

ODYSSEY ANTHOLOGY

VOLUME II:

AT THASSA'S MERCY



FOREWORD

Welcome, once again, to the wine-dark Theran oceans—the domain of Thassa, god of the Sea.

Odyssey Anthology Volume II: At Thassa's Mercy presents rules and adventures that explore the impact of the gods on the people of Theros, focused both on seafarers and islands which are each tied to the gods. As players venture across the islands in this volume, they will encounter oracles, communes of worshippers, and mortals damned or blessed by the gods (and even the titans)—for good or ill.

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INTRODUCTION

As Odysseus was turning over in his mind, Poseidon the Earthshaker sent him another monster wave. Grim and menacing it curled above his head, then hurtled down and scattered the long timbers of his boat, as a boisterous wind will tumble a parched heap of chaff and scatter it in all directions. Odysseus scrambled onto one of the beams, and bestriding it like a rider on horseback cast off the clothes that Calypso had given him. Then he bound the veil round his middle, and with arms outstretched plunged headlong into the sea and boldly struck out.

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

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In Theros, as in the epics of Ancient Greece that inspired the world, travellers are at the mercy of the gods when they set out on voyages into the unknown. With minimal navigation tools and an ocean dominated by aquatic monsters, the seafarers of Theros rely above all else on the gods, both to guide them on safe passage, and to spare them from the monsters beneath the waves, as they voyage between the myriad of mysterious and enchanted islands that rise from the Theran waves.



USING THIS BOOK

Odyssey Anthology Volume II: At Thassa's Mercy follows on from the first volume, expanding options for adventuring on the Theran ocean with 10 more island adventures. Also included in this volume are rules for tracking the rage and wrath of gods who can affect travellers at sea—Thassa, god of the sea, as well as Keranos, god of storms, and Athreos, god of passage.

SCORN OF THE GODS

This section uses the piety system to track how characters can lose the favor of deep-dwelling Thassa while on their seafaring adventures, and the vengeance she takes on those who suffer her wrath. Also included are the same piety based system of tracking rage for Keranos and Athreos, as well as rules for rites of worship to restore lost piety and regain a god's favor. Much like Odysseus at the mercy of Poseiden, adventurers will have to honor Thassa to sail unhindered, or brave the consequences of defying the god of the sea.

ISLAND ADVENTURES

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

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

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.

RAGE OF THE GODS

Deep-dwelling Thassa is infamous for her rage against those who offend her, a woeful mistake to make for anyone planning to sail the Theran seas. While the sea is Thassa's domain, sailors who offend other gods can also face drastic consequences. Lightning-witted Keranos can cast devastating storms down upon perceived wrongdoers, and shroud-veiled Athreos can threaten the course of a journey itself.

Scorns are actions that gods will take against those who offend them, and they are measured by tracking negative piety. When tracking piety in this way, use the piety score of the character with the highest piety to the god in question—while they may be angry at an individual, they won't enact their rage at the risk of losing a favoured champion. Piety can be lost in a number of ways, most of which are specific to a particular god. Any god, however, will be angered by someone stealing from or defiling one of their shrines or sanctuaries, or by the defeat of one of their champions.

If a character's piety ever falls to zero, any further decrease in piety results in the offended god taking action against characters who have wronged them. Piety can fall to as low as -10 in this way. If piety decreases below zero, the angered god takes action the next time characters are at sea, invoking a scorn (below) once during a voyage while characters remain below zero piety.

The scorn system can be used with any god, and is exemplified below with the three gods most important to ocean-going travel: Thassa, primary among them as god of the sea, Keranos, and Athreos.



Hazards and Group Checks

Some of the actions that the gods will take against characters' vessels are best represented using the Hazards rules from *Ghosts of Saltmarsh's* Appendix A. These hazards rely on the rules for group checks, which are included here:

Group checks for hazards at sea use the Group Check rules in the *Player's Handbook* (Chapter 7). The description of a hazard specifies which officers can roll to contribute to the group check. That description also states what ability check each officer makes. Even if the other officers make different ability checks, their successes and failures contribute to the one group check.

Additionally, all the non-officer members of the crew make a single check, a d20 modified by the crew's quality. The success or failure of all these checks—both the officers and the crew—determines the result of the group check: if at least half these checks succeed, so does the group check.

While each hazard lists the officers assigned to participate in a group check, anyone can attempt an officer's check in a pinch, with two exceptions: First, only the captain (or tri rarchos) can make checks associated with the captain's role; no one else can take the captain's place. Second, only one character can attempt an officer's check; they can't receive help.

Once all the checks relating to the group check have been rolled, the ship's success or failure is determined. Hazards offer four levels of success or failure determined by the results of the ship's group check. A total success or a total failure occurs when every group check is a success or failure, respectively.

The rules for each hazard presented in the Anger of the Gods section are printed in *Ghosts of Saltmarsh's* appendix *Of Ships and the Sea*, and are also present in Appendix C of this volume.





THASSA'S IRE

There are many things characters can do to draw Thassa's ire. Arrogantly sailing into dangerous seas without paying respects to her, robbing one of her shrines, or killing an animal she considers sacred, such as a dolphin. Any of the following actions will result in piety to Thassa decreasing by one or more, depending on the circumstance:

- Trying to keep a secret from Thassa
- Using magic to calm the sea's fury
- Upholding an institution not devoted to Thassa
- Bowing to the desires or demands of another god
- Killing a dolphin
- Catching and killing sea animals other than to eat
- Failing to make a sacrifice to Thassa before a sea voyage

Scorns of Thassa

BECALMED

Prerequisite: Thassa Piety -1

Leaving port without making a sacrifice to Thassa will rarely cause disaster, though that doesn't mean Thassa will let travellers continue on their journeys unhindered. A becalmed ship cannot use its sails to move for the next 7 days.

SWARMING GULLS

Prerequisite: Thassa Piety -2

Nyxborn seagulls flock around the characters' ship, harassing and pecking at the crew, while pilfering supplies. The ship loses 1 day's worth of rations, and its crew quality decreases by 1.

KHTHYOMORPHOSIS

Prerequisite: Thassa Piety -3

When Thassa's rage is focused on one individual, the god of the sea has been known to take a direct approach. One creature with -3 favor with Thassa must attempt a DC 25 Wisdom saving throw, falling under the effect of the *polymorph* spell on a failed save. The target is polymorphed into a **quipper** (or any other similar fish that could be represented with the quipper rules, such as an eel). The transformation lasts for 1 week or until a character in the party has a piety score with Thassa above 0. The transformation also ends if *remove curse* is cast on the affected creature, but doing so lowers the caster's piety to Thassa by one. The transformation also ends if the affected creature is killed.

WHALE

Prerequisite: Thassa Piety -4

A huge shadow passes by beneath the ship. Slammed from beneath, the ship must make a DC 15 Dexterity saving throw. On a failed save, the ship takes 5d10 bludgeoning damage, and creatures on deck must succeed on a DC 15 Strength saving throw or be knocked overboard. On a success, the ship takes half damage, and creatures aboard are unaffected.

PELAGIC CHIMERA

Prerequisite: Thassa Piety -5

A winged form bursts from the waves, circling the ship once, then diving in to attack. The ship is attacked by an oceanic **Theran chimera** with the Coast Creature, Shark Bite, Tidal Wave Breath, and Shark Tail features.

AT THASSA'S MERCY

WATERSPOUT

Prerequisite: Thassa Piety -6

A coil of wind reaches down from the sky, picking up water to form a deadly glistening column, pulling the crew from the deck. The waterspout uses the rules presented in Appendix C, counting as a rank 2 or 3 waterspout.

ROGUE WAVE

Prerequisite: Thassa Piety -7

A wave of titanic proportions rolls across the sea's surface towards the ship. The ship must make a DC 18 Dexterity saving throw. On a success, the ship is turned towards the wave and manages to cut through it with minimal damage. Characters on deck must succeed on a DC 18 Strength saving throw or be washed overboard. If the ship succeeds on its Dexterity saving throw with a result of 20 or higher, characters on deck get advantage on their save.

If the ship fails its save, the ship is overturned, spilling those on deck into the sea. Injuries and sailors lost in the water reduce the crew's quality by 2. Characters in the water can attempt to right their ship by making a DC 25 Strength check using the ship's Strength score, adding the crew's quality, each check representing an hour of work. If a successful check hasn't been achieved after 3 hours, the vessel sinks.

MAW OF THE SEA

Prerequisite: Thassa Piety -8

A raging whirlpool opens beside the party's ship. The whirlpool uses the rules presented in Appendix C, counting as a rank 3 or 4 whirlpool.

RELEASE THE KRAKEN

Prerequisite: Thassa Piety -9

Tentacles rise from the sea surrounding the ship, as Thassa summons a **kraken** beneath the characters. (You may instead use the rules for a **Theran kraken** that appear in the *Odyssey Anthology Volume 3*).

DEAL WITH THEM PERSONALLY

Prerequisite: Thassa Piety -10

The crew look on in horror as Thassa manifests physically before them, raising her bident and slamming it through the deck of the party's ship, shattering it to pieces and scattering those aboard it to the waves. The characters' ship makes a DC 25 Dexterity saving throw. On a failed save, the ship is immediately destroyed, and creatures aboard each take 15 (3d10) slashing damage from the shattering timbers. On a success, the ship is swept hundreds of miles off-course, adding up to a year to the voyage's expected duration.





ATHREOS'S CONDEMNATION

Athreos is rarely one to be concerned with the affairs of the living, given that the constant ferrying of the dead is his primary focus. However, characters can draw the river guide's ire in the following ways:

- Denying a dying person their final rites,
- Removing wealth from a corpse or defiling a tomb, or
- Aiding those who seek to escape the Underworld, or those who already have, such as the Returned.

LEAKING BOARDS

Prerequisite: Athreos Piety -1

Athreos begins working magic to damn the journey of those who have wronged him. The characters' ship begins leaking, and it can only be repaired by taking it out of the water. The ship reduces its maximum hit points by 1d12 each day, until it is drawn up onto the shore and repaired.

OFF-COURSE

Prerequisite: Athreos Piety -2

The character's vessel is pushed off course, slowing it in an almost unnoticeable way, until the days of travel stretch longer than expected. The vessel takes an additional 1d8 days to reach its destination.

FOG

Prerequisite: Athreos Piety -3

Athreos gathers a clinging fog around the vessel. The fog lasts for 1d6 days, and each day in the fog requires those aboard to make a group check, using the Fog hazard rules in Appendix C. The fog's DC is 15.

VISIONS OF ATHREOS

Prerequisite: Athreos Piety -4

A haze rises off the water, bringing with it visions of the river guide's vessel sailing in the distance. One officer must make a DC 15 Charisma (Persuasion) or Charisma (Performance) check to assuage the crew's fears. On a failure, the crew's quality decreases by 1.

SENTRY OF THE UNDERWORLD

Prerequisite: Athreos Piety -5

Through light fog, a skeletal griffon flies on tattered wings, as Athreos sends a **Sentry of the Underworld** (see *Appendix A*) to attack the characters. The undead griffon prioritizes capturing any Returned or others who escaped from the underworld over staying to battle the characters.

DRAW OF THE UNDERWORLD

Prerequisite: Athreos Piety -6

Characters affected by this scorn succeed on death saving throws only on a 15 or higher for the next week.

FOG OF DREAD

Prerequisite: Athreos Piety -7

Athreos shrouds the vessel in fog from the vapors of the Tartyx. The fog lasts for 1d6 days, and each day in the fog requires those aboard to make a group check, using the Fog hazard rules in Appendix C. The fog's DC is 20. Each day the vessel spends in the fog, crew quality decreases by 1.

AT THASSA'S MERCY

FUNERARY MASK

Prerequisite: Athreos Piety -8

While the crew sleeps, a dire warning is deposited on their ship's deck by Athreos: a clay funerary mask for one of the characters. The affected character is either chosen at random, or chosen based on their transgressions against Athreos. Until the characters' piety with Athreos increases to at least -7, the affected character has disadvantage on all death saving throws.

DOOMING MASKS

Prerequisite: Athreos Piety -9

Again Athreos visits the vessel by night, this time with a mark of doom for all aboard, stringing the ship's mast with clay funerary masks of every member of the crew. Until the characters' piety with Athreos increases to at least -7, every affected character has disadvantage on all death saving throws.

LOST UPRIVER

Prerequisite: Athreos Piety -10

Surrounding their vessel with a dense fog, Athreos transplants the ship of those who wronged him to the Tartyx, sending the ship sailing towards the shore of the underworld. Should the ship turn away, its crew will find themselves beset by underworld cerberi, sentries of the underworld, and Phylaskia guarding the river banks, none of whom have any intention to let the vessel return to the land of the living.





KERANOS'S WRATH

Keranos is decisive and impatient, striking with randomness both to impart enlightenment and to punish that which makes a mockery of his domain—foolhardiness and indecision—what he sees as the great obstacles in the way of enlightenment. Keranos's ire can be drawn by the following actions, especially when they come from those who pray to him or claim to be his followers, causing their piety to Keranos to decrease by one or more, based on how much the action may insult the pursuit of wisdom:

- Jeopardizing others through rash or foolish actions,
- Willingly subverting or impeding a wise course of action,
- Failing to plan appropriately for a challenge,
- Giving in to wanton fury or destruction,
- Acting without purpose, or
- Flipping-between choices without being decisive.



RUMBLING STORM CLOUDS

Prerequisite: Keranos Piety -1

The change in pressure under a darkening sky is the first sign of Keranos's anger—the god of storms displays his displeasure, but has yet to vent any rage. For the next 24 hours, affected creatures have disadvantage on checks made to maintain concentration, and whenever they take thunder damage, the damage is increased by 1d10.

STORM WINDS

Prerequisite: Keranos Piety -2

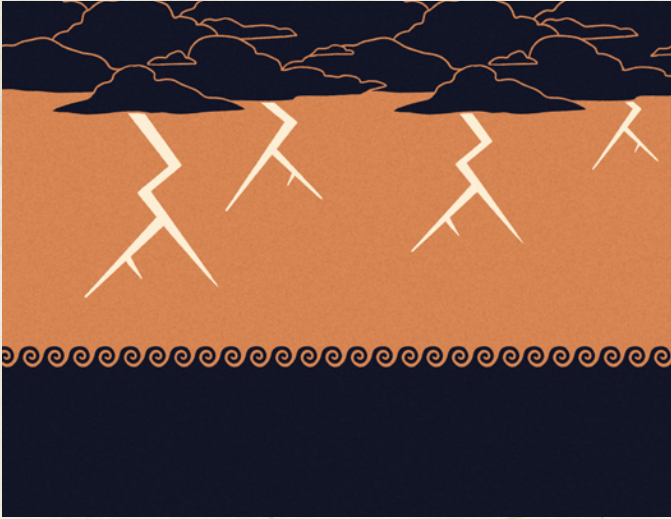
While not a full storm, the winds pick up to a worrying speed, bringing high waves and tearing at sails. Make a DC 16 Dexterity saving throw for the ship, adding the crew's quality, as the crew rushes to furl the sails. On a failed save, the ship's sails take 5d10 slashing damage.

Creatures attempting to use a flying speed in this weather must succeed on a DC 16 Strength saving throw or be pushed 30 feet in the direction of the winds, instead of being able to move normally.

STORM

Prerequisite: Keranos Piety -3

Keranos tires with his warnings, and summons a storm around the vessel. The storm lasts for 1d4 days, and each day of the storm requires those aboard to make a group check, using the Storm hazard rules in Appendix C. The storm's DC is 15.



LIGHTNING BOLT

Prerequisite: Keranos Piety -4

A single bolt of lightning crashes down against the vessel. The ship must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage to the sail and hull on a failed save, or half as much—only to the sail—on a success.

CRYPTIC CHIMERA

Prerequisite: Keranos Piety -5

A **Theran chimera** swoops through the storm clouds above, lightning crackling off its wings as it descends upon the ship to attack. It has the Mountain Creature, Bull Horns, Lightning Breath, and Perplexing Tail features.

LIGHTNING STORM

Prerequisite: Keranos Piety -6

A lightning storm uses the Storm hazard rules in Appendix C, with a DC of 15, as well as the following additional hazard: For each day spent in the storm, roll 1d8 for each officer that makes a check as part of the group check. On a 1, that creature must make a DC 15 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one.

INCENDIARY LIGHTNING

Prerequisite: Keranos Piety -7

Keranos hurls a bolt of lightning which causes the ship to burst into flames on impact. The ship must succeed on a DC 16 Dexterity saving throw. On a failed save, the ship takes 28 (8d6) lightning damage to the sail and hull, and catches alight, using the Fire hazard rules in appendix C, with a DC of 20. On a successful save the ship takes half as much lightning damage - only to the sail - and the ship catches alight, as above, but with a DC of 15 rather than 20.

