up. There are a number of work benches around the large room, some covered in glass beakers, others in strange iron parts, and more with notes and schematics.

If the players choose to capture rather than kill Althea, they learn that the formula for the alchemist's fire isn't written down and only she can replicate the effects. If she is killed they never learn the secrets of the fire.

Award the party one vial of the *enhanced alchemist's fire* if they successfully captured Althea.

STOLEN LOVER

Ismene is a former pirate who now helps her wife strategise and takes care of the day to day of running a town. She has a strict routine: going among the people during the day to converse, shopping for any supplies she needs, and a quick dip into The Maw before heading home. Finding an opportunity to kidnap her is fairly easy. The hard part will be getting her out of the haven and back to the fort.

After the characters return to Codros, he sends a messenger to the Captain detailing that her wife has been captured. If provoked in this way, there is a 50% chance that the Captain agrees to surrender herself in exchange for her wife as a ruse, turning the exchange into an ambush. Alternatively, the Captain flies off in a fit of rage, assaulting the soldiers directly head-on.

Aiding the Pirates

The leaders of the pirates are willing to meet characters on their trireme moored in the haven. After greeting the characters, Ismene and Maron discuss how they've ramped up their attacks now that their enemies are in a moment of upheaval. Once ashore, Maron shares their plans.

FOOD POISONING

Maron tells the characters that the pirates are outnumbered and need to even the playing field. She wants to poison the soldiers, but needs the party to defeat the **Terástios Boar** (see Appendix A) and harvest its poison gland so that she can create the poison from it. A harvester named Heirax (**commoner** with a Wisdom score of 18) will accompany them.

Once the boar has been defeated, the harvesting can begin. Allow a player to roll on behalf of Heirax, who must make a Wisdom check using a harvesting kit (*skinning knife, a bonesaw, 2 glass vials, pouches of salt, and tweezers*); his proficiency bonus is +2 and his Wisdom modifier is +4. The DC for the check is in the Harvesting Table below.

If successful, Althea will distill a poison based on the amount of the gland harvested. The characters will then have to sneak into the fort and poison the soldiers' food. They can poison the grain, the livestock, or any large meals being made in the kitchen.

HARVESTING TABLE

Harvest DC	Gland	Dose
19 and up	Full	4
18 - 14	One Half	3
13 - 10	One Third	1
9 and below	Destroyed	n/a

LOW ON FUNDS

Many soldiers will claim it is honor or duty that keeps them fighting, but in truth, it's the coin. The soldier's treasury contains 108 gp, 1,701 sp, and 3,810 cp. Maron wants the adventurers to steal it. Four soldiers are always stationed in or around the two-story building containing the treasury on the upper floor.

Upon completion, Maron expects the characters to hand over half of the coins they recover to put towards the larger invasion effort. A successful DC 19 Charisma (Deception) check allows the characters to lie about how much they found—within reason.

Final Confrontation

The two armies meet in a relatively open area on the island to fight. You can play out this confrontation by narrating the outcome or having your players roll for it. Ask your players if they'd like to join the fighting or stay out of it. Regardless of their choice they are rewarded for their previous efforts, but if you are having them roll and they choose to fight let them roll with advantage.

If you're narrating the outcome, whichever side the players chose to help has the advantage and wins the battle. Alternatively, if you've opted to leave it to chance, have each side make a contested d20 roll against the other (let your players roll for the side they are helping). The soldiers have a +4 bonus to this roll to represent their strength in numbers, while the pirates have a +2. Adjust these bonuses up or down based on what actions the players took during the adventure, as indicated in the table below. Regardless of the outcome, the party must fight the champions of the opposing army.

The pirate champion is a **Theran chimera** (MOoT, Chapter 6), under their control and three pirates (**swashbuckler**; Appendix A) who fight alongside it. The soldiers have Polemarchos Kephissa (**polemarch**; Appendix A) and three soldiers (**akroan hoplite**; MOoT, Chapter 6) fighting alongside her.

BATTLE OUTCOMES

Actions	Descriptions	Contested Roll Effect
Capture the alchemist	Soldiers lob vials of <i>enhanced alchemist fire</i> at the pirates.	+2 to the soldiers' roll.
Kill the alchemist	The pirates charge into battle but there usual vials of <i>enhanced alchemist fire</i> are absent.	-1 to the pirates' roll.
Kidnap the wife	The pirates fight more ruthlessly to avenge their fallen.	+3 to the pirates' roll, and those fighting with the chimera deal an additional die of damage on their weapon attacks.
Stealing the treasury	Only half the Hoplites show up to the battle. The soldiers no longer have the advantage of numbers.	-2 to the soldiers.
Poison the food	Soldiers start dropping to the ground writhing in pain all over the battlefield.	The penalty to the soldiers' roll depends on poison dosage. They get -1 for each dose applied.
Defeat the champion	The champion's defeat demoralizes the enemy and boosts morale in the party's allies.	The party's allies have advantage on the contested roll, while their enemies have disadvantage.
Defeated by the champion	The players' defeat demoralizes allies, causing some of them to withdraw from the fight.	The party's allies have disadvantage on the contested roll.

CONCLUSIONS

Regardless of the party's involvement, the outcome of the battle goes one of two ways.

Pirate Victory

If the pirates win the battle, the remaining soldiers are either executed or kept as prisoners as are the councilmembers and queen. The citizens of Dece are treated well by their new pirate overlords as long as they accept the rule of Captain Pyrrha. The island becomes a staging ground for invasions to other islands.

Soldier Victory

If the soldiers defeat the pirates, the surviving pirates are either executed or kept as prisoners. This victory cements Polemarchos Kephissa's rulership and the councilmembers lose any remaining power they were holding onto. Life on the island goes back to normal.

HELPING THE QUEEN

If the party aided the soldiers in dealing with the pirates, the council reaches out to them for help. They explain that Queen Adeia is wasting away from some ailment none of their physicians have been able to identify, let alone cure. The Queen's only hope is a potion brewed from the petals of the Chrysós, a golden flower said to have had the blood of Daxos, the demigod, spilled on it. If the legends are true, the petals are able to cure any ailment or break any curse. The flower can be found on the island Amvenitos, three days south of Dece. Whether or not the legends of the flower are true is up to you.

The queen is under a curse placed on her by Eurystenes, a hag playing with the strings of fate. Casting *greater restoration* can also remove the curse.

Niakea the Lady of Shadows

(demigod of pirates, thievery and deception)

Niakea is a once pirate turned demigod. She was infamous during her own time, having plundered more ships than any pirate in the history of Theros.



ROBAETYS, BAKCHANAL BLOODBATH

An idyllic, hoof-shaped island measuring nearly eleven square miles, Robaetys is considered by many to be a paradise. And why should they not? Its shoals are soft, its seas tranquil, and its people content—or, rather, they were before the satyrs sailed in.

Robaetys is populated primarily by humans whose ancestors settled here several generations back. Six years ago, however, leonin refugees made landfall, requesting religious asylum from their distant kin, who could not abide their continued worship of the human pantheon. The locals welcomed them with open arms, and together, the two peoples became one. Two leonin have even been elected to the island's council of elders, who govern Robaetys and settle disputes. Recently, when a group of satyrs arrived requesting that same asylum, the humans and leonin treated them with compassion and hospitality. It did not take the satyrs long to abuse that hospitality.

Given an inch, the satyrs have taken a mile. At first, their festivals were deeply appreciated by the locals, but soon their frequent revelries and drunken sprees depleted the village's stores and deprived its people of sleep. Too many goods have disappeared in the name of hospitality; too many youths—lured in by the promise of good times and good cheer—have yet to return from the satyrs' woodland enclave. Those who have returned are exhibiting strange behaviour.

The humans and leonin are eager to reach a compromise, but the meddling of the island's resident oread—a nymph with dreams of sovereignty named Nastilia—has pushed the satyrs deeper into their insobriety. She has even orchestrated the unthinkable: to commit the infamous bakkeia rituals of the Skola Vale here on Robaetys. Drunk on this fantasy, the satyrs have been wholly bent to Nastilia's will and are now preparing to commit ritual sacrifice during their next revelry.

INHABITANTS

Robaetys and its sister isle of Parbaetys have a combined population of six hundred. Few threats lurk inland or along the shore.

Humans

Humans make up the vast majority of the island's inhabitants. They mostly consist of **commoners**, protected by a small militia of twenty-eight **tribal warriors**. The five human members of the council have the statistics of unarmored **nobles** (AC 11). Elder Aevry (he/him) is the longest serving councilman and thus presides over the council. The humans chiefly worship Heliad, god of the sun, and Thassa, the god of the sea.

Leonin

When they first arrived on Robaetys, the leonin refugees numbered forty-eight. Now a new generation has been born, promising to swell their numbers to eighty or ninety, provided a cruel fate does not deprive them of their children. Two leonin elders (with the statistics of **nobles**) have been elected to the council that governs Robaetys: Jaruke (he/him) and Thaelis (he/him). Jaruke is renowned for his even temperament, while Thaelis has ambitions to see his people returned to their homeland.

Satyrs

Hoping to escape from the lowest rung of their own home, a party of twelve **satyrs** set out to sea in search of a new one. Two months ago, these satyrs washed ashore Robaetys. These hedonists are led by Oreith (he/him), a charismatic satyr who carries a set of *satyr pipes* (see the variant described in the *Monster Manual*) and knows how to use them to influence those who might otherwise stand in his way. Oreith is only mature enough to keep his brethren in line—but that line is as straight as the surf itself. His ego, already bruised by the very humiliation that drove his kin to Robaetys, hungers for power. At home, Oreith was little more than a peon of his betters; here, he can reign as the king he always envisioned himself as.