BALL LIGHTNING

Prerequisite: Keranos Piety -8

A bolt of lightning leaves a strange, spherical electrical form floating above the deck, casting smaller cracks of lightning at nearby creatures. The sphere has a radius of 10 feet, and remains for 5 rounds, or until dispelled.

Each creature in the sphere when it appears or that ends its turn there must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) lightning damage. The sphere's space is difficult terrain, and due to the brightness of the lightning each creature inside the sphere is blinded while it remains there.

On initiative count 20 each round, the sphere moves 20 feet towards the nearest creature, and unleashes a small jolt of lightning against a random creature within 20 feet of it. When it does so, the target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to see.

RAGING LIGHTNING

Prerequisite: Keranos Piety -9

Use the Storm hazard rules in appendix C, with a DC of 20, with the two additional following rules:

- For each day spent in the storm, roll 1d8 for each officer that makes a check as part of the group check. On a 1, that creature must make a DC 20 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one.
- For each day spent in the storm, the ship must also make a DC 20 Dexterity saving throw for each day it spends in the storm. On a failed save, the ship catches alight, using the Fire hazard rules in appendix C, also with a DC of 20.

EPIPHANY

Prerequisite: Keranos Piety -10

Gazing down at those who have wronged him, Keranos gathers his might in a swirling column of thunderclouds, and hurls his legendary javelin upon the vessel of those who stoked his rage. The vessel must make a DC 20 Dexterity saving throw. On a failure, the ship is destroyed by the lightning, and creatures aboard each take 15 (3d10) slashing damage from the superheated wood exploding with the lightning's impact. On a success, the bolt glances the ship, dealing 315 (30d20) lightning damage to the ship, and setting the vessel on fire, using the Fire hazard rules in Appendix C, with a DC of 25.



OFFERINGS TO THE GODS

Being at the mercy of an angered god is a dreadful situation indeed, but one that can be remedied by performing the appropriate rites to that god to win back their favor.

When a character's piety with any god is lower than 0, that character may attempt to raise their piety with the god in a number of ways. In addition to the normal ways to gain piety with that god, animal sacrifices, libations, and votive offerings can be used to placate a displeased god. A far rarer and more secretive act of worship, mystery rites, is another option for those characters initiated into the sects who practice them.

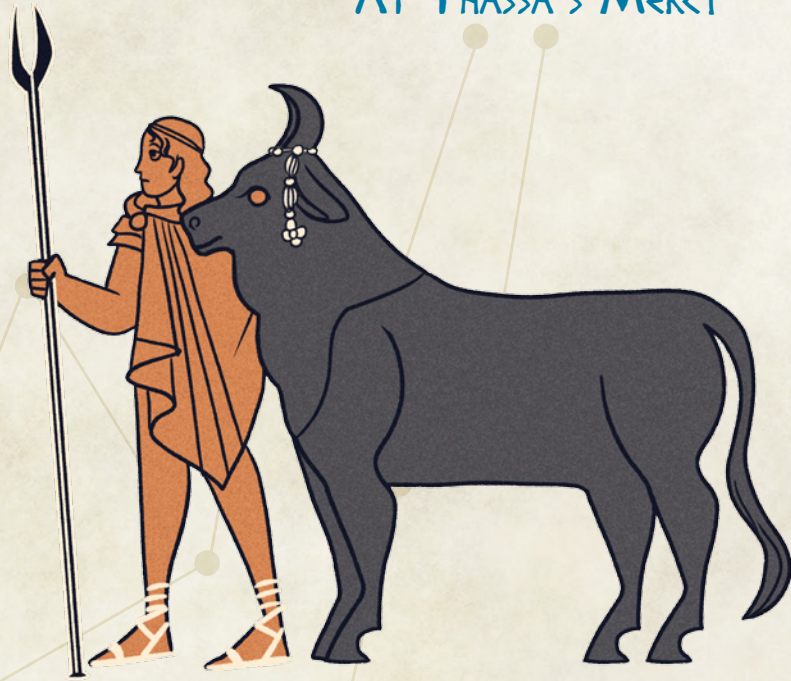
Rites of the Gods

While each god is worshiped through similar practices—animal sacrifice, libations and votive offerings—the manner in which these rites are performed differ for each god.

Rites of Thassa are most often performed in a space that is either flooded or submerged, particularly the shallows by the seashore, where her most devoted followers worship at high and low tides. Thassa's worship is tied to the ocean in every way—libations are poured into the water and votives are usually carved from driftwood or scrimshawed from the bones or shells of sea creatures, then cast into the sea. Sacrifices to Thassa are commonly performed in the shallows by the shore, letting the animal's blood run into the ocean and tossing the animal's bones into the waves. Thassa worshippers believe offerings made in this way reach Thassa more directly than the usual altar-bloodletting and burning of bones in offerings made to other gods.

Athreos' rites are, above all else, funerary rites, so more significant acts of worship, such as animal sacrifice, are rare except during the feast of Necrologion. Other rites are mostly smaller and more personal, relating to travel more than passage to the underworld. These typically involve votives left at temples to Athreos while passing through, and coins dropped into the water while boarding a ship.

Rites unique to worshippers of Keranos are typically performed just before and during thunderstorms, especially at the start of the month of Astrapion when such storms are most common. In Akros, festival rites take place before the first thunderstorm, in which elaborate sand paintings are created only for them to be washed away as the storm's first rains fall. Rites are also performed on the last day of each month, where an offering of fish is cooked beneath skylights in Keranos' temples, with a libation of distilled spirits.



ANIMAL SACRIFICE

Increases piety by 2, to a maximum of 1.

Animal sacrifice is a common rite of worship, present at ceremonies of all types, ranging from those held prior to battles and sea voyages to those at festivals. Typically the rites of animal sacrifice include sacrificing a herd animal over an altar to the chosen god, allowing its blood to run over the altar. Then, the parts of the animal are divided among the parties involved—cuts of the animal's meat might be distributed among the worshippers offering the sacrifice, the common folk of the local area, and, in the larger sacrificial rites of a festival, to the population of a polis and its surrounding villages. Finally, the bones and parts of the animal which can't be used are burned as a gift to the recipient god.

The cost of the animal is rarely a concern of the godly recipients, who simply feel that followers who can afford to make animal sacrifices should simply do so as their wealth allows. Leading an animal to sacrifice can be a difficult affair for those untrained in husbandry. If a character who is not proficient in Animal Handling attempts to make an animal sacrifice, they must make a DC 16 Wisdom (Animal Handling) check to keep the animal calm during the process. On a failure, the animal either escapes, or the ritual is messily performed, disappointing the godly recipient. If this occurs, piety only increases by 1 when performing this rite.

LIBATIONS

Increases piety by 1 when enacted with a Sacrifice or Votive Offering.

Libations are a common rite—the ritual pouring of a liquid offering to a god. This offering is usually wine, honey, milk, or another fluid mixed with water. While a common ritual in its own right, the pouring of libations also commonly accompanies other rituals like animal sacrifice.



VOTIVE OFFERING

Increases piety by 1, to a maximum of 1.

Votives are artistic depictions of the domains, followers, or the rites of their worship of a god, carved or painted on wood, or sculpted from clay or metal, and left in gods' sanctuaries. Votives offered to Thassa are often cast onto the sea, where it is believed Thassa can reach them as directly as at any temple. These votives are usually carved from driftwood, or scrimshawed from the bones or shells of sea creatures.

Creating a votive object dedicated to any of the gods requires 1 or more hours of work, and a DC 18 check using the crafter's bonus with their chosen tools, such as woodcarver's tools for a wooden votive, or potter's tools for a clay votive. The DC of this check is decreased by 1 for each hour spent working on the votive after the first, up to a maximum of 6 hours. On a success, when the votive is complete, the deity intended to receive it accepts the offering, and increases the piety of the creator and their allies by 1, to a maximum of 1. On a failure, the deity ignores the votive.

MYSTERY PRACTICES

Increases piety by 1, to a maximum of 5.

Mysteries are secretive rites of worship, practiced by members of minor cults which worship figures other than the gods, such as nymphs or heroes, to supplement their worship of a god. The rites of mystery worship are known only to those who have been inducted into a cult, and each of these secretive sects maintain their own different rites. A character must be inducted into a particular mystery cult to learn and perform their rites of worship. These rites are rarely practiced, typically taking place no more than once a year, often to coincide with particular events pertaining to the seasons, sun, or stars.

Included here are ideas for mysteries associated with Thassa, Arthreos, and Keranos:

Mysteries of Callaphe

Callaphe, the legendary mariner who sailed into Nyx and won Thassa's begrudging respect in the process, is worshiped by mystery cults concerned with seafaring. Members typically include those who take bolder voyages into the unknown. Naturally, this cult has gained some popularity in Meletis, as the coastal Polis was Callaphe's home city, and remains home to hundreds of seafarers in the Meletian navy. Rites are performed by night aboard ships, when vessels are within perfect sight of Nyx above.

Mysteries of Ravos

Ravos, a psychopomp servant of Athreos, has gained his own mystery cult, worshiping him as a fellow guide to Athreos. Ravos was once mortal. After his love fell on the battlefield, he agreed to serve Athreos for the price of being able to see her once each year. Due to this, Ravos is sometimes worshipped by those whose lovers have died before their time. In addition, some who are close to their own journey to the underworld find Ravos's more human appearance to be more comforting than that of the shrouded, emaciated Athreos and pray to Ravos to be their guide in their voyage to the underworld. Mysteries of Ravos take place at the same point in the year that worshipers believe he visits his lost love.

Mysteries of Cymede

The missing queen of Akros, Cymede, was a prophet of Kruphix who disappeared after transforming into a column of fire, and has recently become a figure of reverence for followers of Keranos. A mystery cult focused on Cymede has formed in Akros, and they regularly use fire in their rites.

Some worshipers don ceremonial clothing incorporating copper, the static electricity making their hair stand on end. As metal is known to draw lightning, worshipers wear the conductive copper with the hope of drawing the attention of Keranos, as it is believed Cymede did when she disappeared.





ARINOS, THE CORAL THRONE

As you sail across the seas the misty ocean clears and you spot an island floating above the waves, vines wreathed around its sides that are adorned with vibrant coral outcroppings. Water seems to perpetually flow from out of a dozen small tunnels at the base of the island into the sea below. Even from this distance you can see a small ruined temple at the top.

The island itself is a 50-foot-wide, 200-foot-high spire of rock that is decorated with patches of coral rock and plant life. The spire is inhabited by a dozen merfolk, including their leader, The Coral Queen, a powerful sorceress blessed by Phenax. A temple to Phenax tops the spire.

ASCENDING THE ISLAND

Reaching the temple at the top of the island requires either a difficult climb up the spire or the use of magic. Each creature attempting to climb must make a DC 12 Strength (Athletics) check. On a failure the creature suffers 1 level of exhaustion.

Creatures can gain advantage on this check if a party member is a ranger, if they use climbing equipment, or if a party member makes a successful DC 16 Wisdom (Survival) check to find a safe path upward. As characters climb, dangers appear before them.

TROUBLE ON THE CLIMB

As the party climbs, roll a d6 for each member of the party to determine what happens during that character's ascent.

1. **Brittle Earth.** A section of rock breaks away as you attempt to climb. You must succeed on a DC 12 Dexterity saving throw or take 2d6 piercing damage.
2. **Vicious Vines.** A section of vine lashes out at you suddenly, making a single melee weapon attack against you with a +5 bonus to hit. If it hits, you take 1d10 slashing damage.
3. **A Hidden Tunnel.** Hidden behind a section of vines is one of the water-filled tunnels. As you pass, it suddenly unleashes a wave of water. You must succeed on a DC 12 Strength saving throw or take 2d8 bludgeoning damage.
4. **Angry Crabs.** Your climb disturbs a group of crabs, and they begin a tiny, irritating attack in retribution. You must succeed on a DC 12 Wisdom (Animal Handling) check or suffer 2 piercing damage and gain a small, simmering hatred for crabs.
5. **Hidden Dangers.** An outcropping of sharp coral is hidden inside some vines. You must succeed on a DC 12 Wisdom (Perception) check to avoid grabbing it or suffer 1d4 piercing damage.
6. **Lucky You.** You climb all the way to the top with no issues.

THE MERFOLK INHABITANTS

The island is inhabited by a dozen merfolk who worship Phenax, god of deception. The island itself is sacred to the merfolk. They are hostile to intruders, but tolerate those who have come to pay homage to Phenax and will not react with immediate violence unless they catch someone stealing from their temple.

The group of twelve merfolk are made up of two **shallow priests** (see appendix A), nine **merrow**, and the **Coral Queen**.



THE CORAL QUEEN

LOCATIONS

THE TEMPLE ENTRANCE

At the top of the island is a 50 foot wide circular temple that has been heavily worn by the elements. Faceless, hooded statues surround a central pool, each in a pose as if it is throwing, flicking, or tossing something into the water. Fallen columns lie scattered across the ground. Shattered mosaics depict a hooded figure blessing a fish-tailed humanoid.

By Night. When the moon shines on the pool, it glows as if filled with starlight. While the water glows you can see through it clearly. Otherwise your vision is limited to 20 feet. The hooded statues also glow with a slight luminescence, and each of them has a vibrant gold mark in their hand in the shape of a gold coin.



CORAL SERVANT

THE POOL

This 10 foot wide pool is filled with clear saltwater. Strange writings cover the edge of the temple's pool. At the bottom of the pool, 30 feet below, is a collection of gold coins.

Cypher. A successful DC 15 Intelligence (Investigation) check or use of a magical ability to decipher this code reveals the following message: *"Take a tribute, receive a gift."*

A character that speaks Celestial will read *"Pay the tribute, receive the gift."* This is a ploy deliberately set by the followers of Phenax in an attempt to get foolish adventurers to curse themselves by taking a coin from the bottom of the pool.

Offering a Tribute. A character who offers Phenax a gold coin as tribute, tossing it into the pool, gains the ability to breathe underwater for 1 hour. The pool leads downward in a 10 foot wide, 30 foot long corridor that turns at the bottom into the Hall of Phenax.

Taking a Tribute (Curse—Liar's Curse). A character who takes even a single gold coin from the pile is subject to Phenax's curse. The character gains advantage on Charisma (Deception) checks, but has disadvantage on any Charisma-based ability checks they make when they are telling the truth. This curse lasts until the character gives a substantial gift to Phenax, or until it is removed through the use of a *remove curse* spell.

THE HALL OF PHENAX

To enter the Hall of Phenax one must dive into the circular pool and swim 30 feet downward into the chamber and turn into the Hall of Phenax. The Hall of Phenax is guarded by three **merfolk** and a **shallow priest**, who are praying at an altar to a hooded entity. A successful DC 14 Intelligence (Religion) check will identify the hooded entity as Phenax, who is placing a crown of coral rocks onto the head of a merfolk with glowing eyes.

Treasure in Sight. A character who makes a successful DC 15 Wisdom (Perception) check will notice that the eyes of the hooded entity are two sapphires, each worth 150 gp.

Guardians of the Temple. The merfolk will attack any creature on sight if they attempt to take a coin, attempt to take a sapphire, or are caught trying to sneak past them to reach the Coral Throne. Otherwise they will interrogate the intruders and ask their purpose. If the answer given is something other than paying homage to Phenax, the merfolk will attack.

Another corridor, this one 20 feet wide and 50 foot long, leads further downward from the Hall of Phenax to the Coral Throne.

THE CORAL THRONE

The throne room is inhabited by the **Coral Queen** (she/her; see appendix A), a **shallow priest**, and six **merrow**. On a throne made of vibrant coral, shaped by some arcane force, sits the Coral Queen. She wears a beautiful gown of blues and greens and wields a large staff made of coral, topped with a single large pearl. A crown of coral has fused with her forehead, giving her an otherworldly appearance. A merrow stands guard ceremoniously on either side of the queen, while a shallow priest gives praise to Phenax nearby. The remaining four merrow listen to his chants of praise and occasionally chime in with agreement. The merrow will not be initially hostile unless they spot the party entering stealthily. Instead, the Queen will demand the party pay an offering to Phenax for their trespasses.

A Poor Offering. If the party offers a gift worth less than 500 gold (or no gift at all), the merfolk will attack. If the party kills the Coral Queen, skip to **Death of the Queen**.

A Good Offering. If the party offers at least 500 gold worth of items or gold, the merfolk will be happy.

A Magnificent Offering. If the party offers 1000 gold or more, the Queen will be pleased and grant the party a special boon. Once a day each member of the party may invoke the ability to breathe underwater and gain a swim speed equal to their movement speed for 1 hour.

A DC 15 Charisma (Persuasion) check can reduce the required cost of this offering by half.

If the party resolves this encounter without killing the Coral Queen skip to **Departure**. Otherwise, go to **Death of the Queen**.