Recently, things at the satyr's encampment have gotten out of hand. They've abducted and bewitched fourteen human **commoners** (nine male, seven female) and one male leonin **commoner**. All are charmed by the satyrs until a *dispel magic* spell is cast upon them. If characters try to reason with the satyrs to let the abductees go, their attempts are met with statements like "If they didn't want more fest, they shouldn't have danced in the first!"



Nastilia

For centuries, the **oread** (MOoT, Chapter 6) known as Nastilia (she/her) has laired in Mount Than, the island's southernmost peak. She is a thing of local myth to Robaetys—believed to be real by some, but too mystical and reclusive to not have her existence doubted by others. For countless years, she has glowered from her mountaintop lair, eager to find an outlet for her more debauched passions. The arrival of the satyrs has presented an opportunity to indulge in those depravities—the bakkeia rituals of the Skola Vale. It did not take Nastilia long to find Oreith's ear and convince him that Robaetys ought to be the first foreign land to experience that bloody ritual.



NASTILIA

44

Bakkeia: Ritual Madness

Bakkeias are the most honored satyr celebration, which have historically been confined to the Skola Vale. Under a mask of hedonism and hospitality, satyrs slowly descend into barbarism, cutting down their guests and committing ritual sacrifice. They are nothing more than hedonistic idolatry stained with depraved violence.

LEONIN STATISTICS

Most leonin on the island have the statistics of **commoners** or **tribal warriors** with the following modifications to their statistics:

- A leonin has darkvision out to a range of 60 feet.
- When a leonin makes an unarmed strike, it can deal slashing damage equal to $1d4 + \text{its Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.
- Once per day, the leonin can let out an especially menacing roar using a bonus action. Creatures of its choice within 10 feet of the leonin must succeed on a Wisdom saving throw ($DC\ 8 + \text{the leonin's proficiency bonus} + \text{its Constitution modifier}$) or become frightened of the leonin until the end of the leonin's next turn.

LOCATIONS

Robaetys's longest coast stretches for seven miles, while it's shortest only for two. The island, and its sister island of Parbaetys, are both well known for their beauty, a trait which is kept all year round regardless of the climate.

Robaetys Port

Robaetys' port stretches all along the southern portion of the island, its docks reaching out into the sea like an infant eager to explore the vast world. At any hour of the day, fishermen and shipwrights can be seen all along the port plying their trades. Small watercraft like trade ships and pentekontors visit the island to restock, repair, or unload tourists keen on enjoying the promised safety that Robaetys offers. A handful of taverns stand on the waterline, peddling cheap wine brewed from the island's pear orchards. The first tavern seen by most visitors is *The Robber's Fancy*, whose signage alleges "we'll delightfully relieve you of your coin."

Parbaetys

To the southwest lies Parbaetys, an island too small to merit its own place on any map of the sea. Since ancient days the people of Parbaetys and the people of Robaetys have been a unified community, and in fact no one living remembers a time when they weren't. It is governed by the same council of elders as the mainland, and in many ways it really is just an extension of Robaetys.

It was here that the first leonin skiffs made landfall, and those refugees saw no reason to depart. The vast majority of leonin still reside on Parbaetys, earning it the nicknames of Cat Town and Lions' Landing.

Woodlands

A simple trail cuts through Robaetys' forest, which lies between Mounts Than and Thal. These woods were once pregnant with silence, but now they're an eerie reminder that the locals have lost control over their way of life. Deep within the forest the satyrs have established their own enclave, where their howls of delight echo across the woods both day and night, heckling any who dare visit the woods alone.

Peaks

Robaetys is overshadowed by two peaks: Mount Thal to the south and Mount Than to the north. The former is the lair of the oreid, Nastilia. Prior to the Bacchanal Bloodbath event, she is attended to by two **satyrs** and four bewitched human **commoners**.

THE BAKCHANAL BLOODBATH

Shortly after the adventurers arrive, Nastilia and her satyr puppets spring their trap. Oreith announces his intention to host a festival he calls a "Rollick Night"—an act that promises to right the wrongs his kin have committed and repay the hospitality of the islanders. The council has begrudgingly approved the festival, but most folk understand the satyrs would've hosted it without their consent, making the decision a hollow one.

Throughout the day, the satyrs and their bewitched servants, along with several paid laborers, erect tents along the eastern shore. Paper lamps are strung up between poles and wood is piled for three great bonfires. Tables are set up and stocked with peach wine and appetizers, while a cook prepares a pig for a spit roast.

Hear Ye, Hear Ye!

During the day, a young man spreads word of the festival throughout the docks. This human, named Harkos (**commoner**, he/him), is a bewitched servant of the satyrs. If scrutinized by a character under a spell of *detect magic*, he radiates enchantment magic. While bewitched Harkos praises the satyrs, their actions, and tonight's Rollick. He urges anyone who listens to join in on tonight's fun at the beach.

Harkos wears a linen shirt that barely conceals bruising on his shoulders, left by a tight, leather harness. More than once his masters have used him and other servants as steeds in a cruel race. He has no memory of the ordeal, but the leather straps have left his shoulders raw. Despite the enchantment upon him, he shows great discomfort. These markings can be spotted by a character with a passive Perception score of 13 or higher. A successful DC 13 Intelligence (Investigation) check suggests that they were left by a leather harness worn on his back.

If the adventurers linger near Harkos, his distraught mother arrives 30 minutes later. She begs him to return home, but he insists he's never been happier in the horned enclave.

Rollick Night

As dusk settles across Robaetys, the beach comes alive with music and light. Paper lamps bathe the festival in an orange glow while the bonfires burn away into the night. The mouth-watering aroma of a seasoned pig sweeps across the beach. Nearly a hundred villagers attend the festival, served by the satyrs' bewitched servants. At any of the three bonfires 1d3 **satyrs** dance merily.

Several individuals are invited into the biggest tent where Oreith and Nastilia lurk. These individuals are enchanted by Oreith's satyr pipes and are prepared for ritual sacrifice with painted tattoos. A bewitched leonin **veteran** stands guard to ensure that any who resist Oreith's pipes are incapacitated. There is a 25% chance that a single adventurer is invited into the tent. If an adventurer is ever alone, two **satyrs** attempt to ply them with enough wine to convince them inside.

Characters that participate in the festivities must make a DC 13 Constitution saving throw to avoid becoming inebriated. On a failure, they are poisoned for 1d4 hours. This DC increases by 1 for every hour they continue partying, up to a DC 20 saving throw.

Bakkeia Bloodbath

As the night deepens, Nastilia launches her crimson plans. Word spreads throughout the satyrs that it's time to upstage the petty tyrants that abused them in the Skola Vale by committing the infamous bakkeia abroad. Aided by their fifteen bewitched servants (**commoners**), the satyrs commit the following atrocities:

- A **satyr** and two **commoners** replace the spit-roasted pig with a bewitched human, who, despite the agony of being roasted alive, voices no pain. This is done so seamlessly that it takes a passerby a DC 15 Wisdom (Perception) check to notice.
- One **satyr** magically forces three innocents into a drinking contest; if left unchecked, his victims will drink themselves to death.
- Three **satyrs** and six **commoners** lead two dozen innocents into the surf. Once there, they and their servants draw their blades and cut them down.
- A **satyr** pushes a character, preferably an adventurer, into a bonfire. Contest its Strength (Athletics) check against the target's. On a failure, the character falls back into the bonfire, taking 5 (1d10) fire damage.

As the chaos unfurls, Nastilia, Oreith, and their bewitched leonin **veteran** emerge from the tent to bask in the bloodshed. Without the adventurers' intervention, Robaetys and Parbaetys are brought under their control. The satyrs exploit the populace—now too broken spirited to resist—for their frequent revelries until the village's people or its resources are completely depleted, after which they move on to the next island.



SHERYDIS, THE SLUMBERING MAW

Appearing occasionally above a deep trench in the Theran sea is a whirlpool of such magnitude that entire fleets get sucked below and dashed on the exposed rocks of the ocean floor. Those that survive the descent find only a humid, craggy cave opening at the base of the whirlpool that is reminiscent of a great maw. As the whirlpool's strength begins to wane a choice must be made—let the crushing waters end the nightmare, or descend further into the unknown...

In truth, the opening is the maw of an exceedingly large, dormant kraken named Sherydis who rests at an angle on the rim of a deep trench, with most of its body lying flat at the bottom of it. The “cavern” leads down the creature’s throat and into its massive stomach, where the environment shifts from a stoney interior to the soft, pulsing flesh of this immense beast.



LOCATIONS

Riding the Maelstrom

The raging waters of the whirlpool are a death sentence for any vessel that enters them, but occasionally, some passengers survive. A capable captain can increase their chances by making a DC 20 Wisdom (Vehicles, Water) check. On a success, the crew gets advantage on ability checks made to safely ride the whirlpool. Allow players to describe how their characters assist the crew in staying alive using skills they are proficient in. To safely ride the whirlpool, they must succeed at three DC 15 skill checks before they fail three times. Failure results in each character taking 30 (10d6) bludgeoning damage as their vessel impacts the ocean floor at the bottom of the whirlpool.

The ship is in splinters, dashed against the rocks or sucked beneath the sea. Droplets rain down from the whirling column of water above. Dim orange light and hot, humid air emanate from a craggy gash in the sea floor. The whirlpool stays open for an hour a day, collapsing when the maw closes. If the maw begins to close, characters on the seafloor have one minute to get inside before they are shut out and the whirlpool comes crashing down on them, dealing 50d6 bludgeoning damage and subjecting them to drowning (use the rules for suffocating, PHB, Chapter 8).