DEATH OF THE QUEEN

If the party kills the Coral Queen, the remaining merfolk will flee down the smaller tunnels as the temple begins to break apart and fall into the ocean. The tunnels below them begin to collapse in, forcing the party to flee upward. Each member of the party attempting to reach the top of the temple, must make a DC 10 Strength (Athletics) check when attempting to reach the top.

Slow. A party member who fails this check suffers 6d6 points of bludgeoning damage. If this damage reduces a character to 0 hit points, that character will begin to drown. A successful DC 10 Wisdom (Perception or Survival) check by another party member will allow them to find the character's body, otherwise it is lost in the sinking rubble.

Quick. A party member who succeeds on this check makes it to the top of the temple unharmed and leaps into the ocean, landing safely in the water below.

As you make your way back to the ship the shattered remnants of the island float downward into the oceans depths.

DEPARTURE

The Coral Queen waves her hand, causing the waters around you to surge and swell. You are pulled downward, through the colorful tunnels that wind through the island and thrown from the bottom of the floating temple into the waters below. As you swim back to your ship, a thick mist covers the island obscuring it from your view. When it fades, the island has disappeared.



CORAL SERVANT



MINUVOS, THE ASHEN VINEYARD

THE MINUVOAN ERUPTION

Years ago, the eruption of Mt. Minuvos disrupted the peaceful lives of the island's prosperous landowners. Over six weeks, ash fell across Minuvos, first killing the small game, then livestock, and finally the plants, including the island's famous vineyards, until only the farmers remained. As the tremors rose, the landowners of Minuvos loaded their families and possessions onto their ships, instead of making sacrifices to Purphoros. In their greed, they demanded their laborers pay passage to sail with them. With their meagre wages, now depleted after six weeks of failing crops, only a few could pay their way. The rest of the Minuvoan laborers were left on the island to die, and they fell to the choking ash and pyroclastic flow.

ATHREOS'S OFFER

Shroud-cloaked Athreos was confused when he met a great band of ash-smothered souls on the banks of the Tartyx, with not a single coin between them. Learning their fate—denied passage first to safety and then to the underworld—Athreos felt a kinship with these souls who had been bound to a task as thankless as his own.

Offering them a rare kindness, Athreos allowed them to return to the mortal world to claim the wealth of those who left them to die in order to pay their fare to cross the Tartyx.

RUINS RESETTLED

Last year, the landowners of Minuvos and their descendants returned to the island. The ash had enriched the soil over the years, leaving it more fertile than ever, and the famous wine of Minuvos once again began to be made and sold throughout the Theran world. The returning landowners brought new laborers with them, who rebuilt the island's port, tilled the fields, and worked to bring about what is looking to be the island's greatest harvest yet.

But the landowners are troubled. Many have begun waking up choking on mouthfuls of ash, a phenomenon affecting none of the workers—workers who now have begun demanding better treatment. While the landowners scoff at their workers' demands, they have begun to suspect a link between them and their ashen torment.

The Lands of Minuvos

THE VINEYARDS OF MOUNT MINUVOS

Mt. Minuvos has both given and taken from the islanders over the centuries. It provides the island's fertile volcanic soil, but it also damns those on the island when it erupts. Thankfully, after the most recent eruption, it has fallen silent, and—according to Akroan oracles consulted on the matter—will remain so for many years. A series of hot springs near the volcano's peak provides the island with fresh water that cools as it runs down the mountainside and feeds into the artificial streams dug to irrigate the farms. Growing in the rich volcanic soil, and fed constantly by volcanic nutrients through irrigation, the vineyards of Minuvos are among the finest in the mortal world.

THE PORT TOWN

The settlement on Minuvos stretches uphill from the laborers' homes and warehouses in the lower town around the port, to the grander homes and shrines of the upper town on the mountainside.

The port has not been fully rebuilt since it was damaged by the ash of the last eruption. A central market provides the populace with imported goods, from food and the Meletian ceramics used to export Minuvoan wine, to the landowners' fine clothing, shipped from Aramos (see *Odyssey Anthology Volume I: In Callaphe's Wake*).

Each waterside warehouse is guarded at all times by a patrol of 5 **thugs**. The homes of the upper town are large, some bordering on palatial, and each family is attended by 5-10 servants (**commoners**). Each of the upper town homes is protected by a guard of 5-10 **thugs**.

The shrines of the island are dedicated to Karametra, in hopes of earning a good harvest by appeasing her, and Purphoros, to soothe the volcano should it wake again.

Arriving at Minuvos

Characters who arrive in the harbor of Minuvos are welcomed by a delegation of landowners who invite them to a feast held by guileful **Bésios** (he/him, human **noble**), the island's leader, in his grand hall. They are immensely hospitable towards the characters and offer them the chance to bathe in warm, mineral-rich volcanic water, and change into finer clothing before the feast. Once bathed and dressed, characters are led to the dining hall, which is replete with fine food, exquisite Minuvoan wine, pleasant company and sweet song, before also being provided with guest quarters.

A character with a piety score of 3 or higher with Athreos finds themselves feeling disquieted by the unprompted welcome party and feels sickened by the food presented to them, vomiting during the meal on a failed DC 15 Constitution saving throw.

At dawn, characters are invited to an equally fine breakfast. Characters notice that one of their hosts, Bésios's brother, has awoken looking haggard, breathing heavily, with small cuts on his tongue. Characters with a passive Perception score of 13 or higher will notice that he is coughing up small amounts of blood and doing his best to hide it. If asked, Bésios explains to the characters that someone has been sneaking into people's homes at night and filling their mouths with volcanic ash. The victims wake up coughing blood after the jagged, rocky ash lacerates their insides in their sleep. Residents are beginning to become afraid, as no one has managed to catch sight of the culprit. Bésios will promise the characters that if they can catch the culprit in the act, the Minuvoan landowners will gladly fully stock the characters' ship with the finest food and wine that Minuvos has to offer.



NIGHT OF ASH

If characters agree to help Bésios, he suggests they spend the night patrolling the upper town. In the hours before dawn, characters with a passive Perception of 13 or higher spot a wispy form of swirling ash and nyxborn stars that floats out of one house's window, and through the streets. If the characters confront it, the **ash spirit** (see appendix A) attacks, otherwise it descends to the docks where it dissipates as the sea-wind catches its ashen form.

In the morning, if characters tell Bésios about the spirit, he asks them to investigate if these creatures are coming from the worker's quarters, as he believes a few disgruntled workers may be practicing some magic to attack the landowners. A successful DC 14 Wisdom (Insight) check reveals that Bésios is hiding something (that the workers are demanding fairer pay and hours), but he refutes any insinuation that he is.

Visiting the Laborers

If characters visit the worker's quarters during the day, they find the area mostly deserted. At dusk, the workers return for a tired hour of free time spent in a makeshift tavern before they sleep. Though the workers are tired, their reception is far warmer and more genuine than the landowners' feast. Among the workers is staunch-hearted Khloë, who invites the characters to drink with her and her fellow laborers. In conversation, she and the other laborers mention the following:

- The laborers want decent pay, and Khloë has a plan to make the landowners listen to their plight.
- Khloë knows that the spirits the landowners are afraid of have not touched the workers, but have been seen around the workers' quarters.
- Khloë believes that these spirits may be ghosts of those killed in a past eruption of Mount Minuvos. Khloë doesn't reveal much more than this, but characters with a passive Insight of 12 or higher recognise that she's hiding information.

ASH SPIRIT



Khloë

Khloë (she/her, human **Setessan hoplite**) is a tall woman with a warrior's build, and is leading the island workers in their efforts for fair pay. A child at the time of the Minuvoan eruption, Khloë's parents and their fellow workers banded together what little wealth they had to pay for her and the other children of the island's workers to escape aboard the landowners' ships. Her most vivid memory is sailing away as she saw the eruption overtake the people who had raised her.

Once on the mainland, Khloë led the orphans to Setessa, where they were taken in and raised in the welcoming safety of Karametra's city. Khloë grew up to become a devoted protector of the city that took her in, protected her, and raised her after she lost everything by joining the far-ranging hoplites of Ophis tower.

During her travels, she caught word of ships returning to Minuvos. Posing as a laborer, she joined them with plans to take vengeance against the landowners—she would ensure that their greed would rob no more children of their parents.

Khloë is a follower of Athreos, who she thanks for her safe passage from Minuvos and hopes will provide safe passage of her loved ones to the underworld.

NIGHT IN THE WORKER'S QUARTERS

Characters who watch the streets near the worker's quarters at night will see **ash spirits** wandering the streets, but none of them harm workers or the characters, and they flee if attacked. If characters approach Khloë's home during the night, they will find two ash spirits sitting beside her as she sleeps. These spirits ignore the characters unless Khloë is threatened. One of the spirits holds her hand, while the other strokes her hair with familial softness. She mumbles in her sleep, talking to her mother and father as their spirits sit beside her.

If the characters wake Khloë or speak to her in the morning, she tells them that since she arrived on the island, she has dreamt of her parents every night. She will tell the characters about her childhood and her parents' sacrifice that allowed her to escape from the volcano. She returned to the island in the hope of avenging them, but was visited by Athreos, who told her of the ash spirits' plight. She now aims to make the landowners pay for the spirits' passage to the underworld.

THE BLOCKADE

At dawn, the first trade ship of the island's fleet is sighted on the horizon. At Khloë's word, the island's laborers mobilize, using small fishing boats to blockade the port and prevent the trade ship from landing.

Bésios and his fellow landowners lead 10 **thugs** to the docks, with the intention of putting the workers back to work preparing the dock. Standing in their way is Khloë, who has donned her Setessan armor, with a crowd of laborers watching from behind her. As the thugs step forward to apprehend Khloë, 2 **ash spirits** manifest next to her.

Khloë explains that these spirits were her parents, and that the laborers will share their fate if the landowners aren't forced to change their ways. She asks the characters to stand with her and fight so that the workers aren't put in danger. Bésios responds mockingly, telling Khloë and the characters that they'll never get past his thugs, who he orders to throw the rebel workers into the ocean. Khloë moves to attack Bésios, and the thugs step in to attack her in turn. Bésios's thugs fight to subdue Khloë and the characters, but prioritize protecting Bésios.

If Bésios's thugs are defeated, or if Bésios is taken below half his hit points, he surrenders to Khloë and agrees to pay both the workers and the spirits, but not without bemoaning that his career is over. The landowners bring out the island's coffer, handing coins to each of the ash spirits, which disappear as their ashen forms drift away on the wind. When only two spirits remain, they linger a little longer to bid their goodbyes to their daughter Khloë, before they, too, disappear.

RESOLUTION

Characters who aid the ash spirits' passage do not go unnoticed by Athreos. Characters who have a piety score with Athreos increase that score by 2.

If characters return to Minuvos, Khloë welcomes them while the island is reaping a bountiful harvest. Many of the landowners have given up on the island and left to make money elsewhere, though a few took the laborers' plight to heart and stayed, helping to maintain the farms and vineyards, now owned by all the people of Minuvos.





ARMONÍA, THE ISLE OF ETERNAL HARMONY

The Marketplace

Resting peacefully in the sea of Theros is the Necropolis Island of Armonía, a place where mortals and the Returned peacefully co-exist. It is a bountiful island rich with natural resources that welcomes travelers to come and trade their wares.

The Returned that escape from the Underworld and live here primarily consist of former laborers, farmers, and merchants—working class people who only want to resume what they did when they were alive and continue to put their skills to work. The mortals who live here hope that their Returned neighbors are people who are connected to their own pasts: former family members, friends, and colleagues. They attempt to identify the Returned by recognizing distinctive traits in their crafts. These residents respect the undead and only wish to live in a world of peace. They often serve as a proxy to the other islands as a way to protect the Returned from those who believe they are abominations.

As you step off the boat and onto the docks, you take in the sights of the central marketplace. Rows and rows of stalls selling fruits, vegetables, skewered meats, handcrafted tools and pottery. There is a sense of peace and serenity on this island. However, a sudden cry sends everyone panicking as a group of undead have suddenly attacked a merchant.

Four **ghouls** and one **returned sentry** are attacking a group of merchants. Any merchants they kill, they begin to drag off and run north. There are no guards in this marketplace to stop these undead, and it is up to the party to prevent these merchants from being killed. After the fight is over, a middle-aged woman will approach the party and say the following:



“Heroes! Please come join me at my inn. There is something urgent I must discuss with you.”



Thoughtful Katina Dimea (she/her, CG female human **priest**) is the mortal representative and innkeeper of the island. In gratitude for rescuing the merchants, she offers free room for the party as long as they stay on the island. After bringing them food and drinks, Katina first explains the nature of Armonía and how mortals and the Return co-exist there peacefully. However, she notes that over the past month many of the Returned have been disappearing. Groups of undead creatures attack in the middle of the night and kidnap islanders, most of whom are either the Returned or mortals who once were capable fighters. The attack in the marketplace was the first to happen in broad daylight. She has spoken to other residents and discovered a dark cloaked figure has been spotted going in and out of a cave at the north of the island.



KATINA



THE ENCHANTER

Since there are no warriors remaining, she implores the party to find and put an end to the source of these attacks. Most on the island have no use for gold; however, Katina deals often with outsiders and has 500 gp that she offers as a reward to the party if they can help save Armonía.

Merchants in the Marketplace will sell the players equipment with prices as listed in the Player's Handbook or trade for an item of equal value. There is one Returned of note here on Armonía called the Enchanter (they/them, N, non-binary Returned) who will gladly enchant weapons, armor and other gear with uncommon-grade enchantments. While they have no use for gold, they will accept gold from adventurers to pay for these enhancements. Price ranges from 101–500 gp at DM's discretion.



Path up the Mountain

The cave where the locals have seen the mysterious figure is abundant with gold veins, but has not been heavily mined since gold holds little value for the island residents, who mostly trade for what they need. The entrance of the cave is at the top of a mountain path. The party must succeed on three DC 13 Wisdom (Survival) checks or face encounters from the Mountain Path Encounters Table below. Either after succeeding on all the Survival checks or facing three encounters, the party will reach the entrance of the cave.

d6 Mountain Path Encounters

- | | |
|---|---|
| 1 | 1d4 lions |
| 2 | 2d6 zombies |
| 3 | 8 flying monkeys who howl and follow you until offered food |
| 4 | 2 injured hippogriffs that need help escaping from traps |
| 5 | 1 stone giant |
| 6 | A storm creates strong wind and heavy precipitation |



The Gold Cave

Most of this cave has collapsed and been repurposed as a temple to Erebos. Tapestries depicting his heraldry hang from the walls of the tunnel. Corpses of mortals and the Returned who lived in Armonía are scattered throughout the tunnels of the cave. Packs of undead prowl the area and attack on sight. Roll once on the Gold Cave Encounter Table below to determine what the party encounters as they explore.

1d4 Gold Cave Encounters

- | | |
|---|--|
| 1 | 2d6+4 zombies |
| 2 | 2 wights |
| 3 | 1 returned sentry, 2d4 ghouls |
| 4 | 1 returned kakomantis, 4 returned sentries |

The Altar

The tunnel dead ends in a large room that is 100 feet in diameter. Standing in the center at a golden altar is a robed figure wearing dark robes. Laying on the altar is a golden mask called *Exile's Folly* (see appendix B) surrounded by corpses of the islanders. The figure, death-cold **Markos Maledeci** (he/him; appendix A), is an agent and devout worshipper of Erebos, the God of the Dead. He has been tasked by his Lord to hunt down the Returned who live on this island and return them to the Underworld.

"It is futile to try to stop my Lord's plans. Erebos will have dominion over these souls once again. Join me in serving Him or face the same end as the rest."

Markos offers the heroes the opportunity to join his effort, but he promises no tangible reward, only the favor of Erebos. Should the party choose to side with him, he will insist that they kill Katina and take her heart so that he can gain control over the rest of the Returned on the island. If they do, he rewards them with the Exile's Folly mask with the curse removed. Should the party choose to stand against Markos and defeat him, all of the undead within the cave turn to dust, and the party is celebrated with a feast once they return to the inn.





CYNYREA, ISLE OF MIASMA AND MONSTERS

In the coastal waters of the Siren Sea, lies a small isle covered in lush forest with marshy river outlets that pour out into the sea. The river mouths lead into swampy forest, littered with dangerous hot springs. Except for small areas of jagged shoreline and the port town of Zantharos, these swamplands encircle the island. Ruins dot the landscape. Legends say these are the remains of a lost kingdom that crumbled due to its cupidity, hubris, and treachery.

Zantharos, Temple-City of Fog

The port of Zantharos is known for its temple to Pharika. The temple uses its access to Cynyrea's swamps to gather valuable herbs and medicinal poison. Locals say that Pharika protects the town from the creatures that roam the wilds, and few other than experienced hunters and acolytes are willing to leave her protection to brave the forests. Zantharos has become a thriving port, due to the temple's services, trade and the skill of its sailors and fishermen. The exotic trade that runs through Zantharos, dealing in rare animals, poisons, discreet gambling rings, and lost magics, is an open secret.



The Coast of Cynyrea

Navigating the waters around Cynyrea requires an experienced crew. Those charting a course to Zantharos must avoid jagged rocks and small sudden maelstroms littered around the island's coast, entering through the calm and bountiful waters of the bay towards the safe cothon. The port of Zantharos is also hard to navigate into at night, when a strange fog rolls over the city, which has been a boon against any who wish to attack the city under the cover of dark.

"Some say that fog is Thassa's blessing, some call it a curse for foolish sailors."

The port is partially closed off at the docks, requiring a check-in with the dockmaster before any goods from foreign ships enter the city, an attempt to curtail illegal trade and smuggling. Otherwise, locals are generally friendly to sailors, especially followers of Pharika or Thassa.



KONSTANTINA

Locations

COASTAL MARSHES AND SWAMPS

Swamplands littered with hot springs surround most of the island. Creatures without a swim speed treat this area as difficult terrain and any Dexterity ability checks or saving throws here made with disadvantage unless a character succeeds at an appropriate DC 14 ability check, such as Strength (Athletics) to power through the marsh or Wisdom (Survival) to find a stable path. The water here is two to four feet deep in most places. Deeper water is hidden by algae that coalesces around river deltas that lead towards the deep swamps of the island's interior. Small boats are effective as transport here, but anything larger than Huge cannot pass through the terrain without capsizing or running aground.

DEEP MARSHES AND SWAMPS

Thick canopy covers most of the swamps, shading them from the sun. During the day, these marshes are dimly lit and, at night as gases fog the air, all sources of bright light extend 10 feet less than normal. The gasses and rotting vegetation fill the swamps with a rancid smell. A character who takes a long rest in the swamp must succeed on a DC 12 Constitution saving throw or become ill and have disadvantage on ability checks for 1d4 hours.

HIDDEN CAVES

There are entrances along the coastline that lead to a large cavern system beneath the island. Many of the tunnels here are large—15 feet or wider—often opening into even larger areas. Water runs through some of these, flooding them and concealing drops of up to 60 feet. These waters can have dangerous currents that force creatures to succeed on a DC 16 Strength saving throw or be pushed 35 feet in a random direction. Other than the entrances, these caves have no light sources, and the entrances themselves often serve as monster dens.

ISLAND FORESTS AND RAVINES

The cypress forests of Cynyrea are thick and winding, with intertwining roots and branches. While it isn't difficult terrain, travel through the forests of Cynyrea takes twice as long as normal due to the circuitous routes travelers must take. There are some who travel through the forests for supplies or use them for clandestine meeting places. When a group begins a long rest, the DM should roll on the Island Forests and Ravines Encounter table below to see whom or what may stumble upon them. If half of the group has proficiency with or a passive score of at least 14 in Survival, they have advantage on Dexterity (Stealth) checks against any creatures that stumble across them while they're making camp or resting.

ISLAND RUINS

Ruins of a past civilization are scattered throughout the wilderness of Cynyrea, from the marshes to deep underground. These ruins often host small cults of Phenax or act as dwellings for the Returned.

There is a unique ruin, somewhere on the island, called the Palace of Pyrantine. A large gathering of Phenax worshippers work there to uncover an ancient artifact, called the Abyssian Heart; they are led by half-masked Konstantina (she/her; appendix A), a charismatic priestess. The Heart supposedly has the power to sink entire cities beneath the waves. They plan to sink Zantharos and rebuild it as a haven for the Returned.

Fraying Allegiances

Many of the various cults of Phenax are independent from each other. Each cult cell is very insular in its methods, goals, and desires. Much like the trickster god, their relationships with each other are multifaceted and duplicitous.

RANDOM ENCOUNTERS

The Cynyrea Random Encounters table provides ideas for the sort of encounters that take place in the Cynyrian wilderness. Check for an encounter once per long rest in the wilderness by rolling a d20. On an 18 or higher, the characters have an encounter at some point during the day or night (equal chance of each). The nature of the encounter depends on which region of the wilderness the characters are located in.

CYNYREA RANDOM ENCOUNTERS

d20	Coastal Marshes & Swamps	Deep Marshes & Swamps	Hidden Caves	Island Forests & Ravines	Island Ruins
1 - 3	2d10 Steam Mephits	2d10 Swarms of Insects	1d3 Ghosts	2d4+2 Lions	1 Assassin
4 - 5	2d10 Swarms of Quippers	3d6 Returned Drifters	2d4 Merrows	4d10 Blood Hawks	3d10 Returned Drifters
6 - 7	4d10 Blood Hawks	2d10 Swarms of Quippers	4d10 Blood-Toll Harpies	2d10 Swarms of Ravens	1d6 Priests
8 - 9	2d10 Swarms of Insects	4d10 Bandits	2d10 Swarms of Quippers	4d10 Bandits	1d3 Revenants
10	4d10 Bandits	1d3 Giant Crocodiles	1d3 Giant Crocodiles	1d6 Priests	1d10 Death Dogs
11	1d6 Merrows	1d4+2 Swarms of Poisonous Snakes	2d10 Swarms of Bats	1d6 Centaurs	1d4+2 Cult Fanatic
12	1d3 Giant Crocodiles	1d6 Giant Constrictor Snakes	1d3 Giant Coral Snakes	2d6+2 Scouts	4d10 Cultists
13	1d3 Giant Coral Snakes	2d6+2 Scouts	2d4+2 Harpies	1d6 Druids	2d6+2 Shadows
14	2d4+2 Harpies	1d6 Awakened Trees	1d4+2 Cult Fanatic	2d6+2 Satyrs	2d4+2 Spies
15	2d6+1 Reef Sharks	1d6 Priests	2d6+2 Shadows	2d4+2 Dryads	1 Lamia
16	2 Water Elementals	2d10 Swarms of Ravens	2 Water Elementals	1d6 Giant Boars	2 Wraiths
17	1 Hydra	1d4+2 Will-o'-Wisps	1d3 Water Weirds	1 Chimera	1d6 Minotaur Skeletons
18	1d3 Basilisks	1d3 Water Weirds	1 Hydra	1d6 Awakened Trees	1d3 Mummy
19	1d4+2 Will-o'-Wisps	1d3 Basilisks	2 Wraiths	1d3 Succubi	2 Cyclopes
20	1d3 Water Weirds	1 Hydra	1d3 Basilisks	1d3 Manticores	1d3 Ghosts

XANTHIA



ZANTHAROS, THE CITY.

Zantharos is a small coastal polis of around 3,000 inhabitants. It is governed by a temple devoted to Pharika. The temple, led by the mysterious priestess, Xanthia, sees to the needs of the city and provides it with protection. About a day after the party's arrival in the city, mighty oracle-lord of mortals Xanthia (she/her; **Theran medusa**) will contact them; asking them to find and investigate the Palace of Pyrantine. She'll pay them handsomely and requires only that they be discreet about their mission.

Upon docking, the dockmaster, grey shepherd of ships Illanthre (he/him; human **veteran**), will greet the characters and mention the recent lack of traffic in the port. Unbeknownst to him, the Abyssian Heart has been causing storms around the island making it hard for travelers to find the harbor. Illanthre will reward characters for bringing shipping charts or helping local fishers.

The trader's league is managed by a leonin, the devious-devising Xoya (they/them; leonin **spy**) who is secretly a worshipper of Phenax. Xoya and their allies also operate a trade in clandestine goods. Xoya will be interested in the party upon hearing of their arrival, and seek an audience with them—asking them to spy on the island's other inhabitants. In return, Xoya will offer the party vouchers and discounts for magic or mundane items available for trade.

As the characters explore the city, they'll stumble upon a gathering of scholars in an open forum. Two philosophers, wise Ophelia (she/her; human **noble**) and thoughtful Io (she/her; human **noble**), are fiercely debating how to chart a course through the wilderness to study the ruins on the island. Ophelia, upon seeing the characters, will note they look like they would be suitable guards for their expedition around the wilderness. They'll offer to pay the party with any findings they think are suitable to part with and offer them a writ of favor to get them in the good graces of other academics around Theros.

PALACE OF PYRANTINE

The Palace of Pyrantine lies among the ruins of an ancient kingdom on Cynyrea. Hints of this kingdom's decadence and pride can be found within the ruins: tarnished gold coins depicting a fist rising from a wave, murals and frescoes depicting revels in the sea, and writings referring to a strange artifact. Many of these display a scorn for Thassa which was likely related to their downfall.

Along a large ridge of rocks within the swamp is a small cave opening hidden by overgrowth. Characters notice this opening if they have a passive Perception score of 14, or succeed on a DC 15 Wisdom (Perception) check.

Beyond the small opening is a decayed garden with a 50-foot radius. At the center of the garden is a 10-foot tall long-dry fountain. Due to the overgrowth here, the garden is difficult terrain. The garden has an arcade at the end opposite the entrance leading to a courtyard that has decayed through time, but has scaffolding and wooden structures housing 1d10 **cultists**. Cultists pass through the arcade within sight of this area frequently, walking the perimeter of their encampment, approximately once every 10 minutes. The palace courtyard exits out to the swamp at one end and into the main hall of the palace's ruins at the other.

What was once the palace's main hall, a large 120-foot by 80-foot area, is now mostly rubble, with crumbling frescoes and pillars. It often has a few dozen returned and a pair of priests of Phenax using it as shelter. From here, crumbling archways lead to other rooms on each end, with the two on the sides leading to storage rooms containing 30 gallons of wine and oil respectively.

The last archway leads to an intact circular room, with a domed ceiling, containing a large, bronze sphere hovering above a platform in the center of the room. The sphere is encased in water and held down by large chains. **Konstantina** (she/her; appendix A), with the assistance of several **cult fanatics**, has been studying the vault and is beginning a ritual to open it when the characters enter.

As she begins the ritual, the entrance seals with magic (needing a successful DC 20 Strength check to force open). The ritual will take 10 minutes for her to complete. At the beginning of the ritual and once every minute (10 rounds) that the ritual lasts, a **water weird** is summoned to defend her and the room begins to fill with sea water. After ten minutes, she'll have unlocked the sphere and obtained the Abyssian Heart. If she does, she'll begin to sink the island which will take five minutes. Whether she is thwarted or successful, the entrance will open after fifteen minutes. If the island does sink, the surface of the island will be 30 feet below the water.



XOYA





KARPEA, SPIRE OF THE ORACLE

History

Karpea is a small island, a jutting spur of rock surrounded by a beach. It is no more than half a mile across. The island's beaches make for an easy landing by shallow-hulled boats. Just past the beach, sheer cliffs rise up to a needle point, 1,500 feet into the sky. A number of caves are dotted around the base of the cliffs and further up the cliffside. A rough-hewn path spirals its way from the base to the pinnacle.

Beyond the shoreline, extending two miles out into the sea in all directions, a magical storm constantly rages, thrashing the water to foam. The storm-wracked area is filled with reefs and jagged rocks, making it incredibly hazardous to shipping.



Several centuries ago, the goddess Thassa had a heated love affair with the beautiful mortal Teis, an acolyte of the mysteries of divination. As Teis became more devoted to her work, Thassa became jealous and a distance grew between them. In order to progress in her studies, Teis turned to the mysterious god Kruphix. This enraged Thassa and, in a fit of jealousy, she lifted the seabed into a spur of rock and imprisoned Teis at its peak for eternity.

Teis was distraught, she lifted her voice in prayer to Kruphix who, across space immeasurable, heard her plea and sundered the rock around her. Noxious vapours enveloped Teis and blessed her with The Aleph, a space where she can see everything that is and will be in the universe.

Her fragile human mind is not capable of fully processing this information, so her vision is often confused and distorted. This 'blessing' has given her seer-like abilities and many now journey to Karpea for her insights, if they are willing to brave the storm and the wily, intelligent, guardian chimera.

WINDING STAIRCASE

From the beach to the summit a pathway wends its way around and around to the pinnacle. The path is between 10 and 15 feet wide, on occasion broadening into landings of varying sizes. Along its length are several caves, some of which are inhabited by shipwrecked sailors under the employ of the chimera.

LAIR OF THE CHIMERA

Halfway up the winding staircase is a large platform roughly 50 feet in diameter. A cave entrance leads into the cliff to a room lavishly bedecked with rugs, treasures, and tables covered in books. A pile of rugs and pillows acts as a bed for the chimera, who lairs here. There is another, smaller bed for its servant, Valdez, a shipwrecked sailor who helps manage the stacks of books and parchments. Most of the chimera's library consists of slightly water-damaged volumes of history, poetry, alchemy, and astrology.

THE ORACLE'S CAVES

At the top of the spire is the entrance into the Oracle's caves. The entrance is spacious with a dry, sandy floor. A large crack in the wall allows access to the inner chamber. Through the crack, sulphuric vapors waft, filling the area with a deeply unpleasant smell.

The inner chamber is warm enough to induce sweating. It houses The Aleph, within which far-seeing Teis floats 5 feet above the ground. The Aleph is separated from the entrance by a deep chasm 7 feet across.

A creature standing within the vapors regains 1d4 hit points per turn.

THE ALEPH

The Oracle lies in a state of ritualistic abandon within the eye of The Aleph, where all things past, present, and future can be seen. The Aleph has no tangible manifestation, it is simply a location in empty space given unique properties. Only the Oracle can use The Aleph without having her mind sundered by the sudden influx of knowledge. Years of attunement and her unique state as an immortal prisoner, have enabled her to comprehend the mysteries revealed through The Aleph and provide answers to the questions brought by pilgrims, although these answers are never clear or precise.

Anyone other than the Oracle stepping into the space of The Aleph will immediately feel a deeply unpleasant tingle on their skin and nausea. A booming voice will then say "This is not a place for you!". If they persist and stay within the area of The Aleph for longer than 1 round they must succeed on a DC 20 Intelligence saving throw or have both their Intelligence and Wisdom reduced to 5 for 1d6 days. Once they have recovered they permanently lose 1d4 Wisdom. Nothing short of a god or wish spell can undo this effect.



Teis

Locations

BEACH

Littered with shipwrecks, the beach extends for 300 feet when the tide is out and 150 feet when the tide is in. It is inhabited solely by a large number of **giant dire crabs** (see appendix A) who either live in underwater caves offshore or wet caves in the cliff face. Treasure can be salvaged from the shipwrecks here—there are roughly thirty vessels nearly intact but for holes in their hulls and many more remains of less fortunate ships.

CAVES

There are over two dozen caves in the cliff face accessible from the beach, some are shallow, while others extend a hundred meters and contain rock pools, within which **giant crabs** frolic. One cave contains a shrine to Thassa where offerings and sacrifices can be made to placate her rage. Both the chimera and the lost sailors know of its location.

Inhabitants

CHIMERA

This three-headed beast (neutral **Chimera** with Intelligence score of 14, capable of speaking common) has been blessed with intelligence and provided the position of guardian of the Oracle. It lives in a cave off of the first landing one reaches while traveling up the staircase toward the Oracle. Upon hearing approaching footsteps, it will present itself to the approaching creatures and request that they state their business. If they wish to see the Oracle, then they have to prove themselves worthy.

For many years the chimera has lived on Karpea, and it has grown weary of its task. It is as much a prisoner as the Oracle it guards, as it cannot leave its post. It is curious about the world it knows it will never see and often considers itself cursed—rather than blessed—with intelligence. It is eager for new experiences, but it is also quick to anger when faced with time-wasters and fools.

It has a central personality which can be exhibited through any of its heads, however particular traits and emotions are exhibited in the following way:

Dragon: Rage, deviousness, and cultivation.

Lion: Courage, wisdom, and kindness.

Goat: Curiosity, playfulness, and exuberance.

There are several ways for an adventurer to pass the chimera without resorting to violence:

First, they can recount an epic, true tale of noble deeds and heroic feats. The chimera will not judge on style or skill, and will just appreciate being told a long story. However, it will attempt some literary and performance criticism at the end of the story, based upon its small understanding of the great poets. The chimera can literally smell a lie, but will forgive artistic embellishment. It will become bored if the epic is over two days long.

It has the ability to detect lies. The chimera is able to discern whether or not words spoken to it are the truth. This god-given ability does not reveal the actual truth, just that a lie has been spoken.

Second, they can prove their worth by answering the chimera's riddle, which relates directly to Kruphix's role in The Silence. An event which is still within living memory.

*The carver of names
and bringer of quiet.
With my hand
the heaven's are stilled.
Who am I?*

(the answer is Kruphix)

For players who are unfamiliar with the history and law of the God Kruphix and that of Theros, the following riddle can be used or you can use another riddle you deem suitable for your group:

*I am a house.
You enter me blind
But leave with sight
What am I?*

(the answer is School)

DM's Note: Feel free to swap out these riddles for ones more suitable for your gaming group.