The Maw

The gash in the sea floor leads into a silty 90 degree incline lined with sharp, 6-foot-long stalactites and stalagmites at regular intervals. After the maw closes the floor will lower, flattening out the incline. Ship detritus caught amidst the rocks create a maze-like structure for those walking the floors. Beyond begins a sloped descent, roughly 300 feet long and 60 feet wide. This is the tooth-lined throat of Sherydis. Veins of bioluminescent algae cling to its teeth giving off dim orange light in a 10-foot diameter. Four parasitic cleaners (use the statistics of a chuul, but with a climb speed of 30 feet) lurk among the teeth, feeding on the algae. They aren't hostile if left alone. Anyone who approaches within 10 feet of a parasitic cleaner is attacked, with one of the creatures calling the other three, who arrive within 1d4 rounds.

At the back of the maw is a sudden drop as the walls transition from the craggy, rocky surface to tender, moist, and sticky insides. The steep slide is 200 feet down into darkness. Climbing back out requires a successful DC 30 Strength (Athletics) check.

Bilious Archipelago

The slide deposits characters on a pulpy, bulbous mass of flesh. The air is filled with an acrid smell, and there is no light, only an endless, black void. Illumination reveals the characters stand on one of many masses of flesh which dot a seemingly endless lake of bile—a fleshy archipelago.

Traversing the lake without exposing oneself to the acid requires a vehicle. Creatures starting their turn in the bile take 1d6 acid damage. Hunks of carapace float on the surface, which characters can turn into makeshift rafts. Many previous adventurers who didn't think to do this eventually succumbed to the digestive acids. They have returned as pock-marked, acid-blighted **wights** with immunity to acid damage.



WIGHT

Natural biological functions of Sherydis's digestive system roam the lake. Black, cauliflower-shaped growths, called feeding cilia (use the statistics of a **roper**, but with immunity to acid damage), extend off the fleshy islands like tumors and use their tentacles to force adventurers into the acid. Digestive enzymes slide about the lake like animated blobs of acid. These digestive enzymes use the statistics of a **water elemental**, but with these changes:

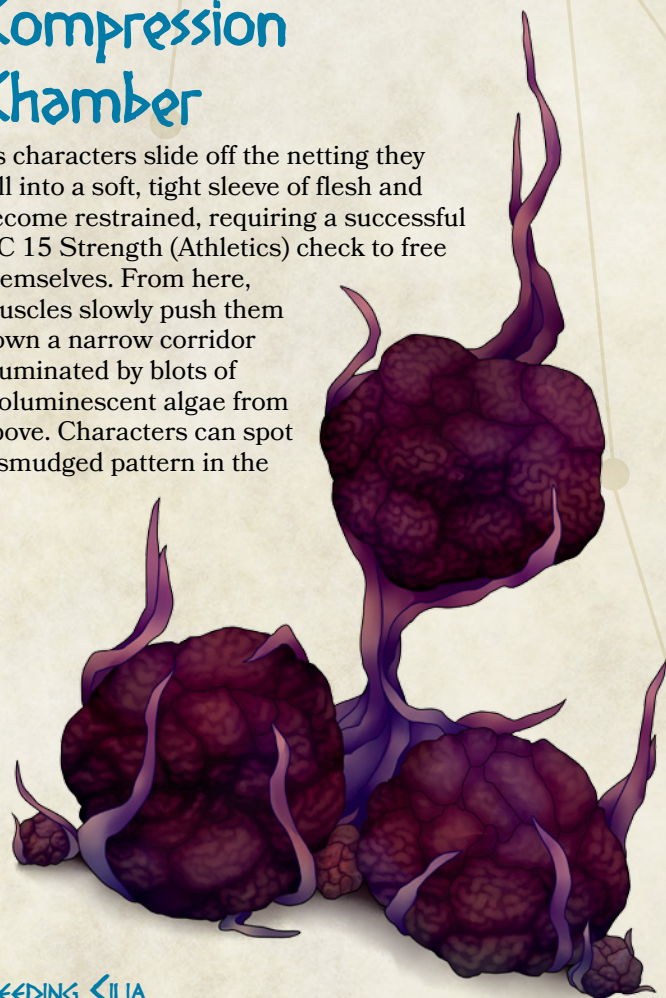
- They deal acid instead of bludgeoning damage.
- They have immunity to acid damage.
- Water Form becomes Acid Form, which operates the same except that creatures starting their turn there take 1d6 acid damage.

The small islands only provide temporary relief, as the landscape constantly shifts. Islands where a party may be resting could disappear while they sleep, leaving them to boil. Those who make it to the other side find another drop off where the acid pours over a net-like mesh of tendrils. Undigested chunks of carapace and bone roll off the mesh into a second darkened chamber.

A DC 17 Wisdom (Perception) check can be made to hear periodic crunching and squishing coming from the next chamber. It happens roughly every ten minutes.

48 Compression Chamber

As characters slide off the netting they fall into a soft, tight sleeve of flesh and become restrained, requiring a successful DC 15 Strength (Athletics) check to free themselves. From here, muscles slowly push them down a narrow corridor illuminated by blots of bioluminescent algae from above. Characters can spot a smudged pattern in the



FEEDING CILIA

algae by making a DC 15 Wisdom (Perception) check. Anyone who spends a minute reading it can decipher the message with a DC 10 Intelligence (Investigation) check, which reads: "Welcome... Compression Intervals... Strike Ulcers..."

Eventually, characters are deposited into the compression chamber. Large pellets litter the area, the smashed bits of bone and carapace merged together by digestive processes. Every ten minutes the muscles contract, compressing everything inside. The walls rumble when there's less than a minute left, signaling the pending compression is imminent. There are 4 **weeping ulcers** scattered about. These disgusting, bulbous pustules hang off the walls like zits about to burst. They have an AC of 15 and resistance to damage from non-magical weapons or sources. Dealing a total of 100 damage to the **weeping ulcers** within a minute prevents compression and allows adventurers to return the way they came. At the far end of the room is a sphincter. The sphincter can be opened with a DC 25 Strength (Athletics) check, or alternatively it can be attacked, to release the trapped adventurers from inside. It has an AC of 15 and 20 HP. If the ulcers are damaged, the chamber returns to its normal digestive duties an hour after being disturbed.

Intestinal Luge

As soon as the sphincter opens everything on the ground careens down a narrow tube. Jagged shards of bone litter the tube, and adventures sliding down must make a DC 15 Dexterity save to avoid hitting bone shards. On a failure, a creature takes 2d6 piercing damage.

A line of bioluminescent orange algae lines the roof of the slide. About 200 feet down the tunnel splits in two directions, with the orange line arcing to the right. Sliding creatures can alter their course to choose either the right or left path. Both paths ultimately lead to the same place, but the unlucky adventurer who chooses the path to the left has a rougher ride, as the muscles contract and batter them dealing 10d6 bludgeoning damage. The path to the right is a comparatively softer ride. Cilia slows their descent before gently depositing the adventurers into a small rounded chamber that looks like a strange facsimile of a study, with furniture grown from the living flesh around them.

A figure with greenish blue skin and be-tentacled arms waves a bone staff over one of the pellets from the compression chamber, which flattens into a rounded, bronze panel. He looks up at the adventurers with intense cyan eyes, before welcoming them and inviting them to join him at the makeshift table. This is Cyd (he/him, Simic Hybrid, **biomancer**; see Appendix A), an unfortunate victim of a planar rift while he and his crew were exploring one of Ravnic's underground oceans. They didn't even know they had shifted planes into Theros until they surfaced in an unfamiliar firmament. Not wanting to give up the chance to discover life heretofore

IN CALLAPHE'S WAKE

unknown, they pressed on with their exploration. It was then that Cyd encountered Sherydis, and his submarine was dashed against the seafloor with him being the only survivor. He suspects it's been some years since he's seen another living humanoid, though with no way to track the passage of time he can't say for sure.

ESCAPING THE SHERYDIS

There are two ways to escape. Climbing back up to the Maw and waiting for it to open again, or, help Cyd finish building his vehicle, a long cylindrical tube made of bone and sinew. Reminiscent of a small submersible, but organic in both material and design.

If the adventurers decide to trek back, Cyd can show them an alternate route to the Bilious Archipelago, but from there they are on their own. The Maw opens for one hour each day, so the adventurers will have to figure out a way back up the throat.

If they agree to help Cyd finish his vehicle, use a skill challenge made up of skills they're proficient in to complete the task. Allow your players to describe how they would like to contribute to the challenge, and assign DCs that reflect how useful the contribution might be weighed against how difficult the task is. In order to create a safe vessel they need 3 successes before they get 3 failures. Both a success or a failure will get them out of the kraken, but whether the vehicle survives the ascent is a different story (see below).

When the vehicle is completed, Cyd will prompt the party to enter. It's a tight squeeze, but they can all fit. Pedals lie at the feet of each character, which Cyd explains must be spun as though their life depended on it—because it does. While they focus on pedalling, Cyd concentrates on using magic to keep the oxygen levels high and the pressure from crushing them.

Once the party is strapped inside, Cyd says "Feet on your pedals, people. On my mark, churn those gams!" Suddenly the vehicle lurches forward into the fleshy abyss.

The next few seconds are a digestive rollercoaster. Chunks of bone and carapace are smashed as the intestinal luge barrels down its membranous track. Halfway down the vehicle gets lodged in some blockage, requiring someone to exit the luge and either deal 25 fire damage or make a DC 15 Strength (Athletics) check to dislodge it. Whoever frees the sub must succeed on a DC 15 Dexterity saving throw to avoid getting pummeled with detritus as they get back in, taking 3d6 bludgeoning damage on a failure.