There is one other way of passing the chimera without recourse to violence: bribery. The life of a guardian beast is not filled with entertainment. It has taken to reading the few books and parchments that have survived the shipwrecks on the island. In particular, it enjoys tragedies and poetry. If adventurers offer it new reading material, it might let them proceed to the Oracle (DC 15 Charisma (Persuasion) check).



Giant Dire Crab



GIANT DIRE CRABS

Highly aggressive and territorial crabs roam the beaches and caves of lower Karpea, feeding on drowned sailors, bold adventurers, and the odd whale that gets washed ashore. These ravenous creatures are constantly on the search for food and are a threat to anyone bold enough to explore Karpea. The crabs are encountered either on their own or in groups (1d6 giant dire crabs).

LOST SAILORS

The chimera employs shipwrecked sailors (**bandits**) who have escaped the dire crabs as a workforce to bring it crabmeat. The sailors have a choice: bring the chimera food or become its food. Those who choose the first option live in a series of caves several hundred feet above the beach, only venturing down to hunt the crabs. The sailors can provide information about the island. There are 2d6 sailors on the island at any one point.

Information the sailors can provide includes:

- The chimera can detect lies.
- There is a harmful magical effect in the Oracle's cave that destroys people's minds.
- There is a shrine to Thassa in one of the caves on the beach.
- Giant dire crab tastes great boiled.
- There are several small, freshwater springs on the island.
- The chimera really likes books.

THE ORACLE

Teis (she/her, human oracle) stopped aging at thirty when Thassa condemned her to eternal imprisonment upon Karpea. She now lives in the top-most cave, surrounded by noxious vapours vented from cracks in the rock, viewing the universe through The Aleph. After three hundred years the visions and isolation Teis has experienced have stripped her connection to humanity, as her mind can wander through eons and across vast distances. This disconnection makes communication with her very difficult; her answers to questions are oblique, absurd, or surreal, but always true.

She hangs in mid-air, her naked form sheathed in yellow vapors that envelop and sustain her. Her voice is disembodied—a disconcerting experience for visitors.

Travelling to and from Karpea

Safely leaving the island is nearly impossible. The howling storm that surrounds it can be subdued by a sufficient sacrifice to Thassa at her shrine, but the goddess will only accept the sacrifice of either the life of a sentient humanoid or a magic item of *rare* or above rarity. Once the sacrifice has been made the storm will part allowing those who participated in the ritual to leave.

If an appropriate sacrifice is not made, the party must attempt to navigate the storm.

For reference to navigating shipping hazards see *Ghosts of Saltmarsh*, p 199-207 or the Storm rules in Appendix C.

For navigation through this hazard it is considered a DC 30 magical storm of the Evocation type (see below).

There is a 60% chance of hitting a reef whilst piloting through the storm. This will cause 4d10 bludgeoning damage to the vessel.

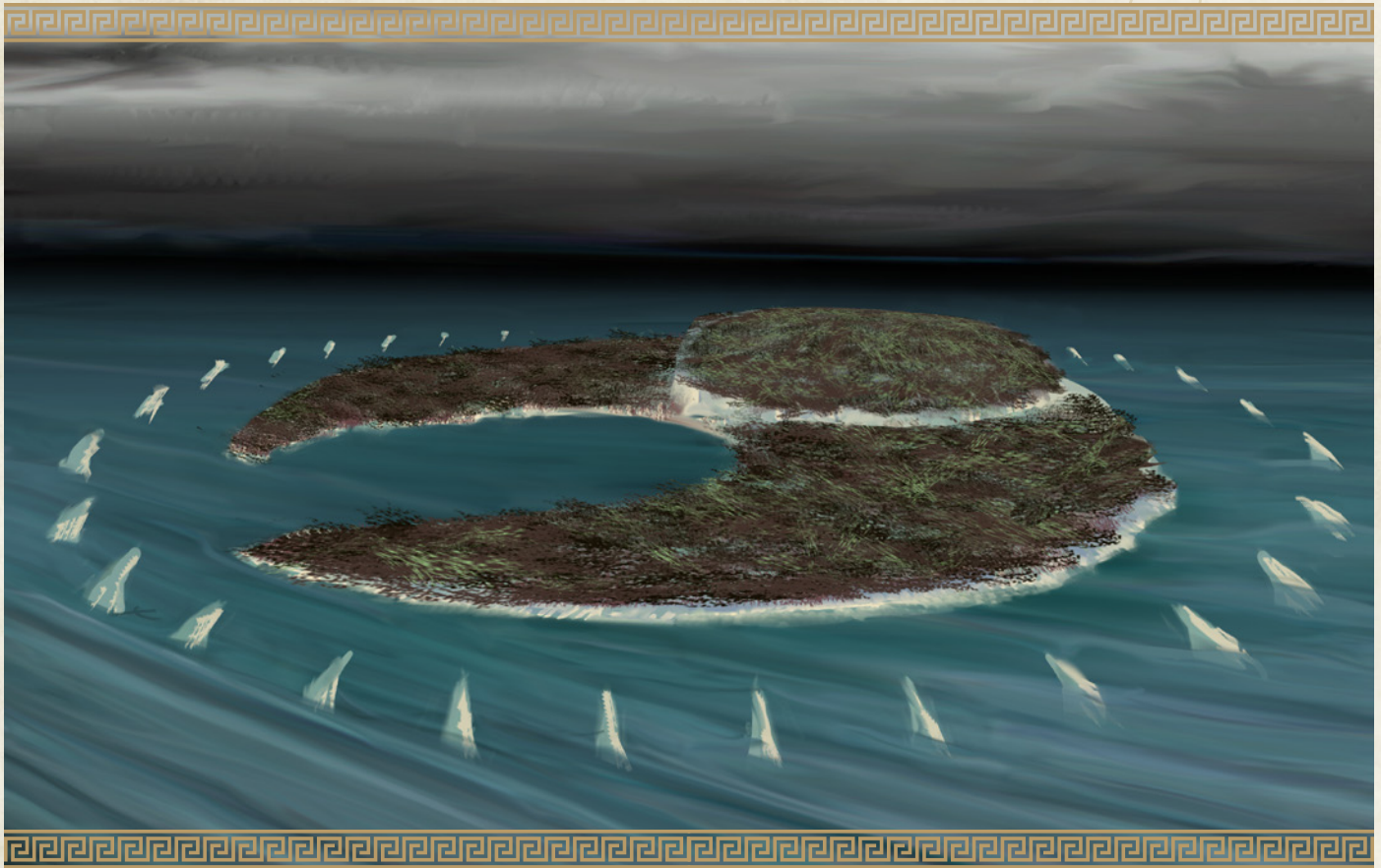
Shallow hulled vessels (like pentekontors and triremes) can be run aground close to or on the beach and will be relatively safe from the storm. Deeper hulled vessels (such as quinqueremes and trade ships) must anchor offshore and will be inside the threat zone of the storm. For every 8 hours they are at anchor there is a 50% chance the storm surrounds them. In addition to the normal effects of an evocation storm, the storm's winds will drive them towards the shore where they will be run aground, causing 4d10 bludgeoning damage to the vessel.

Each round that a creature attempts to fly through the storm, it must succeed on a DC18 Dexterity saving throw or take 3d6 force damage, or half damage on a successful save.

Any being from outside trying to teleport to the island appears 50 feet above the sea within the eye of the storm, which is one mile offshore. Beings trying to teleport out are successful.

EVOCATION STORM

These ferocious storms are wracked with thunderbolts, driving sheets of acid rain, exploding meteors, and other dangers. After each day of the storm, every component aboard the ship takes 1d10 fire, 1d10 acid, and 1d10 lightning damage. In addition, roll 1d20 and add the crew's quality. On a 10 or less, the crew's quality decreases by 1, and 1d6 members of the crew are killed.



LAEGROS, CANNIBAL ARENA

Content Warning: drugged food to induce unconsciousness, cannibalism

Laegros is a mountainous island in the Theran Sea. The only settlement on the island is a farming village that has been subjugated by a small clan of human cannibals who worship the chained titan Kroxa. The crescent-shaped island rises high out of the sea and is about 5 miles across. The inner edge of the crescent forms a cove that is lined by 100-foot-tall cliffs. The outer edge of the island has similar cliffs. In order to climb the cliffs, a character must succeed on a DC 20 Strength (Athletics) check. Large rock pillars rise out of the waves, like giant fangs surrounding the island.

At the innermost point of the cove, a few alcoves large enough to moor ships are cut into the cliff face. Each of these has a narrow staircase cut into the cliff leading from the water's edge up to the clifftops. The village is a collection of mostly small wooden buildings that sits at the top, overlooking the cove. At the center of the village

is an open-air gathering hall where the village feasts and where the village elders meet. The village's solitary stone building is a crypt that also serves as the entrance to a tunnel leading a half-mile outside of the village to an arena. Beyond the village, there are a few small farms and groves of olive and fig trees.

For the last five years, blood-brute **Anastaeus, Disciple of Kroxa** (he/him; appendix A) and his clan of 8 thugs have dominated the village. At the beginning of their occupation, the villagers resisted; but within a few months of Anastaeus's arrival everyone who stood up to them had been maliciously eliminated and eaten. Now, the remaining villagers fearfully cooperate with the cannibalistic clan.

Anastaeus is proud of his physical prowess, and when he challenges an armed opponent, he refuses to use weapons. Besides his great strength, Anastaeus hides a secret: the tattoos that stretch across his upper back and chest magically enhance his strength and stamina while he is in contact with the ground.

Summary

Adventures on this island begin with the party arriving at Laegros and making berth, most likely in the cove. They are greeted by members of Anastaeus's clan and invited to attend a special feast for the Festival of Fortune. At the feast, the party is given drugged food designed to induce unconsciousness.

When the party awakens, they find themselves tied to posts in an arena, where Anastaeus declares that they must fight him one by one for their survival. If they are defeated, they will be sacrificed and eaten in a feast dedicated to the primeval titan Kroxa as the culminating event of the Festival. Should they defeat Anastaeus, the village people rise up against the rest of his clan, freeing themselves from years of oppression. In gratitude, the party is gifted bountifully with treasure from the Anastaeus's hoard, including an artifact that once belonged to the sea-god Thassa.

Arrival

Characters who arrive at the island via the cove will observe a pair of people (**thugs**) manning a catapult (stats in the 'Escaping the Island' section below) on the cliffs at the cove's entrance. If the characters arrive at night, the pair have a small fire lit, serving as a rudimentary beacon. The pair wave towards the characters and then run back to the village to inform Anastaeus of their arrival. Sailing into the cove, characters see the berthing areas for their ship (regardless of ship size). Two villagers (**commoners**) and two thugs are there to greet them. The thugs invite the characters to join them in the village, as they are holding a feast for the Festival of Fortune. Characters who succeed on a DC 18 Wisdom (Insight) check sense apprehension from the villagers and some malicious intent from the thugs.

Characters who climb the stairs to the village are taken to the village hall, an open-air building in the center of town. On their way, they pass more villagers, who are busily preparing the feast. Once again, characters who succeed on a DC 18 Wisdom (Insight) check sense apprehension and fear from villagers. If confronted, villagers will only whisper warnings if characters succeed on a DC 18 Charisma (Persuasion) check, as they fear Anastaeus's wrath. Arriving at the hall, the characters are warmly greeted by Anastaeus, who is enthusiastic about their arrival. He comments that it has been too long since they had guests and that the characters' arrival is an occasion to celebrate.

Anastaeus is joined by the members of his clan while various villagers wait on them and the party. Food is soon served. Characters who make a successful DC 18 Wisdom (Perception) check notice that the dishes they are being served have slight differences to those being given to Anastaeus and his clan; in fact, the party's food has been drugged. Any characters who eat it must succeed on a DC 20 Constitution saving throw. On a failure, the character becomes *unconscious* after 20 minutes; a character who fails by 10 or more becomes *unconscious* after 10 minutes. The unconsciousness lasts 2 hours. Anastaeus and his thugs attack any characters who are still conscious after the 20 minutes pass.





The Arena

When the characters wake up, they will be tied to posts in the arena where Anastaeus fights and kills his victims before eating them. The arena is carved out of smooth white rock, and its 20-foot-tall walls are streaked with dried blood. There are large, downward-angled stakes pounded into the wall near its top that Anastaeus throws his victims onto, impaling them. The arena's ground level has a single entrance, a large metal gate which is currently locked. The arena's floor is about 80 feet across and is covered in a rusty, red-colored sand. There are six wooden posts spaced equidistantly around the perimeter about 10 feet from the wall; each of them stands 6 feet tall and has an iron ring embedded into it.

The characters are each tied to one of these posts and are restrained as long as they are so tied. A character can break the rope binding them with a successful DC 18 Strength (Athletics) check or they can untie themselves with a successful DC 18 Dexterity (Sleight of Hand) check - characters can attempt these checks once before combat begins, and at the start of each of their turns when acting in initiative. Each character has been stripped of everything other than their armor and is gagged to prevent them from casting spells with verbal components. Each character's primary weapon is placed against the wall behind them, with the rest placed in Anastaeus's horde (located in the village crypt).

The villagers and thugs are watching from up above: the villagers begrudgingly and the thugs enthusiastically. When the characters are doing well, the villagers start to cheer for them.

Anastaeus begins by gloating over the characters' fate; he intends to fight them one at a time, forcing the others to watch while he does so. Once he has defeated them, he and his clan will eat them and use their blood as a sacrifice to Kroxa, the Titan of Hunger: the culminating event of the Festival of Fortune.

Anastaeus plans to fight one character at a time, starting with the character who has the highest strength score; when he has defeated that character, he chooses his next opponent at random. To begin a combat, he will untie his opponent and give them time to retrieve their weapon before moving in to attack.

Throughout the battle, Anastaeus mocks the characters about their impending doom. Whenever he takes a legendary action, characters with a passive perception of 15 or higher notice a ripple of energy starting from the ground, rising through his body and being absorbed by his tattoos.

Aftermath

When Anastaeus is defeated, his thugs are momentarily rattled, unsure what to do without their leader. Some of the villagers have a moment of clarity and take the opportunity to fight against the thugs. During the chaos, a villager lowers a ladder down into the arena. If too many player characters are knocked out, the village healer comes down to help stabilize them.

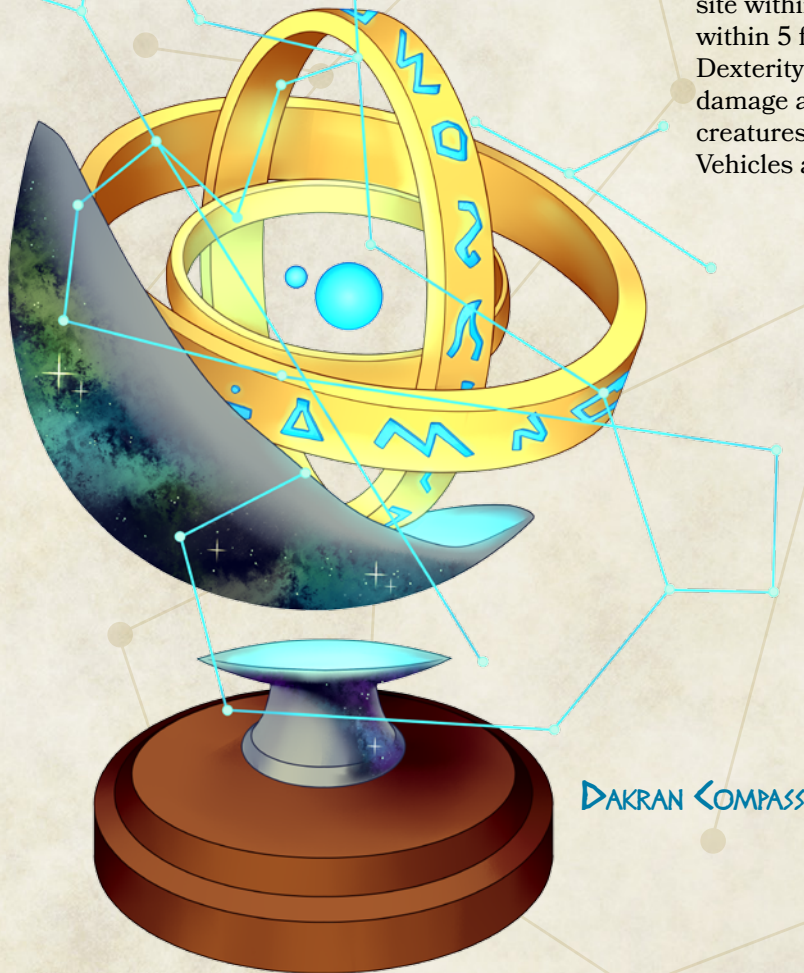
After the thugs are removed from the island by either boat or broadsword, the villagers express their gratitude towards the characters for ending the dominion of Anastaeus and his goons. The villagers return the characters' gear, agree to house the party, and help them to repair and restock their boat if need be. They also give the party 500 gold pieces and an assortment of magical treasures from Anastaeus's horde: a *cloak of protection*, a *ring of water walking*, a *sun blade*, and the *Dakran Compass* (see Appendix B).

Escaping the Island

Characters may catch on to Anastaeus's plan and decide to leave the island. During the escape, the regular villagers neither impede nor help the characters. Climbing down the stone staircase from the village to the stone docks below can be difficult if characters aren't walking slowly and carefully. Unless a character moves at half their walking speed while descending the stairs, they need to succeed on a DC 12 Dexterity (Acrobatics) check or they will fall 10 x 1d10 feet while descending, taking 1d6 bludgeoning damage per 10 feet fallen. A character with a climbing speed automatically succeeds on this check.

During the characters' escape, Anastaeus's and his thugs pursue them. Two thugs run along the cliff tops to the rocky outcropping at the end of the cove where they man a catapult on a rotating platform. The remainder of the eight thugs will follow the characters down the stairs. If the characters board their ship and leave the dock, there are two rowboats the thugs can use to continue their pursuit. The catapult is a Large object with AC 13, 45 hit points, and immunity to poison and psychic damage. It takes one thug's action to load the catapult and the other's action to take the following attack.

Rock Catapult. The catapult fires a boulder at an impact site within a range between 150 and 600 feet. Characters within 5 ft of the impact site must succeed on a DC 14 Dexterity saving throw or take 32 (5d10 +5) bludgeoning damage and be knocked prone. On a successful save, creatures take half damage and are not knocked prone. Vehicles automatically fail this check.



DAKRAN COMPASS



LARYNTHIA, ORAKULAR KONKLAVE

Many seek advice from the Oracle of Thassa, but few ever reach her—and none who do return unchanged. Three rival factions serve as gatekeepers to the Oracle—and each has their own ideas of who is worthy to seek her wisdom.

Geography of Larynthia

Larynthia rises from the ocean like a maw of brown broken teeth. A ring of steep cliffs, harsh and forbidding, is dotted with tufts of stunted vegetation and ramshackle homes linked by ladders and narrow walkways that cling desperately to sheer rock.

The ring of cliffs acts as a wall surrounding a lagoon where the Oracle of Thassa dwells on a tiny island. The factions of Larynthia live on the cliff walls and control access to Larynthia's interior.

Petitioning the Oracle

To reach the Oracle, a group must gain the favor of one of the three rival factions of Larynthia. The factions live in peace, but have little in common and only cooperate in order to protect the Oracle. To gain the favor of a faction, a petitioning group must succeed in a skill challenge (see box Skill Challenges: Quick Rules).

Skill Challenges: Quick Rules

The party works towards a common goal. This requires a number of successful ability checks equal to the number of characters minus 1. Each player can announce how they wish to contribute and the DM assigns skills and DCs, using a base DC of 15, adjusted according to how appropriate their action is to the challenge. When a check succeeds or fails by 3 or more, a complication or opportunity should arise to keep things interesting. Each faction has its own set of complications and opportunities. A skill challenge ends in success when the necessary number of checks are passed or in failure after three checks are failed.

THE KEEPERS

This faction consists mainly of humans, who believe that the past teaches the future— for every effect must follow from a cause. Of all the factions on Larynthia, the Keepers are the most dogmatic. Their leader is self-assured Cassor, a human **mage** (lawful neutral, he/him), while the rest of the faction consists of **commoners** and a few **priests** of Thassa.

To gain the favor of The Keepers, characters must impress them with their learning in reasoned debate against Cassor. Particularly appropriate checks for this challenge include Intelligence (History), Intelligence (Arcana), Intelligence (Religion), or Charisma (Persuasion).

Roleplaying Cassor

Cassor sports a foot-long grey chin beard and dresses in well-tailored robes, in stark contrast to the humble garb of his followers. He is haughty and arrogant to the level of caricature—but he obviously takes himself very seriously and expects others to do the same. He is, thankfully, completely oblivious to puns directed at him and assumes any joke he does not understand is a compliment.

Skill Challenge Complications and Opportunities: The Keepers

d4 Effect

- 1 Cassor misquotes a crucial piece of scripture. You can correct him by succeeding on a DC 13 Intelligence (Religion) check, embarrassing him. The next character in your group gains advantage.
- 2 Cassor delivers a particularly stinging retort, forcing the next character attempting a skill challenge check to succeed on a DC 11 Charisma saving throw or take disadvantage on their check.
- 3 One of the priests interjects a remark that threatens to invalidate the point you just made. If you succeed on a DC 13 Charisma (Persuasion) check, you counter the remark, and can repeat the roll.
- 4 One of the priests lays his hand on Cassor's shoulder. If you succeed on a DC 15 Intelligence (Religion) check, you discern that the priest cast guidance. If you call this out, you remove one skill challenge failure.



THE WASSAIL

These **satyrs** and **satyr revelers** live in the here and now, their parties lighting up the nights of Larynthia—and annoying the other inhabitants to no end. Their leader is merry-hearted Prima, a **satyr reveler** (chaotic neutral, she/her), who can innately cast *Tasha's hideous laughter* (at will) and *Otto's irresistible dance* (1/day), using Charisma as her spellcasting ability (spell save DC 13).

The Wassail believes that the truth about one's future is, paradoxically, revealed in the here and now—each new experience teaches you something about yourself and your place in the stream of time. To impress them, you have to keep up with them partying. Particularly appropriate checks for this challenge include Charisma (Performance), Constitution saving throws, Dexterity (Acrobatics), or Strength (Athletics).



Roleplaying Prima

Prima will never hesitate to make a joke, no matter how bad. She has obviously made a careful study of the “dad jokes” genre. She continuously hops around and habitually touches anyone she talks to—jostling, hugging, rubbing their head, etc. She is always smiling, but that doesn't mean she is always happy. When she is angry or displeased, it shows in her smile.



Skill Challenge Complications and Opportunities: The Wassail

d4 Effect

- 1 One of the satyrs offers the next character to make a check a bubbling pink drink. If they refuse, they automatically fail their check as the satyrs jeer. If they drink, they must make a DC 15 Constitution saving throw, gaining a success toward the skill challenge if they succeed. If they fail the save, they are poisoned for 1 hour.
- 2 Prima cracks a particularly bad joke. Every character in the group must succeed on a DC 11 Charisma (Deception) check to pretend to find it funny or make their next skill challenge check with disadvantage.
- 3 The satyrs break into a particularly strident ruckus in response to your actions. The next character to make a skill challenge check must succeed on a DC 13 Dexterity saving throw or make their next check with disadvantage.
- 4 The satyrs break into a loud song mocking your efforts. If you can match them by making a successful DC 15 Charisma (Performance) check, the next character in line gains advantage on their check.



THE CIRCLE OF EYES

This group's philosophy is directly focused on forecasting the future. They spend their nights gazing up to the stars or into their braziers' flames, looking for omens. The group's name derives from this practice of gazing—but also from the fact that they are almost all **Theran medusas** (gorgons). Their leader is the keen-minded **Theran medusa**, Leandi (neutral, they/them).

The Circle of Eyes values introspection and the insight that comes with it. Leandi bids the characters join them in their gazing and listens to what is revealed to them, cross-examining any deductions they make. This is as much about impressing them as about actually deducing something. Particularly appropriate checks for this challenge include Wisdom (Insight), Wisdom (Perception), Charisma (Persuasion), Intelligence (Nature), or Charisma (Deception).



LEANDI

Roleplaying Leandi

Leandi hides their gorgon snake hair under a turban of black silk at all times. They seem hyper-aware of their surroundings at all times. When talking to someone, Leandi is constantly leaning forward, head cocked and smiling expectantly, like a teacher listening for a specific answer. When their conversation partner invariably falters, they sigh in familiar disappointment.

Skill Challenge Complications and Opportunities: The Circle of Eyes

d4 Effect

- 1 Leandi becomes visibly disappointed and asks the next character to peer deeply into a brazier. If they do so and succeed on a DC 15 Constitution saving throw, they witness strange omens and gain a point of inspiration. If they fail, they are blinded for 1 minute.
- 2 As you gaze into the sky, you catch sight of a shooting star. With a successful DC 15 Intelligence (Nature) check, you see that it points you to a constellation that provides you with an epiphany, removing one accumulated failure from the skill challenge.
- 3 Leandi sighs in exasperation, beginning to lose interest—quick, regain their attention! If you succeed on a DC 14 Charisma (Persuasion) check, the next character gains advantage on their skill challenge check; on a failure, they have disadvantage.
- 4 Leandi looks at you sharply, then towards the stars did you do well... or poorly? With a successful DC 13 Wisdom (Insight) check, you can discern the constellation she gazed at and immediately make another check with advantage.

Oracle Island

Concealing mists drift through the lagoon when—suddenly—the world turns inside out: black becomes white; the quiet of the lagoon becomes a screech, solid, transparent... and for a split second, you see a veiled woman sitting in a temple, a knowing smile on her face, her head cocked as if in invitation. The vision could hardly have lasted for the blink of an eye, and yet the sun seems further along the sky than just a moment before ...

The Oracle's island is only about 40 or 50 feet across, and it consists entirely of fine, white sand. Her temple of white marble inexplicably stands fast on this treacherous surface. It is barely 15 feet on a side and seems to serve her as home, although neither furniture nor supplies are apparent.

The Oracle of Thassa

The mists wafting from the temple carry a kaleidoscope of smells: burnt flesh, freshly baked sweet-rolls, the musk of a stag, honey dripping into tea—every breath brings a new sensation.

Past the threshold, the mists clear to reveal a woman of indeterminable age, with silver-white hair, and a veil covering her eyes. She is clad in a flowing white gown and bent over a wide, empty bowl from which the mists issue forth. She breathes them in, deeply, and turns her face towards you, a knowing smile on her lips. She cocks her head to the side, as if in invitation.

The Oracle of Thassa is a **commoner** with a Wisdom score of 22 and truesight out to a range of 30 feet (she is blind beyond this radius). She can innately cast the following spells, using Wisdom as her spellcasting ability (spell save DC 16): *augury* (3/day), *detect evil and good* (at will), *detect magic* (at will), *divination* (3/day), *foresight* (1/day), *scrying* (2/day), and *tongues* (at will).

In addition, she can accurately predict one event in the life of any mortal. The mortal in question must ask about their future themselves, and once she answers their question she can never again make such a prediction for that individual. Her predictions are always perfectly accurate, but her answers are often cryptic, and she does not offer any elaboration or interpretation.

Anyone who spends at least one minute in the fumes of her temple must succeed on a DC 19 Constitution saving throw or go through an oracular experience (see table).

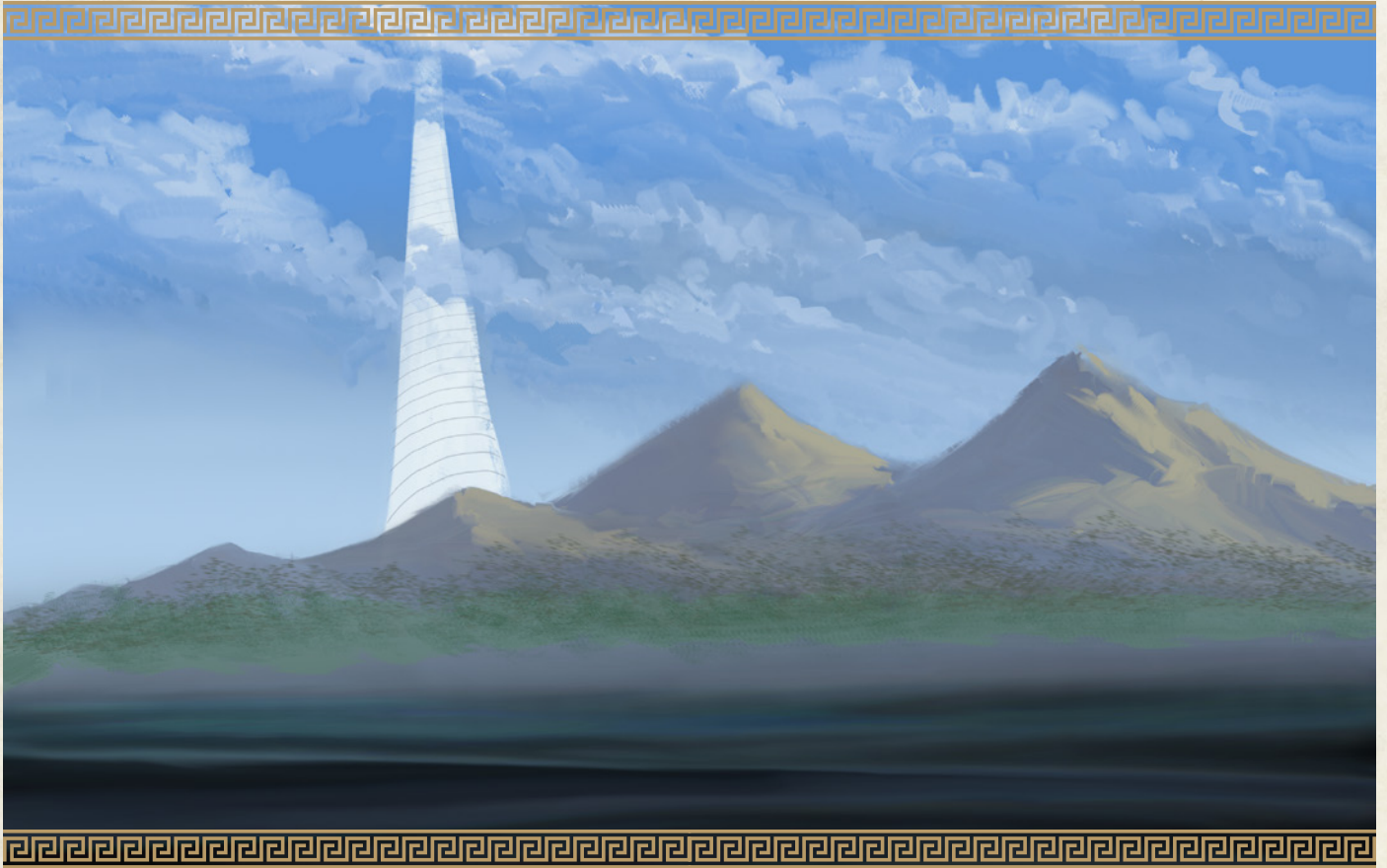


Roleplaying the Oracle of Thassa

The Oracle offers a friendly enough welcome, but her patience with petitioners runs very thin after the centuries of answering their questions. She knows her duty to Thassa, but her front of reserved dignity usually collapses into a comically deep exasperation within minutes.

ORACULAR EXPERIENCES

d6	Effect
1	You become hyper-aware of your surroundings. You cannot be surprised and gain advantage on Wisdom (Perception) checks, but your speed is halved and you have disadvantage on attack rolls as you are overwhelmed with sensations. The effect lasts for 1d4 + 1 days.
2	You feel elated, knowing you can influence your fate by your own free will. You gain the benefits of the Lucky feat, but you do not regain expended luck points. Until you expend your last luck point, your overconfidence causes you to make Wisdom ability checks with disadvantage.
3	A third eye opens on your forehead. While it is there, you gain truesight out to a range of 10 feet and you can see into the Ethereal plane out to a range of 30 feet, but you make Charisma ability checks with disadvantage. The effect lasts for 1d4 - 1 days (minimum of 1 day).
4	You are able to understand and read any language, but you can only speak in Primordial yourself. The effect lasts for 1d4 + 1 days.
5	Thassa herself seems to have blessed you—but, if so, it was with the fickleness of the sea. You become able to cast <i>guidance</i> , but only on others. The effect lasts for 1d4 + 1 days.
6	You gain the benefits of the <i>Rary's telepathic bond</i> spell, linking you with the closest creature that qualifies at the moment you come under this effect. Suffused with this new avenue of communication, you become mute. The effect lasts for 1d4 - 1 days (minimum of 1 day).



MEMNOS, ISLAND OF SLAUGHTER

Memnos is an island of two halves—the warm, bright greens of Arctosia and the grey cold of Mesembra. The city of Arctosia is a sight to behold: huge towers gleam with golden light, and in some cases actual gold. The palatial estates of Arctosia contain rows upon rows of grapes, humble fruits that will be transformed into fine wine. The Steps of Helioid, a tower that seems to reach the clouds themselves, is the crown jewel of Arctosia. At the top sits a mighty statue of Helioid, and pilgrims who make it up the rough-hewn steps carved into the tower's side and reach the top in a single day are said to be able to commune directly with Helioid, himself.

Those who go deeper into the city find that the beauty of Arctosia is merely skin deep. The rich districts encircle the unsightly parts of their city, hiding them from view. The Ratway, as it is called, is home to those the city wants to forget. Worshippers of gods other than Helioid live in the squalor of the Ratway. Buildings there are crammed so closely that sometimes there is no door between two homes, merely a curtain separating two large families.