With the blockage cleared the Luge continues its rapid descent before smashing through a final, fleshy barrier with an audible POP. Surrounded by dark water, the characters hear CLINKS and PANGS as the vehicle begins to succumb to pressure.

IF THEY SUCCEEDED ON THE SKILL CHECK.

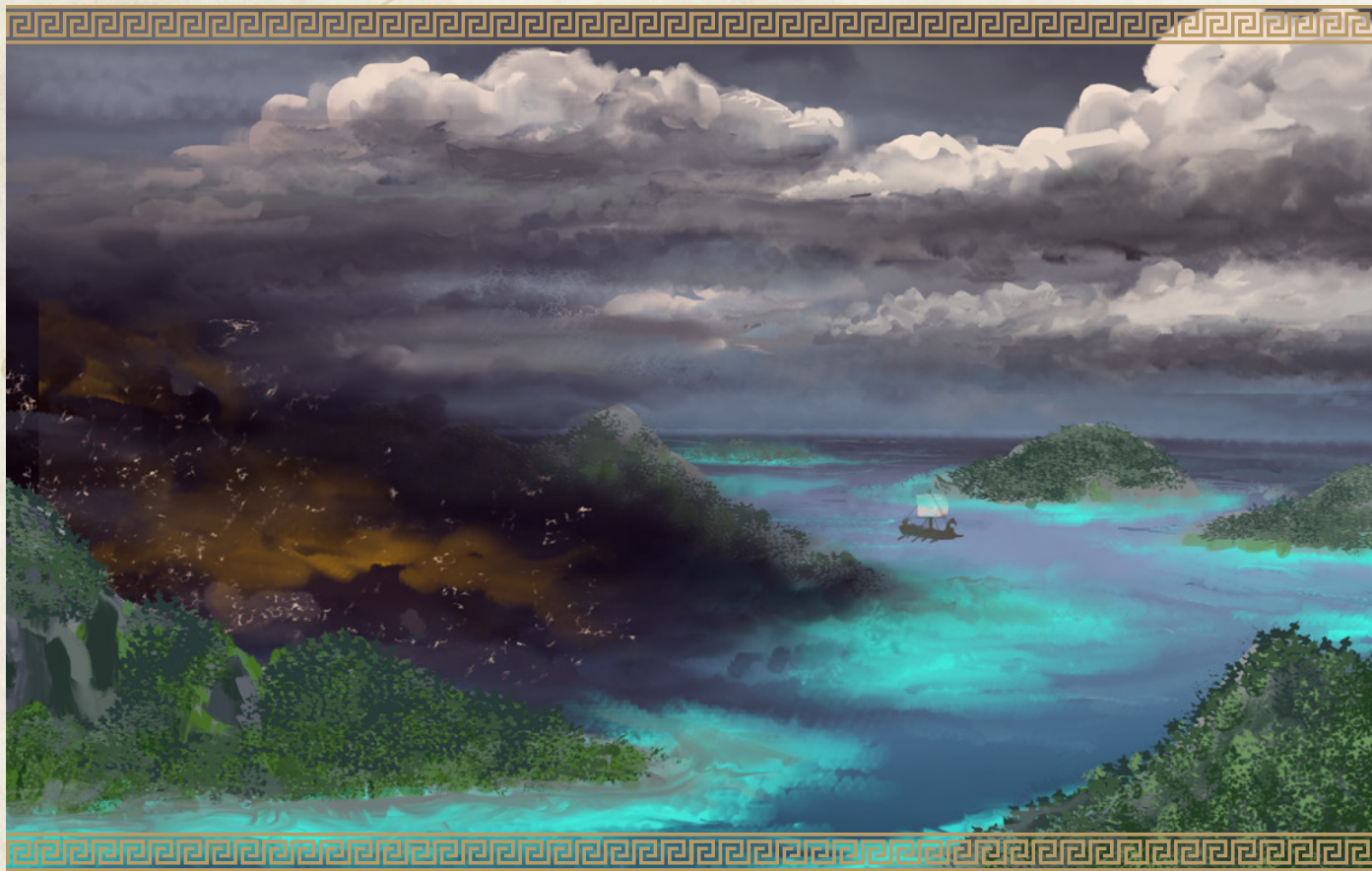
Cyd will shout instructions to begin pedaling while pouring out arcane energy to press the dents out and keep the ship intact. Eventually, they crest the surface, where the vehicle will act as a functional lifeboat until they reach land. Once there, Cyd and the vehicle will take their leave, but not before giving the party a ring of telekinesis.

IF THEY FAILED ON THE SKILL CHECK.

Pressure mounts and the chassis begins to break apart. Shards of bone break off, hitting each of the adventurers for 2d4 piercing damage. Make it clear to the players that if their characters stay much longer this submarine might become their tomb. If nobody says anything, have Cyd suggest they all bail, offering to use telekinesis to blow the sub apart to escape. As the characters swim to the surface, describe the remains of the ship sinking, along with Cyd's research. On the surface, the characters spot a small desert island a few miles away. The characters must make a DC 17 Strength (Athletics) check to swim to the island, with failure resulting in a level of exhaustion.

The island is bare but for one small tree that provides shade. Being along a decently expedient trade route, a small merchant vessel is bound to pass by within a few days, but it will be up to the party to figure out how to survive on this barren island until then. Cyd makes a point of mentioning that, despite what the kraken might have thought, he is not very appetizing.





50

ILLION, THE ARCHIPELAGO OF ETERNAL NIGHT

Beyond the Dakra Isles and away from the watchful eyes of the gods the archipelago of Illion hides under a shroud of endless night. Its crystalline waters reflect the eternal night sky, alluding to the mysteries and dangers that lurk within. Navigating the archipelago, however, is akin to crossing a labyrinth; the numerous small islands and shifting tides make it a challenge for even the most seasoned of sailors. Lost travelers become easy prey to the dangers that lurk underwater.

At Illion's heart, a world-shaking secret is kept inside the ancient archon palace of Zominthos. Fearing how this secret could upset the status quo, Kruphix, god of horizons, hid the entire archipelago away from the gods. Although none of the other gods know what is hidden there, they know it could shake the very foundation of Theros—and would go to great lengths to uncover it. As the sea and everything in it is her domain, Thassa feels particularly insulted by the actions of Kruphix. Over the centuries, she has sent champions to Illion but none have returned, much to her frustration.

According to legend, Illion is said to exist past the Dakra Isles and is one of the paths to the edge of the world, but its exact location is unknown to all except Kruphix. The only clue that hints at the archipelago being near is the progressively longer nights, but most ships succumb to the dangers of the open sea and the nearby Dakra Isles long before they ever get that far. Kruphix might aid his champions in finding it, so long as he believes they can keep the secrets that hide inside.

Due to Illion being cut off from Nyx, the gods cannot directly intervene here. This could be represented in different ways. For example, while the party is in Illion the gods could be unable to give their oracles visions or certain abilities and spells that directly contact them, such as Divine Intervention or the *augury* spell, could automatically fail.



NYX-FLEECE OF THE UNSEEN

THE ARCHIPELAGO

Being cast under an eternal night, only creatures and plants adapted to continual darkness are able to thrive on the islands here. The flora are much larger than their sunlit counterparts while many of the fauna have some form of bioluminescence. Most creatures in Illion are Nyxborn. Hippocamps, naiads, tritons and water elementals populate its waters, while harpies and sirens fight over the sky. Tritons live in scattered settlements throughout the archipelago, while satyrs prefer to repurpose the ancient archon ruins to their fashion. The archipelago is also home to a few refugees who have angered a god and now seek asylum.

Sunken or beached ships are not a rare sight around the isles. The skeletal remains of their crew leave a clear message to any who stumbles across them: in Illion, death lurks around every corner.

Twilight Lagoon

Within the archipelago there is a sheltered crystal-clear lagoon which hides a forgotten shrine to the god of Sea. The massive shrine, once several stories tall, appears to have toppled and now leans against a nearby mountain. Its lower chambers are submerged even during the lowest tide and connect to a large underwater cavern system. The shrine is ancient, showing signs of centuries of wear and decay, but also of reforms and repairs in equal measure. Its frescoes and mosaics depict dolphins, krakens and other sea life, and within the central chamber is a circular altar where a large mosaic depicts a crab. The submerged chambers depict the life cycle of a hydra. A devout worshiper of Thassa knows that a massive display of devotion at the altar could allow her to temporarily reach through the barrier that surrounds Illion and grant a favor.

The Twilight Lagoon is home to the Master of Stars, an elusive creature who lives in the shrine. The inhabitants of Illion prefer to leave him alone, especially when those who've bothered him in the past have wound up dead. The Master of Stars never allows other people to enter the shrine, but offering precious gems and other valuables can be enough to start a conversation.

ASTÉRION, THE MASTER OF STARS

As you approach the ancient shrine, a booming voice comes from above, echoing through the lagoon. *"I know why you're here; Kruphix sent you. Turn your backs and go out the way you came. Don't waste your lives and my time."*

In truth, the Master of Stars is really a trans Nyxborn minotaur named **Astérion** (he/him; appendix A). Once a famed pirate, Astérion invaded the ship transporting Kydele, Kruphix's favored oracle, and stole the *Nyx-fleece of the Unseen* from her. Fearing that Kruphix's punishment would be nothing short of deadly, he fled to Illion where he lives as a recluse in the topmost chambers of the shrine. Astérion believes the eternal night of the Illion isles is a blessing that emanates from Zominthos (see below).

In his years fleeing Kruphix, the Master of Stars has grown brooding and somewhat paranoid. He is unhappy with his solitary life and does not trust others easily. He longs to return to his life of sail and plunder—if the party proves they are not after him, Astérion guides them to Zominthos and helps them enter it. If they can ensure he is safe from Kruphix, he offers the *Nyx-fleece of the Unseen* as thanks.



ASTÉRION

Zominthos, the Eternal Night

At the heart of Illion is a place where even the night stars dim and the air grows colder. Here, surrounded by an impenetrable darkness, lies Zominthos, one of the world's last surviving archon palaces. It is a vast and crumbling building with an elaborate architecture. The rooms are connected with corridors of varying sizes and direction, giving the impression of a labyrinth, and a flat roof is held up by several upside down red columns. Inside the palace, once colorful frescoes decorate the crumbling walls depicting the archon culture and everyday life. A grand staircase connects the ground floor to upper floors, many of which are reduced to rubble.

Any character who tries to enter Zominthos find themselves wandering in an impenetrable darkness before emerging at a random location in the archipelago 2d6 weeks later. The first time such a character makes a roll as part of a navigation check, they have disadvantage on the associated check. This barrier can only be undone by Kruphix or a *wish* spell. Casting *dispel magic* from the *Nyx-fleece of the Unseen* opens a tear in the ward that lasts for 1 hour.

THE THRONE ROOM

A champion to Thassa, Aletheia (she/her, reskinned **archon of falling stars**; MOoT, Chapter 6), is trapped in an endless battle with an **ironscale hydra** (MOoT, Chapter 6) in the throne room. No matter how many times one kills the other, they both rise again 1d4 hours later with full hit points and their battle continues.

Ages ago, Aletheia tracked the hydra to Zominthos intent on killing the foe; instead, she uncovered Theros' greatest secret: the archons once worshipped a god that no longer exists—Potnia. Fearing what would happen if today's gods discovered they were not the first, and possibly not the last, Kruphix froze Aletheia and the hydra in time and severed Illion from Nyx.

Despite his fear, Kruphix believes the outcome of this battle will be crucial one day. Aletheia and the hydra continue their endless struggle until that day comes.

NAVIGATING ILLION

If the constant night wasn't enough to disillusion wayward sailors, the islands here spread in intricate and twisted forms, much like a labyrinth. Because of this, navigating Illion is a very difficult and dangerous task.

Navigating to or within the Illion isles is a skill challenge. To navigate safely, the adventurers must guide their crew through the darkness by making a DC 17 ability check using any skill as long as their player can justify its use. One check represents one day of voyage, and the same skill cannot be used two days in a row. If the crew accumulates five successes before accumulating three failures, the ship arrives at the twilight lagoon.

From there, three successful checks are enough to travel between areas within the archipelago. Accumulating three failures causes the crew to become lost (see *Becoming Lost*, below).

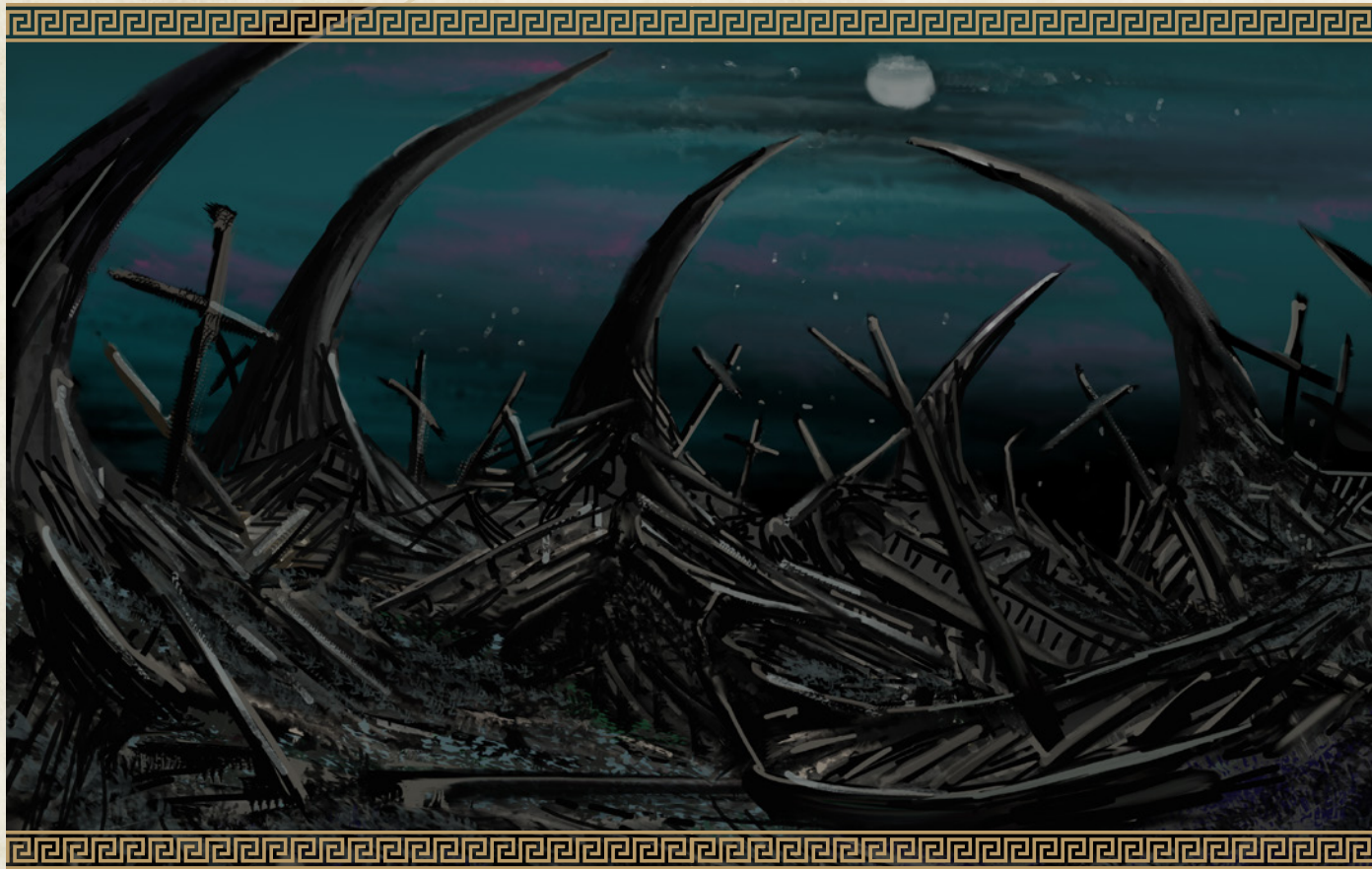
The number of accumulated successes and failures reset after the crew successfully find where they are trying to go or get lost.

Becoming Lost

A lost ship is exposed to the greater dangers of the archipelago, making the crew easy prey. Characters aboard a lost ship must continue to make navigation checks as above until they can accumulate three successes, but in this case, after each failed attempt, make a roll on the table below and resolve the encounter before they may try again.

LOST ENCOUNTERS

d12	Event	Description
1	Hungry Hungry Hydras	A young hydra has gone on a rampage, devouring everything that crosses its path. The hydra attacks and pursues the ship until it has two or fewer heads left, whereby it retreats.
2	Don't Starve!	Part of the rations were poorly stored and became rotten due to the lack of sun. Two days worth of rations are lost.
3	Thunderstorm	A thunderstorm covers the area for 1d4 hours, causing disadvantage on Wisdom (Perception) checks.
4-5	Haunted Shipwreck	3 eaters of hope (MOoT, Chapter 6) fight over a small treasure chest by a shipwreck. Not too far from them, a ghostly siren (banshee) mourns her own decomposing corpse. The chest is locked and contains two <i>potions of healing</i> and 565 gp. Of the dead siren's possessions, only a <i>two-birds sling</i> (MOoT, Chapter 5) survived.
6-7	The Wondrous Wares of the Wandering Kylix	Kylix (they/them), an ecstatic triton shorestalker (MOoT, Chapter 6), boards the ship, announcing their wares in an enthusiastic voice across several different languages. They sell a wide array of random items. Amongst several trinkets are a <i>bowl of commanding water elementals</i> , a <i>siren song lyre</i> (MOoT, Chapter 5), and 1d4 <i>potions of poison</i> .
8-9	Ambush!	A group of Nyxborn tritons see the crew as both a danger and an opportunity. A creature with a passive Wisdom (Perception) of 15 notices three triton shorestalkers (MOoT, Chapter 6), one triton master of waves (MOoT, Chapter 6), and one water elemental stalking beneath the waves, ready to strike.
10-11	Friends or Foes?	The crew spots a recently grounded ship. The other ship's crew is lost and low on supplies. Roll a d20, on an even number they are the champions of Iroas and attempt to negotiate valuables and magical items for the supplies. On an uneven number, they are champions of Mogis and are quick to raise their blades, demanding the supplies be given to them.
12	The Dragon's Lair	The ship unknowingly approaches the lair of a blue Nyxborn dragon (adult blue dragon). He attacks mercilessly, but tires easily, not pursuing the ship for long distances.



NAVAGOS, THE ISLE OF WRECKS

The coral reef of Navagos first grew among the ribcage of an ancient kraken—salt-bleached spires that reach out of the water like a titan's finger bones. The reef is a bane to sailors even in calm seas, raking at the hulls of passing ships.

The Callapheia tells the story of Callaphe, thrown from her ship into the wine-dark sea and rescued by tritons. Her lost vessel drifted to Navagos, taken by deep-dwelling Thassa as a treasured memento of the beloved mariner. As other ships have become wrecked and stranded on the reef of Navagos, Thassa's waves have pushed them together, forming a protective labyrinth around Callaphe's treasured wreck from the elements and seafarers.