Away from the city, in the countryside, life seems more free. Small plantations and estates dot the landscape. Most of these are vineyards, but a few grow other fruits and vegetables. Near the border of Mesembra, there is a slight chill in the air, and the vineyards and farms give way to small hunting lodges and inns.

Once you cross over into Mesembra, there is no mistaking it. No matter what time it was before you entered, no matter how high the sun was in the sky, daylight all but vanishes behind the thick wall of fog and mist that swirls around travelers as they journey into Mesembra. Here, the thriving flora and fauna of Arctosia give way to the grey of death. The only things that grow here are fungi, a few hardy vegetables, and strange herbs that thrive in the greyness of the mist.

AT THASSA'S MERCY

The city of Mesembra is the antithesis of Arctosia in every way. Instead of building up, the people of Mesembra built out and down. High walls encircle a large sprawl of buildings made of wood and held together with mud and leather straps. At the center of the city lies the Crypt, an underground complex that serves as both a Temple to Erebos and as the final resting place of the dead. Built deep into the earth, the Crypt is accessed by an enormous spiral staircase dug into the earth. Hallways leading off the stairs allow families to access the tombs of their loved ones where they can mourn or celebrate their lives. Behind the Crypt lies the Skull Fortress. The Fortress was once Mesembra's seat of power as well as an arena for Mogis worshippers to watch executions and large scale battles between slaves. Fifty years ago, a slave uprising overthrew the rule of the Mogis worshippers. Now the banners that fly from the Skull Fortress show Erebos's whip, to let all know that death will find them, no matter how far they run.

War is Brewing

Mesembra and Arctosia have been on the brink of war for as long as the people of either nation can remember. Now, Helen, the Princess of Arctosia has gone missing, and the people of Mesembra have been blamed. War is imminent. Hoplites from Arctosia have been deployed to the border, and all travel, save for that deemed necessary by King Agathon of Arctosia, has been halted. While small skirmishes have broken out at some border crossings, open war has so far been averted. How long this tenuous peace will hold out, only the gods can say for sure.

This island can be run a few different ways: as a combat heavy adventure, as a mystery waiting to be solved, or as some combination of both. Once they learn that the princess has disappeared, the party should be ambushed by a group of men wearing bull hides (Marauders of Mogis, see appendix A). Once their attackers are defeated, the party discovers one of their assailants is wearing an amulet with Mogis's symbol on it. This should let the party know something else is afoot here. As the adventure continues, throw in more clues as to the true culprits behind the disappearance of the princess: amulets of Mogis, villages being burned for no military purpose, minotaur raiders being spotted. This should all culminate in one climactic final showdown where the party stops the war and unveils the true mastermind behind recent hostilities: the Princess of Arctosia, Helen, who turned to the worship of the god of slaughter and faked her own kidnapping to incite a war that she hoped would result in a bloodbath.



AGATHON

In Mogis's Name

Legends are told of both heroes and villains, especially in the myths of the ancient greeks. If your party happens to be made up of these villains, especially Mogis worshippers, this island takes on a much darker tone. As soon as the party exits Arctosia, a large, flaming cerberus appears before them. Instead of attacking, the monstrosity appears to be wanting the party to follow. If they choose not to, the cerberus will follow them until they do. He leads them to a hidden cave, where the Mogis worshippers and Helen are hiding. Helen greets the party as comrades, and any Mogis worshippers are given a hero's welcome. They are given missions to attack supply lines, burn villages, and destabilize the area, all while making it appear that the other side is responsible. The final mission will be to turn the final battlefield into an abattoir for Mogis. How you run the story is up to you, but in the end the Slaughter God will get his blood, no matter where it comes from.

Locations

STEPS OF HELIOD

The holiest place in all of Arctosia, the Steps of Heliod allow you to get as close as possible to Heliod without going into Nyx itself. Made of pure white marble and inlaid with gold, the steps seem to radiate with Heliod's light from within. The temple at the top is kept immaculate by Nyxborn clerics of Heliod, and any who dare disrespect Heliod will be thrown from the tower, their broken bodies landing on the streets below.

THE CRYPT

A large temple to Erebos, and the final resting place of the Mesembran people, the Crypt is both a place of mourning and a place of celebration. Tended by the Death's Hand, a sect of clerics that follow Erebos, the Crypt is a spiraling staircase, leading down into the earth. Every hundred feet there is a landing that leads into a long hallway filled with coffins and urns. The hallways are large enough for multiple families to sit with their loved ones, both living and dead.

THE SKULL FORTRESS

The Skull Fortress, or simply the Fortress as most call it, is a gargantuan circular structure made of obsidian that strikes an imposing figure against the grey of Mesembra. The middle of the Fortress was once a gladiatorial arena used by the Mogis worshippers who built it. It now is a huge cemetery, where the heroes who died in the liberation of Mesembra have been interred.



MENODORA

Persons of Interest

AGATHON, KING OF ARCTOSIA

(He/him, human **noble**) Everyone in the kingdom of Arctosia has a story about sun-anointed King Agathon: how he frequents the local taverns and drinks with the sailors and fishermen, how he hosts fabulous banquets almost every night, or how his kindness towards the orphan children who live in his kingdom knows no bounds. A rotund man with grey hair and beard, Agathon is almost always seen with red rosy cheeks, though whether his coloring is from exertion or copious amounts of drink is never clear. Agathon is a jolly man, slow to anger. However, when his anger does show it burns like the forge of Purphoros. The disappearance of his daughter has vanquished his light-heartedness, and he is now a shell of his former self. Gone are his rosy cheeks, and gone is his rotund frame. He rarely sleeps, and even more rarely eats, obsessively reading scout reports for any news of his daughter.

MENODORA, QUEEN OF MESEMBRA

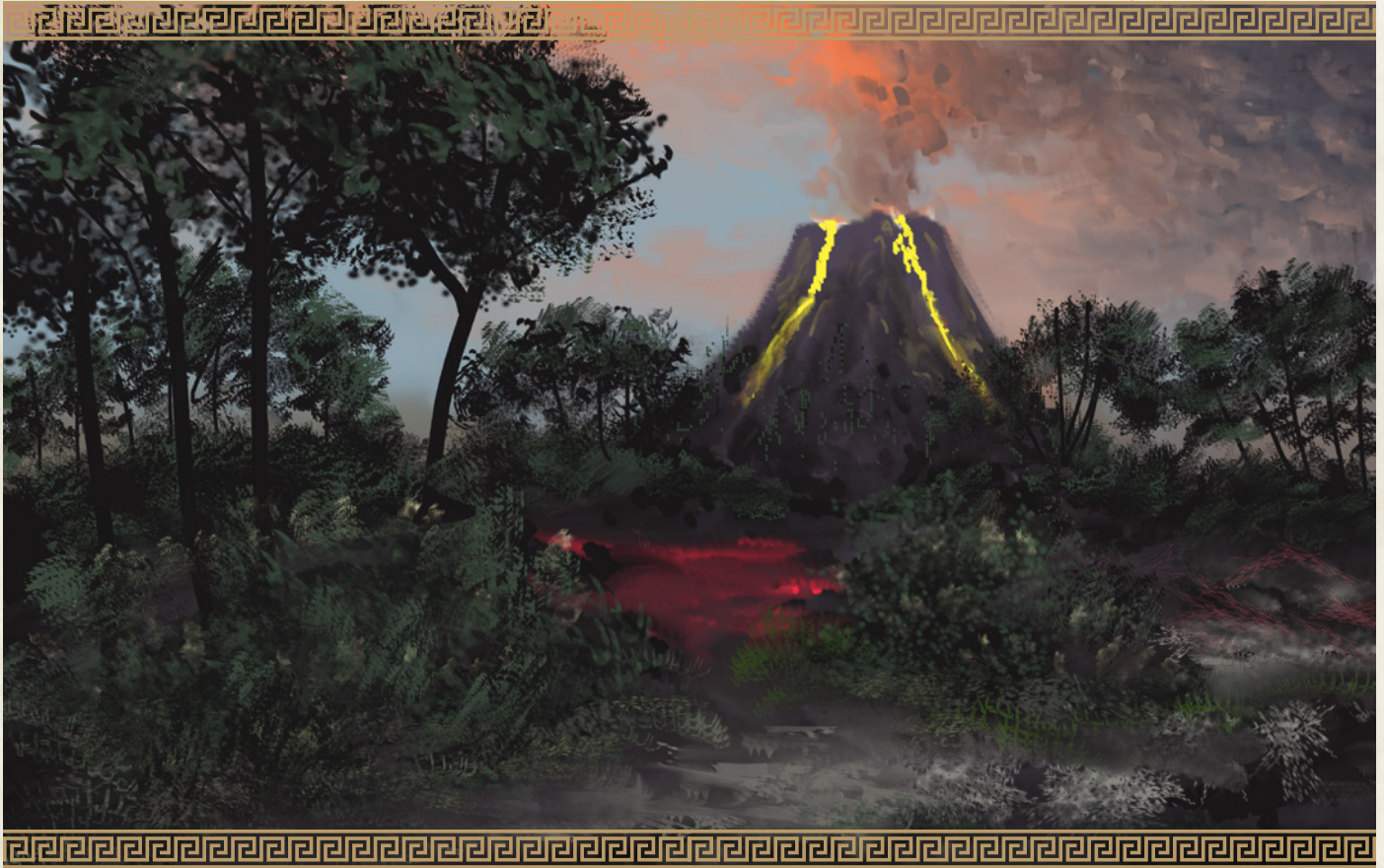
(She/her, centaur **priest**) Fire-maned Menodora is a centaur, the oldest of three sisters. Her human half has long red hair, which matches the chestnut coat of her horse half. Menodora and her sisters were brought to Mesembra as gladiators by the Mogis-worshipping original inhabitants of the city. Menodora and the other Mesembran slaves prayed to Erebos for death to take them quickly and grant them freedom. Fifty years ago, Erebos appeared before Menodora and granted her his whip. She used it to break the chains of slavery and show the Mogis worshippers that death was inevitable. She freed the slaves and drove the Mogis worshippers into the wilds. Since then, she has ruled her people kindly and fairly, and the people in turn have heaped praise upon her name. Sometimes called Death's Mistress, Menodora does not seek war with Arctosia, and is content to let them be. Since the disappearance of the princess, and the mustering of Arctosia's forces, Menodora has called back her armies, and is preparing for a long siege.

HELEN, PRINCESS OF ARCTOSIA

(She/her; appendix A) Deadly-beautiful Helen is widely regarded as the most beautiful woman on the Island. With bright red hair and green eyes that nearly glow, Helen is a beauty to rival even the gods. When in Arctosia, she was often seen caring for orphans or helping feed the poor. In secret, however, she is a cold and ruthless worshipper of the God of Slaughter, Mogis. She has snuck out of the city with the help of her fellow faithful to spark a war that will serve as an offering to her patron. Her fellow followers of Mogis are a ragtag group of both humans and minotaurs. She has gained such pull with Mogis, that he has even gifted her his greataxe, Wrathbringer.

HELEN





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IFAÍSTEIUS, ISLAND OF CREATION

A column of smoke heralds the presence of Ifaísteius long before its eponymous volcano comes into view. Though the seas around the island are calm, these waters hide razor sharp reefs of obsidian—the Teeth of Purphoros. The junction of unfathomable seismic activity, the shorelines of Ifaísteius shift unceasingly, ascending and eroding, to be born anew in the next bout of spasmodic eruptions.

Through divine intervention or geological quirk, one cove remains untouched by this volatility. Here, the island's only civilized settlement, the immaculate villa of Aristoúr, has sprung up around the cove.

Beyond Aristoúr's granite and marble walls, the island is as untamed as the forces beneath it. Below the barren ash and lava flows around the volcano's crater, sparse scrub pines and other hearty, higher-altitude trees are interspersed between the blackened trunks of their predecessors. Further down the slope, the mineral-enriched soil gives birth to forests of cypress, poplar, and oak, carved through with blackened scars left by pyroclastic marches to the sea. In these dark and foreboding spaces, the corrupted satyrs make their homes.

The Artisans

Aristoúr's population comprises a sect of 500 Purphoros worshippers who were mysteriously drawn to the island as if by siren song. They soon formed a collective seeking artistic perfection in the name of Purphoros. The few merchants who brave the journey here do so for one reason only – the sheer value that Aristoúr's goods fetch from vainglorious elites.

The Satyrs

Unlike their kin throughout much of the rest of Theros, the satyrs of Ifaísteius are not joyous masters of revelry. They, too, have fallen under the island's influence and are slavishly devoted to artistic works. Without the ability to craft iron or stone, however, they have moved on to more macabre forms of art, hunting the artisans and creating totems, trinkets, and displays from their remains.



Escaping Ifaisteius

The party is greeted warmly, and at a dinner in their honor, the Masters' Council will introduce themselves. The full resources of Aristoúr are made available, for all are equal who strive to please Purphoros.

Should the party mention leaving the island, all such warmth dissipates. Nobody leaves without offering an aristoúrgima, a masterpiece, to Purphoros. The Council draws the party's attention to a prominent display at the center of the festivities, showcasing the three most recently accepted submissions; a beautiful suit of armor, an impossibly intricate necklace, and a marble statue of a cloaked maiden carved with such delicacy that the cloth seems to flutter.

Those who attempt to circumvent this tradition face the Teeth of Purphoros beneath an unforgiving sea. Survivors who wash back ashore are exiled to The Gashes to become materials for the satyr.

Locations

ARISTOÚR

Home of the artisans and the only human settlement on the island, this multi-tiered limestone and marble villa sits in a crescent around the only bay not plagued by the Teeth of Purphoros. Despite Aristoúr's remote location, the villa is as architecturally sophisticated as any buildings in one of the great poleis of the mainland, a testament to the skills of its builders.

THE GASHES

The satyr make their homes in these blackened scars, scorched into the island by countless eruptions. They craft their makeshift hovels and totems from the remains of careless settlers who wander too far from the safety of Aristoúr.

THE FORGE MIND

The Forge Mind is a legendary cave—it is said that anyone who meditates within it for a full night receives inspiration from Purphoros himself. Many esteemed Artisans spuriously claim to have crafted masterpieces after a night in the cave. Many more have died trying. Scholars believe the cave is a vent for toxic gases from the core, and that the epiphanies are the hallucinogenic results of exposure. The artisans reject this outright.

THE HERMITAGE

The Hermitage is a simple hovel, impossibly close to the lip of the volcano. The satyr and the mountain itself conspire to prevent anyone from reaching it, but rumors persist that Stavros, the forge master, has made the climb. He tersely denies this, but the artisans swear his exquisite hammer was not with him when he washed ashore.

MAKING A RUN FOR IT

The party can leave, and the guards, secure in the inevitable wrath of their god, will not risk bloodshed to stop them. The party must reckon with the Teeth of Purphoros once clear of the cove. A DC 20 Wisdom

(Perception) check is required each minute to avoid the jet black stones, which extend for a mile in any direction.

The rocks deal 42 (4d20) slashing damage when struck. If the party's ship is sunk, the currents carry them back to Aristoúr.

CRAFTING AN ARISTOÚRGIMA

The party may craft an aristoúrgima; this can be done by one member of the party, or as a collaborative effort. All aristoúrgima have a minimum cost of 1000 gp, taking an average of 20 weeks to craft.

ARTISAN
MINOTAUR



DONATING AN ARISTOÚRGIMA

If the party has a non-gemstone item worth more than 1000 gp, they may offer it as a donation.

SPONSORING AN ÉPIK TALE

Theros has a love for epic tales. A party who expresses their inability to create or donate an aristoúrgima will be offered an alternative. An aspiring poet, crafter of verses **Meroh** (he/him; Appendix A) seeks to find and spend a night in the Hermitage. In protecting him as he chronicles their adventure, they will be deemed sponsors of his aristoúrgima.

Journey to the Hermitage

The party will set out from Aristoúr, Meroh in tow. He will guide them to the nearest entrance to the Gashes. Travel here is easy, but the lack of trees and lava-smoothed ascent makes stealth difficult, increasing the risk of satyr ambush.

INTO THE GASHES

At a normal pace, it is a four hour walk to the base of the volcano. Every hour the party spends beyond the walls of Aristoúr, roll a d20. On an 11 or higher, a patrol of 1d4+1 **corrupted satyrs** (see appendix A) is spotted.

THE GATE OF IFAÍSTEIUS

The Gash the party has been traversing reaches the foot of Ifaísteius at a passage between two onyx boulders. Guarding this pass is a **corrupted satyr chieftain** (see appendix A) with 4 **corrupted satyr** bodyguards. The sight of him makes Meroh visibly nervous.