Thassa's barrier of wrecks has inadvertently drawn a mass of dead sailors to the island, these lost souls permeating the wreckage with necromantic magic. The conflux of this magic has seeped through the rotted timbers of shipwrecks and corpses of their crews, forming monstrous elementals of waterlogged planks and pallid corpses. The island has also become a roost for Returned sirens, attracted to the mass of wrecks for the memories such things unlock of their past lives.

Despite Thassa's labyrinth, the treasures aboard Callaphe's ship are more than enough to lure adventurers to the shipwrecks of Navagos. It is said that Callaphe's ship held provisions enchanted to remain fresh, so, for desperate sailors whose supplies have run dry, entering the maze of timbers may be their last hope to escape starvation.

THE REEF

The reef that surrounds the island can be clearly seen from 500 feet away by approaching ships—even at night, thanks to bioluminescent corals—but navigating it is a greater challenge. The reef counts as difficult terrain for any ship sailing over it, and such a ship must succeed on a DC 15 Dexterity saving throw to avoid becoming stuck on the reef and taking 3d20 slashing damage. A stuck ship can be pushed back into a safer channel of the reef by using an action to make a DC 15 Strength check, with a bonus equal to the Crew's quality.

The water is shallow enough to allow creatures to walk along the top of the reef, which counts as difficult terrain.

THE LABYRINTHINE WRECKAGE

When the party arrives at the island, read or paraphrase the following:



A mass of wooden wreckage stretches out to fill the space beneath the towering ribs of a kraken skeleton. Much of the wood is waterlogged and stained green with algae, with coral growing around it and anchoring it in place. The boards atop the wreckage are parched by salt and sun, leaving them dry and brittle. The smell of salty air sits stagnant in the tunnels of wreckage.

Hatches, doorways and openings line the edges of the wreckage, leading into dark corridors within, cut by shafts of light through the spaces between planks.



FEATURES OF THE LABYRINTHINE WRECKAGE

- The tunnels that make up the labyrinth have 6 foot high ceilings
- Sea water is in many of the passages, ranging from ankle-deep to 3-feet-deep.
- During the day, dim light fills the tunnels, shining through cracks and spaces between timbers. At night, the tunnels are shadowed in complete darkness.

Each creature who ventures into the labyrinth must make a DC 18 ability check with one of the skills or proficiencies listed below. Each check represents 10 minutes of navigating the wreckage. Keep a tally of the successes and failures for the party. A success means progress towards Callaphe's treasure, while a failure might result in a dangerous encounter. It takes a total of 15 successful checks to find Callaphe's treasure.

SKILLS/PROFICIENCIES TO NAVIGATE THE WRECKAGE

Skill/Proficiency	What a success looks like
Proficiency with Water Vehicles	Your understanding of ships lets you spot which wrecks might make for a safer or quicker trip, where elements like the multiple oar decks of a quinquereme make them easier to traverse.
Proficiency with Carpenter's Tools	Looking at the ancient wood, you can identify where a misplaced step would sink through rotten boards, and recognise where planks can be cut to open reveal a shorter route to the center of the wreckage.
Perception	You spot openings to tunnels in the gloom of the shipwreck corridors that can grant you and your companions access to hidden routes. Noting shadows and sounds from above the tunnels, you can identify the passage of winged sirens to avoid them.
Survival	While the wrecks' crews are long dead, the natural life of the reef aids your navigation. You can prevent painful falls into abrasive corals, or recognise the aquatic life passing through the reefs below to judge the remaining distance to the centre of the labyrinth.
Stealth	You can help your companions to avoid anything that would attract the monsters' attention by pointing out creaking boards, nesting seabirds, and crumbling upper decks.

Failures – Encounters

Each failure draws the party closer to danger as the monstrous inhabitants of the wreckage are attracted by the sounds of creaking boards and the warmth of living beings.

2 FAILURES – RETURNED SIRENS

Read or paraphrase the following:



A long corridor of connected hulls opens before you, lines of light breaching weakly through the spaces between boards. At the far end of the 60-foot hallway, a hunched creature huddles in the darkness, its golden mask glinting through ragged feathers—it is a Returned!

The creature opens its wings, feathers brushing against the confines of the corridor, and it unleashes a silent cry.



IN CALLAPHE'S WAKE

The corridor of wreckage is 15-feet wide, with an 8-foot-high ceiling. As the Returned siren finishes its call, 6 more Returned sirens dive through the ceiling, shattering weak wooden planks above the party to make melee attacks. Returned sirens use the same statistics of a **harpy**, but have the undead creature type instead of monstrosity, and their Luring Song is replaced with the following action:

Silent Song. The Returned siren releases a silent echo of the luring songs it knew in life. Every humanoid and giant within 300 feet of the Returned siren must succeed on a DC 15 Wisdom saving throw or be Charmed by the silent melody until the song ends. The Returned siren must take a bonus action on each of its turns to continue singing. It can stop singing at any time. The song ends if the Returned siren is incapacitated.

While a creature is Charmed by the song, it is paralysed. The target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success.

A target that successfully saves is immune to this Returned siren's song for the next 24 hours.



ROTTED HULK

5 FAILURES – ROTTED HULK

Read or paraphrase the following:

Inside the cavernous oar decks of a quinquereme, the pale bodies of Meletian sailors lie slumped over their oars. As you venture further into the wreck, the floor rumbles, before peeling upwards into a monstrous form of drowned corpses and rotted timbers. At the monster's head, baleful light glows from painted-on eyes that once adorned the prow of a ship.

The **rotted hulk** attacks in a 15-foot wide corridor, with an 8-foot-high ceiling. Sixteen corpses litter the corridor, lying at their oar benches.



RETURNED

10 FAILURES – GRASPING HULL

Read or paraphrase the following.

Wading through waist-deep sea water, you feel something brush against your ankles. Pale arms reach up through the remnants of the deck beneath your feet, grasping and pulling, dragging anything they can reach beneath the surface.

This 60-foot-long, 10-foot wide corridor is filled with waist-deep sea water. When the grasping hull is triggered, roll initiative. On initiative count zero of each round, the grasping hull acts, making one Grasp attack against each creature in the water. The Grasp attack has a +10 bonus to hit, and a creature hit by it takes 2 (1d4) bludgeoning damage and is grappled (escape DC 15). Until this grapple ends the creature is restrained, and any additional Grasp attacks which hit knock the creature prone and underwater.

A grappled creature can be broken free from the grasp by severing the arm holding it. The arms have an AC of 10, and 5 hit points. Once all members of the party have moved beyond the 60-foot stretch of corridor, they are out of the grasping hull's reach and initiative ends.

56 Successes – Reaching the Treasure

With every successful check, characters exploring the labyrinth get closer to Callaphe's wreck and the treasures hidden inside. When the party meets the appropriate number of successes, they reach the following locations.

10 SUCCESSSES – THE STARFISH GROTTO

When the party achieves 10 successes, they reach the Starfish Grotto. Read or paraphrase the following:

Ahead of you, the floor of the corridor drops off as the space between the walls widens, leading into an open area dominated by a deep glowing pool of water. Beneath the water's surface, hundreds of glowing starfish adorn the corals surrounding a deep hole in the reef, while other reef life passes by beneath the wreckage.

This area is out of reach for the reef's more nefarious inhabitants, making it a safe place to take a short or long rest. The hole in the reef is cylindrical with a 10-foot radius, and stretches 50 feet down into the water. Gaps in the reef allow small creatures to pass into the hole from beyond, and it is usually inhabited by many reef animals at any given time, including turtles who use the space to come up to breathe.

15 SUCCESSSES – CALLAPHE'S SHIP

When the party achieves 15 successes, they reach the wreck of Callaphe's vessel. read or paraphrase the following:

You emerge from the bowels of shipwrecks into a vast cavern. A huge, still pool of seawater fills the area, lit by glowing coral beneath the surface. Above, kraken bones support a mass of wrecks, salt water dripping into the pool from the waterlogged wood ceiling. At the centre of the pool, a half-submerged shipwreck lies beautifully preserved, as if untouched by the passage of time.

The shipwreck is that of a pentekontor, which was once captained by Callaphe. Her lost ship drifted here, enshrined by Thassa as a keepsake. As the ship has been magically preserved, it is still loaded with the equipment of Callaphe and her crew, and with still-fresh provisions.

CALLAPHE'S PROVISIONS

A champion backed by Thassa, Callaphe's ship contains a wealth of treasures:

- A *Quiver of Ehlonna*, containing 10 +1 Arrows, and an *Arrow of Slaying*.
- 5 *Golden Apples* (see Appendix B)
- 10 small amphorae of sweet-tasting Ilysian wine, which each count as a *Potion of Vitality*.
- Enough magically-preserved rations to feed a ship's crew for 7 days, including olives, fresh fish, bread and wine.



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 I 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 I NPCs AND MONSTERS

NPC/Monster	Source	NPC/Monster	Source
Akroan Hoplite	MOoT	Killer Whale	MM
Ankheg	MM	Kraken	MM
Archer	OAI	Kraken Priest	OAI
Archon of Falling Stars	MOoT	Leonin Iconoclast	MOoT
Assassin	MM	Mage	MM
Astérion	OAI	Martial Arts Adept	OAI
Bandit	MM	Medusa	MM
Bandit Captain	MM	Meletian Hoplite	MOoT
Banshee	MM	Merfolk	MM
Basilisk	MM	Merrow	MM
Biomancer	OAI	Noble	MM
Black Bear	MM	Nyx-fleece Ram	MOoT
Blood-Toll Harpy	MOoT	Oread	MOoT
Boar	MM	Pegasus	MM
Catoblepas	OAI	Polemarch	OAI
Chuul	MM	Revenant	MM
Commoner	MM	Roper	MM
Dolphin	OAI	Rotted Hulk	OAI
Dragon, adult blue	MM	Satyr	MM
Drowned Blade	OAI	Setassan Hoplite	MOoT
Dryad	MM	Skeleton	MM
Eater of Hope	MOoT	Specter	MM
Eladrin (spring, summer, and autumn)	OAI	Spindol	OAI
Elk	MM	Stirge	MM
Esmeralda	OAI	Storm Giant	MM
Flail Snail	OAI	Swarm of Insects	MM
Fleecemane Lion	MOoT	Swashbuckler	OAI
Goat	MM	Terástios Boar	OAI
Ghost	MM	Theran Chimera	MOoT
Giant Boar	MM	Thug	MM
Giant constrictor snake	MM	Tribal warrior	MM
Giant Crab	MM	Triton master of waves	MOoT
Giant Elk	MM	Triton Shorestalker	MOoT
Griffon	MM	Veteran	MM
Guard	MM	Water Elemental	MM
Harpy	MM	Water Elemental Myrmidon	OAI
Hunter Shark	MM	Wight	MM
Hydra	MM	Will-o'-wisp	MM
Ironscale Hydra	MOoT		

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.

ASTÉRION, THE MASTER OF STARS

Medium humanoid, chaotic neutral

Armor Class 17 (natural armor) or 19 (*Nyx-fleece of the Unseen*)

Hit Points 208 (32d8+64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +8, Cha +4

Skills Acrobatics +8, Athletics +7, Intimidation +9, Persuasion +9

Damage Resistances necrotic, radiant

Senses passive Perception 12

Languages Common, Minotaur

Challenge 13 (10,000 XP)

Special Equipment. Astérior wears the *Nyx-fleece of the Unseen* (accounted for in his statistics).

Nyxborn Resistance. Astérior has resistance to necrotic and radiant damage.

Light Sensitivity. A creature of the night sky, Astérior has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight, while he is in bright light.

Lightfooted. Astérior can take the Dash or Disengage action as a bonus action on each of his turns.

Suave Defense. While Astérior is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Charge. If Astérior moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Spellcasting. While attuned to the *Nyx-fleece of the Unseen* and carrying it on his person, Astérior gains the ability to cast spells from it (7 charges, spell save DC 17). He can use it to cast the following spells:

1st level (at will): *disguise self*

2nd level (at will): *darkness*, *darkvision*, *detect thoughts*

3rd level (1 charge): *dispel magic*, *slow*

4th level (2 charges): *legend lore*

5th level (3 charges): *antilife shell*, *dream*

6th level (4 charges): *globe of invulnerability*

7th level (5 charges): *crown of stars*

ACTIONS

Multiattack. Astérior makes either three attacks with his shortswords or one attack with his shortsword and one gore attack.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target, *Hit:* 14 (3d6+3) piercing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 20 (4d8+2) piercing damage.



AUTUMN ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	18 (+4)

Skills Insight +7, Medicine +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Enchanting Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *calm emotions*, *sleep*

3/day each: *cure wounds* (as a 5th-level spell), *lesser restoration*

1/day each: *greater restoration*, *heal*, *raise dead*

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

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 18 (4d8) psychic damage.

REACTIONS

Foster Peace. If a creature charmed by the eladrin hits with an attack roll while within 60 feet of the eladrin, the eladrin magically causes the attack to miss, provided the eladrin can see the attacker.



THALIA

BIOMANCER*Medium humanoid (any race), neutral good***Armor Class** 17 (splint)**Hit Points** 110 (17d8 + 34)**Speed** 30 ft.

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

Saving Throws Int +9, Wis +6**Skills** Arcana +9, Nature +9**Senses** passive Perception 12**Languages** Common plus any one language**Challenge** 10 (5,900 XP)

Bolstering Presence. The biomancer magically emanates life-giving energy within 30 feet of itself. Any ally of the biomancer that starts its turn there regains 5 (1d10) hit points.

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

Spellcasting. The biomancer is a 16th level Simic spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The biomancer has the following Wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mending*, *poison spray*, *shocking grasp*

1st level (4 slots): *detect magic*, *grease*, *shield*

2nd level (3 slots): *alter self*, *darkvision*, *enlarge/reduce*, *hold person*

3rd level (3 slots): *counterspell*, *dispel magic*, *haste*, *protection from energy*

4th level (3 slots): *confusion*, *conjure minor elementals*, *polymorph*

5th level (2 slots): *cone of cold*, *creation*, *hold monster*

6th level (1 slot): *move earth*, *wall of ice*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *control weather*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.



CYD

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.**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**Senses** blindsight 60 ft., 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.**DROWNED ASCETIC***Medium undead, chaotic evil***Armor Class** 13**Hit Points** 75 (10d8 + 30)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Saving Throws Dex +5**Damage Immunities** poison**Condition Immunities** poisoned**Senses** blindsight 60 ft., passive Perception 9**Languages** understands the languages it knew in life but can't speak**Challenge** 3 (700 XP)**Bottom Treader.** The drowned ascetic cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.**Bound Together.** The drowned ascetic shares its mind with every other drowned within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.**Hold Breath.** If damage reduces the drowned ascetic to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or a critical hit. On a success, the drowned ascetic drops to 1 hit point instead.**ACTIONS****Multiattack.** The drowned ascetic makes three unarmed strikes.**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).**REACTIONS****Dextrous Target.** The drowned ascetic adds 3 to its AC against one ranged attack that would hit it. To do so, the drowned ascetic must see the attacker.



DROWNED BLADE

Medium undead, chaotic evil

Armor Class 10 (leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Bottom Treader. The drowned blade cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Bound Together. The drowned blade shares its mind with every other drowned within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

Hold Breath. If damage reduces the drowned blade to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or a critical hit. On a success, the drowned blade drops to 1 hit point instead.

ACTIONS

Multiattack. The drowned blade makes two rusted longsword attacks.

Rusted Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).



ESMERALDA

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Dex +6, Wis +6

Skills Arcana +4, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 5 (1,800 XP)

Spellcasting. Esmeralda is a 5th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). Esmeralda has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, spare the dying*
 1st level (4 slots): *fog cloud, thunderwave, inflict wounds*
 2nd level (3 slots): *gust of wind, shatter*
 3rd level (2 slots): *call lightning, sleet storm*

ACTIONS

Multiattack. Esmeralda makes two claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (3d6 + 3) slashing damage.

Bluerot. This disease targets humanoids. While afflicted with bluerot, a victim grows grotesque blue boils on their face and back. This disease is carried by undead (including the drowned), and victims most often acquire it through wounds caused by infected creatures.

The disease's boils manifest in 1d4 hours, causing the victim's Constitution scores to decrease by 1d4 each, to a minimum of 3. This is quickly followed by a fever and tingling in the extremities. An infected creature is vulnerable to radiant damage and gains the ability to breathe underwater.

At the end of each long rest, an infected creature makes a DC 12 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Charisma lost to the disease. If the infected creature regains all the points lost to the disease it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed save, the victim takes 18 (4d8) necrotic damage as the boils burst and spread. A creature reduced to 0 hit points by this damage cannot regain hit points until the disease is cured, though it can be stabilised as normal.

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.

KRAKEN PRIEST

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear that kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

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 polemarch rerolls a failed saving throw.

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

ACTIONS

Multiattack. The polemarch 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 polemarch 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 polemarch has more than half of its total hit points remaining.



ROTTED HULK

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 210 (20d10+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	9 (-1)	11 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception

Languages –

Challenge 13 (10,000 XP)

Bottom Treader. The rotted hulk cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

Drowning Aura. At the start of the rotted hulk's turns, each creature within 5 feet of it must succeed on a DC 16 Constitution saving throw or gain one level of exhaustion.

False Appearance. While the rotted hulk remains motionless, it is indistinguishable from a corpse-strewn shipwreck.

Necrotic Absorption. Whenever the rotted hulk takes necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Undead Nature. A rotted hulk doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The rotted hulk can make one attack with its bite and two attacks with its Slam.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

Hit: 16 (2d8+7) bludgeoning damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is restrained, has total cover against attacks from outside the rotted hulk, and for creatures inside the rotted hulk, the DC for the Drowning Aura ability increases to 18.

The inside of the rotted hulk can hold up to four creatures at a time. If the rotted hulk takes 20 damage or more on a single turn from a creature inside it, the rotted hulk must succeed on a DC 20 Constitution saving throw. On a failed save, the creature that damaged it breaks its way out of the rotted hulk's wooden body, landing in a space within 10 feet of the rotted hulk. If the rotted hulk dies, creatures inside it can freely exit the rotted hulk by breaking through the rotten timbers.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 27 (3d12+7) bludgeoning damage.



ROTTED HULK

SPINDOL

Medium humanoid, neutral evil

Armor Class 16 (Cloth Breastplate)

Hit Points 140 (20d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dex +6, Int +6, Cha +3

Skills Perception +4, Religion +4

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Thread Sense. While in contact with any thread, Spindol knows the exact location of any other creature in contact with the same thread.

ACTIONS

Multiattack. Spindol makes two melee attacks. Alternatively, she can make two ranged attacks with her bow or use her Nyx-thread javelin ability and one ranged attack.

Nyx-thread Whip. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 12 (3d4 + 3) slashing damage

Nyx-thread Bow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+3) piercing damage.

Nyx-thread Javelin (Recharges 5-6). Spindol can hurl a javelin made of shaped thread at a point within 60 feet, creating a 5-foot-wide line between her and that point. Each creature in the line must make a DC 15 Dexterity saving throw, taking 4d6 piercing damage on a failed save and half as much damage on a successful one. Additionally, any creature who fails the save is restrained by thread until the end of their next turn or until the thread is cut. Threads have an AC of 10, 20 hit points, and are resistant to damage from non-magical weapons.

LAIR ACTIONS

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

- **Red Thread:** Spindol pulls the red thread taut for a moment, dealing 3d6 slashing damage to all creatures occupying a space with red thread. If this thread has been cut Spindol instead uses her Multiattack feature.
- **Green Thread:** Spindol pulls the green thread taut for a moment, dealing 3d6 slashing damage to all creatures occupying a space with green thread. If this thread has been cut Spindol instead uses her Multiattack feature.
- **Blue Thread:** Spindol pulls the blue thread taut for a moment, dealing 3d6 slashing damage to all creatures occupying a space with blue thread. If this thread has been cut Spindol instead uses her Multiattack feature.



LADY SPINDOL

SPRING ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

Skills Deception +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*

3/day each: *confusion*, *enthrall*, *suggestion*

1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 4 (1d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 4 (1d8) psychic damage.



IPHIGENIA

GALATEA



SUMMER ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Fearsome Presence for 24 hours.

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands, plus 4 (1d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, plus 4 (1d8) fire damage.

REACTIONS

Parry. The eladrin adds 3 to its AC against one melee attack that would hit it. To do so, the eladrin must see the attacker and be wielding a melee weapon.

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

TERÁSTIOS BOAR

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 149 (13d12+65)

Speed 40 ft.

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

Saving Throws Str +9, Con +9

Senses passive Perception 12

Languages –

Challenge 8 (3,900 XP)

Legendary Resistance (3/Day). If the Terástios Boar fails a saving throw, it can choose to succeed instead.

Charge. If the boar moves at least 20 feet in a straight line toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Relentless (Recharge after a Short or Long Rest). If the boar takes 35 damage or less from a single source and that damage would reduce it to 0 hit points, it is reduced to 5 hit points instead.

Summon Boars (Recharges on a 5-6). As a bonus action, the Terástios Boar summons 1d4 + 1 giant boars.

ACTIONS

Multiattack. The Terástios Boar makes three attacks: two with its tusk and one with its slam.

Tusk. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 9 (2d8) poison damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 9 (2d8) poison damage.

Poison Breath (Recharged 4-6). The Terástios Boar exhales a poisonous gas in a 20-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or take 49 (11d8) poison damage and become poisoned for 1 minute. On a successful save the target takes half as much damage and isn't poisoned.

LEGENDARY ACTIONS

The Terástios Boar 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 Terástios Boar regains spent legendary actions at the start of their turn.

Tusk. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 9 (2d8) poison damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and 9 (2d8) poison damage.

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+3)	8 (–1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, one language of its creator's choice

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.



TERÁSTIOS BOAR

APPENDIX B: EQUIPMENT AND MAGIC ITEMS

ENHANCED ALCHEMIST FIRE

Adventuring gear (consumable)

This sticky, adhesive fluid ignites when exposed to air. As an action you can throw this flash up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the enhanced alchemist's fire as an improvised weapon. On a hit, the target takes 26 (8d6) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 13 Dexterity check to extinguish the flames.

Category: Items

Damage: 8d6

Damage Type: Fire

Properties: Improvised Weapon

Range: 20/60

Save: Dexterity

Weight: 1

Cost: 600 gp

BELT OF THE MERPERSON

Wondrous item, rare (requires attunement)

While wearing the belt and submerged in water, you can use your action to transform your lower body into that of a fish. You can use your action to transform back, or if you are no longer submerged in water you transform back automatically. The belt can't be used this way again until the next dawn.

You're under the following effects while in this form:

Swim Speed. You have a swimming speed of 40 feet.

Water Breather. You cannot breathe air but can now breath water.

Tail Swipe. You gain a new Melee Weapon Attack with your new tail that you are proficient with and has a range of 5ft. Its attack bonus is your Strength modifier plus your proficiency modifier. On a successful hit your tail deals 2d6 + your Strength modifier bludgeoning damage.

GOLDEN APPLE

Wondrous item, rare

This golden skinned apple seems to glow with sacred energy. The apple is crisp and succulent, and tastes as sweet as honey. Eating a golden apple provides enough nourishment to sustain a creature for one day. The apple remains edible for 30 days from when it was picked, after which it rots away and loses its magical properties. When consumed, roll a d20 and refer to the table below to determine the effect:

d20 Golden Apple Effect

1-2	For one hour after eating the apple, you are under the effect of the <i>bless</i> spell (no concentration required).
3-4	For one hour after eating the apple, you are under the effect of the <i>heroism</i> spell (no concentration required).
5-6	For one minute after eating the apple, you are under the effect of the <i>haste</i> spell (no concentration required). When this effect ends, you do not suffer the ill effects of ending the spell.
7-8	For one hour after eating the apple, you are under the effect of a <i>beacon of hope</i> spell (no concentration required).
9-10	For eight hours after eating the apple, you are under the effect of the <i>aid</i> spell, as if cast at 3rd level.
11-12	Upon eating the apple, you gain a single luck point, as per the Lucky feat. This luck point lasts for eight hours or until it is used.
13-14	For the next hour you gain a +1 bonus to your AC and all saving throws.
15-16	For the next eight hours you have advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, and stunned.
17-18	For the next eight hours, when you roll an ability check, you can roll a d4 and add the result to your check.
19	You gain resistance to bludgeoning, piercing, and slashing damage for the next eight hours.
20	You have advantage on saving throws against spells and other magical effects for the next eight hours.

MIRROR SHIELD OF MAGIC REFLECTION

Wondrous Item, rare (requires attunement)

This perfect mirror reflects magic cast on the wielder back at the caster. If you are targeted with a spell that can target only one creature, you can use your reaction to reflect the effect back on the caster, and the spell instead targets them.

PERIAPT OF UNBREATHING

Wonderous item, rare

While wearing this periapt, you no longer need to breathe. This means you cannot drown, or be affected by spells or magic items whose effects include a gas such as *cloudkill* or *poison spray*. The effect immediately ends if you remove the periapt.

RING OF ALTER WINDS

Ring, very rare (requires attunement by a Druid, Sorcerer, Warlock, or Wizard)

The ring has 10 charges. While wearing it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *guest of wind* (1 charge), *control winds* (5 charges), or *whirlwind* (7 charges).

The ring regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the ring dissolves into clouds that dissipate, and is destroyed.

WING BRACERS

Wonderous item, rare (requires attunement)

While wearing the bracers you can use your action to transform your arms into wings. You can use your action to transform your wings back into arms. The bracers can't be used this way again until the next dawn

You're under the following effects while in this form:

Fly Speed. You have a flying speed of 40 feet.

Armless. You can no longer wield weapons, use items, cast spells with somatic components, or otherwise do things that require hands.

Wing Attack. You gain a new Melee Weapon Attack with your new wings that you are proficient with and has a range of 5ft. Its attack bonus is your Strength modifier plus your proficiency modifier. On a successful hit your wings deal 2d6 + your Strength modifier slashing damage.

NYX-FLEECE OF THE UNSEEN

Wonderous item, artifact (requires attunement)

Fearing the other gods would send their champions after Kydele, his primary oracle, in an attempt to pry information from her, Kruphix gifted her the *Nyx-fleece of the Unseen*. The fleece not only guarded her from their gaze, but is also the key to unveiling Theros' greatest secrets. In a strange twist of fate, the fleece was stolen by Astérion, a fearsome minotaur sea pirate.

Blessing of the Unseen. If you are a worshiper of Kruphix, you gain all the following benefits for which you have the required piety:

10+ piety: the fleece has 1 randomly determined minor beneficial property.

25+ piety: the fleece has 1 randomly determined major beneficial property.

If you aren't a worshiper of Kruphix, you become cursed. While attuned to the fleece and under direct sunlight, you gain a level of exhaustion if you don't have one already and your exhaustion level cannot go below 1.

Nyx Shroud. While attuned to the fleece, you gain a +1 bonus to Armor Class. If you are Nyxborn, this bonus increases to +2.

Spells. The fleece has 7 charges and regains 1d4+3 charges daily at dusk. While the fleece is on your person, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 17) from it: *antilife shell* (3 charges), *crown of stars* (5 charges), *dispel magic* (1 charge), *dream* (3 charges), *globe of invulnerability* (4 charges), *legend lore* (2 charges), *slow* (1 charge).

You can also use an action to cast the *darkness*, *darkvision*, *disguise self* and *detect thoughts* spells from the fleece without expending any charges. Darkness created this way appears like a small star field, resembling the Nyx sky.

Quiet as the Night. While attuned to the *Nyx-fleece of the Unseen* you are hidden away from the watchful eyes of the gods. You cannot be targeted by any divination magic and can't be perceived through magical *scrying* sensors. Additionally, you are immune to magic that allows other creatures to read your thoughts and creatures can telepathically communicate with you only if you allow it.

Destroying the Fleece. To destroy the fleece, it must be taken to Nykthos, the nexus point between the mortal realm and Nyx, and laid as an offering on the altar to a god who is displeased with you. It must then be coated in fresh hydra's blood and cleansed with water from the Tartyx River. The god must accept this offering.



NYX-FLEECE OF THE UNSEEN

APPENDIX C: SPINDOL'S WORKSHOP

This map shows the web of threads of Spindol's Workshop on Aramos, *The Island of Thread and Dye*.