The chieftain will offer an exceptional warhammer they claim to have found in exchange for Meroh, who has defaulted on a bargain. Meroh will counter that the party represents “his payment, plus interest.” The Chieftain, nonplussed, states the party looks like more trouble than they’re worth.

A DC15 Charisma (Intimidation) check against Meroh, or a DC12 Charisma (Persuasion) against the chieftain will reveal the following:

THE CHIEFTAIN:

Meroh, desperate to leave Ifaísteius, was stricken with writer's block. In despair, he sought the Forge Mind, but was captured by satyr. He pleaded with them, as legendary storytellers, to help him craft his tale. They agreed, for a price: he was to provide two artisans to die in his stead. With a crude geas they swore would strike him down in one week's time should he fail to remit, the pact was sealed.



SATYR CHIEFTAIN

MEROH (IN ADDITION TO THE ABOVE):

The Council, reviewing his work, deemed it unworthy, finding it a drastic departure from his previous stylings and questioning its origins. Angry with the satyr for failing him, he swore not to pay, but became more fearful as the week marched on. The Council, aware of his increasingly erratic behavior, suggested he visit the Hermitage for inspiration, in hopes of letting the island resolve their problem. Meroh, on the other hand, saw an opportunity to pay his debts after all, and requested an escort.

The party has choices here:

- They can give Meroh to the satyr for a +2 warhammer, and either continue the climb or return to Aristoúr.
- They can refuse to hand over Meroh, provoking combat. The +2 warhammer can be looted off the Chieftain's body, and Meroh dealt with as the party chooses.

AT THASSA'S MERCY

THE ASCENT

The climb takes six hours. Every hour, the volcano unleashes its wrath on those ascending it. A retreating character is left alone.

d20	Result
1	Minor Eruption
2-5	Ash Clouds
6-10	Searing Winds
11-15	Unstable Ground
16-19	Flaming Debris
20	Rare Calm

Minor Eruption: Fresh lava creeps down the slope they have been traveling. An hour must be spent finding an alternate path.

Ash Clouds: The air is choked with ash. Movement speed is reduced by half for one hour as the party struggles to see and breathe.

Searing Winds: A wall of blistering heat strikes the party. Characters must succeed on a DC 15 Constitution check or take 1d8 fire damage.

Unstable Ground: The earth spasms violently. Make a DC 15 Dexterity (Acrobatics) check or take 1d8 slashing damage from falling against unforgiving obsidian.

Flaming Debris: Flaming stone begins raining down. The mountain makes an attack roll at +5 targeting each character, dealing 8 (1d12 + 2) fire damage on a hit. Struck characters catch fire, taking 5 (1d10) damage on the start of each turn until someone douses the flames.

THE FORGE MIND

Four hours up, the party reaches the Forge Mind. Individuals may safely rest outside, or attempt a long rest inside. The air is acrid, and every hour, a character must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage. If they fail the save by more than 5, they begin to feel dangerously light-headed. Failing by more than 5 a second time will cause them to lose consciousness, falling to 0 hp. A creature that is stable at 0 hit points and takes additional damage must begin making death saving throws.

The Gift of Purphoros: Anyone who remains conscious for 8 hours may pick a tool set with which they are proficient. They gain a permanent inspiration die that can be used once per day on any check involving those tools.

THE HERMITAGE

At the lip of the crater stands a clay hovel. On its porch, the Hermit, an 8' tall humanoid in a Returned mask, draped in red robes and bronze sigils of Purphoros. None of its skin is visible, and it does not speak.



THE HERMIT

If the party has the satyr chieftain's hammer:

The Hermit will reach for it, and it will teleport into its hand. Every character present will hear a thankful voice compelling them to imagine their perfect weapon or armor. The Hermit will clap its hands, splitting the ground beneath the party, spilling them directly into the cone of Ifaísteius. They will feel a white hot fire, a sense of being propelled upwards at a terrifying rate, and awaken, unharmed, at the gates of Aristouír, holding +2 versions of whatever they selected. If Meroh is with the party, he will be clutching a leather tome with gilded pages.

If the party does not have the hammer: The party feels a whisper in their minds, as though a gentle breeze has passed through their thoughts. Hermit and hovel disappear without a trace, leaving the confused party to make the trek back to Aristouír.

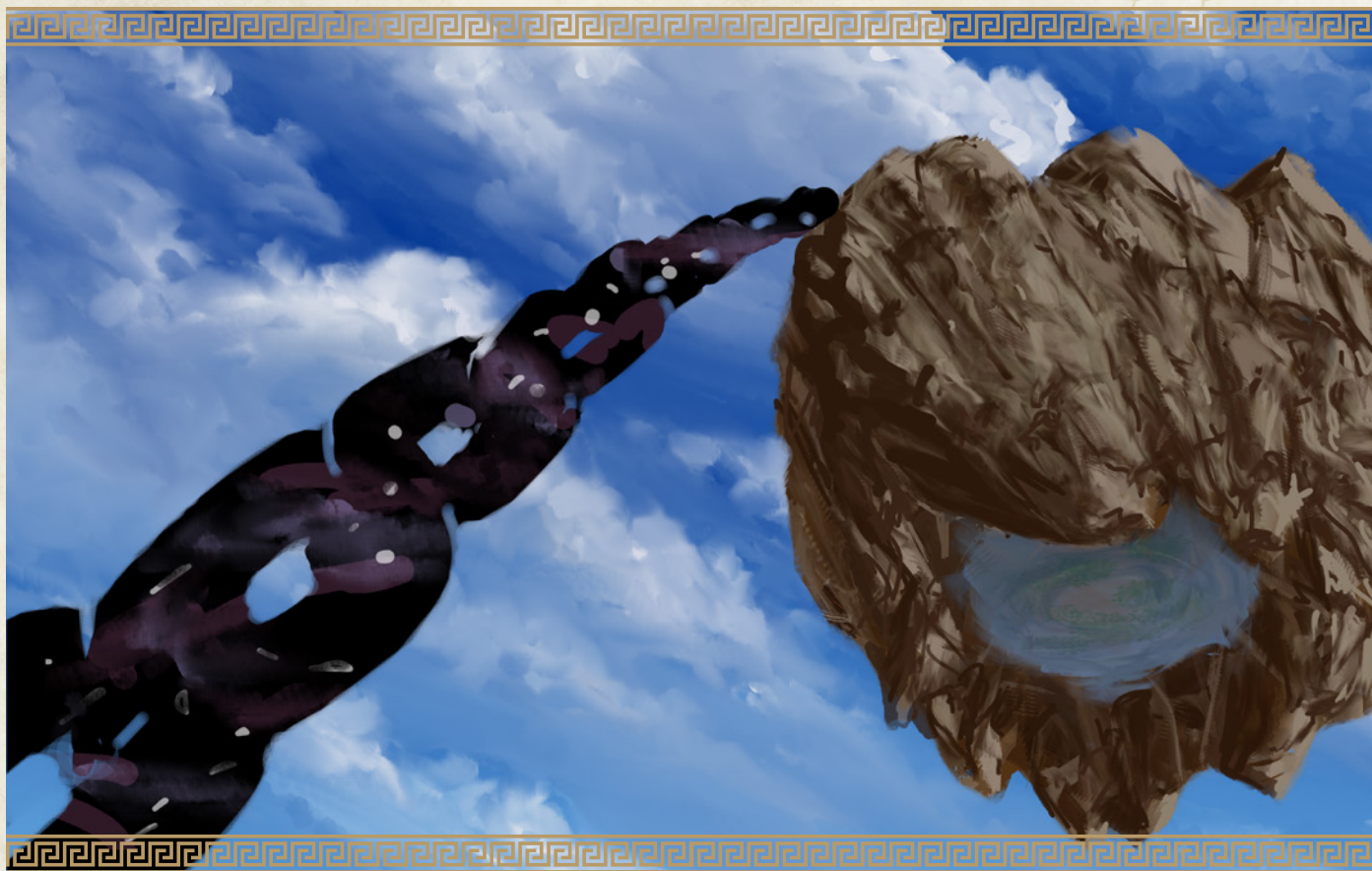
If any hostile action is taken towards the Hermit: The Hermitage will disappear, and Ifaísteius will erupt. The party must flee down the mountain, making five Flaming Debris checks along the way

FREEDOM

On their return, the party may barter safe passage off the island by:

- Fulfilling their sponsorship of Meroh by returning him with the tome
- Donating an item given to them by the Hermit
- Presenting the forge hammer from the satyr chieftain
- Exposing Meroh's betrayal, and turning him over (alive) to the Council

Failing all of this, they must use one of the other options outlined in Escaping Ifaísteius.

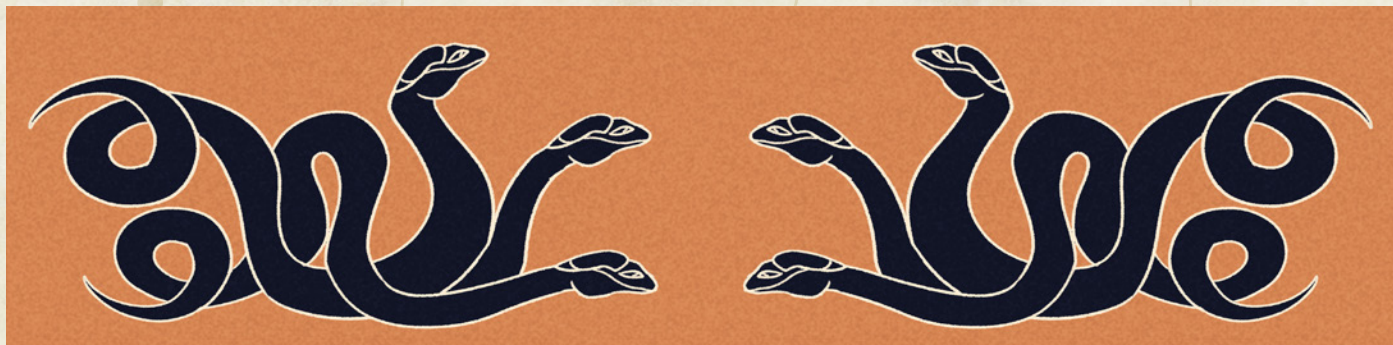


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KHELOSARI

Khelosari is a vast island of craggy, pitted stone that floats two hundred feet above the surface of the Siren Sea. Enormous chains, with the starfield of Nyx, extend down from the sides of the island and anchor it above the choppy sea. The underside of the island is covered with upside-down tidal pools that host a wide variety of marine life, from crab and octopuses to barnacles and sea anemones. Khelosari derives its name from its most legendary inhabitant. Old tales tell of a mortal sailor named Khelos who once stole Thassa's bident Dekella. Khelos used Dekella to destroy his enemies and Thassa punished him by turning his entire family into eels.

In truth, Thassa's wrath transformed Khelos and his kin into slimy, sinuous monsters and pushed his island home out of the sea to deprive him and his family of its bounty. Now the floating island Khelosari is home to Khelos and his monstrous brood. For centuries, they have kidnapped and consumed those who travel across Thassa's oceans. Khelos and his kin have created a network of tunnels running through the island interior. While most steer clear of the monster and his brood, those who seek forbidden knowledge regarding Thassa, Dekella, Kiora, or other briny secrets may climb the chains and bring gifts before Khelos in the hopes of gaining an audience with him.





Voracious Brood

The only sapient inhabitants of the island are Khelos and his monstrous family. **Khelos**, Tideswell's Bane (Appendix A) is a typhon, an unthinkably large and powerful monster fueled by his ancient grudge against Thassa and his eternal hunger. His vast, fleshy body is that of a plump and gluttonous eel, coated in thick slime. Instead of a head, Khelos bears a massive, circular maw ringed with vicious teeth and a mane of hissing, spitting eels. Bulging from his sides are four long-necked, oozing appendages which each bear the countenance of a massive eel with glowing yellow eyes. Khelos's family were also affected by Thassa's curse to various degrees. The youngest among them (young eelbrood) have humanoid bodies with eel-like fins along their forearms and an eel's head instead of a humanoid one (use **yuan-ti malison type 1** statistics with the Amphibious trait and a 30 foot swim speed). The older members of the family (elder eelbrood) have either humanoid heads and bodies with sinuous, thrashing eels for arms (use **yuan-ti malison type 2** statistics with the Amphibious trait and a 30 foot swim speed) or a humanoid head and upper body with the slick lower body of an eel instead of legs (use **yuan-ti malison type 3** statistics with the Amphibious trait and a 30 foot swim speed).

Locations

ANCHORING CHAINS

The four enormous glittering chains which bind Khelosari in place were created by Thassa and bear telltale signs of their origin. The chains contain the starfield of Nyx in their shadows as if they were a Nyxborn creature. Crabs can be seen skittering up and down the chains between the floating island and the sea below. A creature who succeeds on a DC 14 Intelligence (Nature) check ascertains that the chains are crafted from tightly woven steelkelp, a deep sea kelp commonly used by merfolk in construction. It would take an extraordinary feat of strength or divine interference to break these chains. Specifically, breaking one of these chains requires a creature with a Strength score of 30 or higher to succeed on a DC 30 Strength (Athletics) check. Otherwise, a chain can only be broken by a *wish* spell, successful Divine Intervention, or similar magic.

Unless the characters have a method of flight, the only way to reach Khelosari is by climbing the chains. The chains are slippery and covered in barnacles, and a character without a climb speed must succeed on a DC 15 Strength (Athletics) check to safely ascend these chains without falling into the ocean below. Since adventures on Khelosari are impossible if the characters can't reach the island, characters should be encouraged to come up with creative ways to ascend safely. If characters failing their climb checks threatens to slow the momentum of your adventure, consider allowing them to succeed at a cost instead, perhaps giving a character a level of exhaustion or taking damage from the climb.

SUSPENDED TIDPOOLS

The entire underside of Khelosari is under the effects of a reverse gravity spell at all times. This allows creatures to walk upside-down on the underside of the island normally. The rocky underside (as well as the wind-smoothed top surface) of the island are littered with large, vibrant tidepools that contain a myriad of aquatic animals cultivated by Khelos's brood and used to sate their hunger. The creatures here include **giant octopi**, giant starfish (use **darkmantle** statistics and replace the fly speed with a swim speed), **giant crabs**, stinging lionfish (use **manticore** statistics and replace the fly speed with a swim speed), **giant sea horses**, **swarms of quippers**, and even the occasional **reef shark**.

Due to the abundance of delicious aquatic creatures raised here by Khelos and his family, a benthic giant (use **storm giant** statistics) will occasionally climb the chains out of the sea to capture food at the suspended tidepools. In addition to the inhabitants of the pools, a successful DC 14 Intelligence (Investigation) check will allow a character to find some of the broken and shattered armor and weapons of previous visitors. The craggy landscape of the island is also riddled with large, slime-encrusted tunnels which wind into the interior of Khelosari.



ELDER EELBROOD



YOUNG EELBROOD

Khelos's wife Amanita (**yuan-ti abomination** statistics, neutral evil, she/her) can often be found tending the tide pools or netfishing in them alongside her two youngest children Morista (**yuan-ti malison type 1** statistics, chaotic evil, she/her) and Honeycomb (**yuan-ti malison type 1** statistics, neutral evil, he/him). Amanita is a cunning woman who warmly welcomes visitors. If the characters inquire as to the unusual eel-like appearances of herself and her children, she tells the story of Thassa's curse while lamenting the cruelty of the goddess. Amanita offers the characters a banquet of seafood and claims that her husband would love a chance to hear stories from the outside world. Amanita hopes to lure visitors to Khelos's lair to feed her family; she is too smart to risk the lives of Morista and Honeycomb by fighting strangers amidst the rocky tidepools. A DC 16 Wisdom (Insight) check reveals a glint of hunger in her eyes and suggests that she is not telling the full truth. If she is threatened, she will usher her children back within the tunnels.

EELBROOD TUNNELS

When the characters head inside the network of tunnels leading into the islands, whether guided by Amanita or not, read or paraphrase the following:

The smooth tunnels extend deep into the interior of the island. Small lanterns hang from the ceiling every 30 feet, casting dim light. The walls and floor are extraordinarily smooth and large patches are encrusted with iridescent blue and yellow slime. The dripping of water echoes through the tunnel.

A character who succeeds on a DC 12 Intelligence (Investigation) check discovers large yellow-and-blue patterned scales within one of the patches of slime. These seem to have come from a colossal scaled creature (Khelos). Characters who succeed on a DC 15 Wisdom (Survival) check can follow tracks through the more well-traveled tunnels to safely discover Khelos's lair. Characters who fail this check wander the tunnels for an hour before they are ambushed by three **young eelbrood** (see above) and one **elder eelbrood** (see above). The eelbrood will attack intruders hungrily but retreat to Khelos's lair when they are reduced to less than half of their hit point maximum. Eelbrood encountered this way can be tracked easily back to Khelos's lair.

KHELOS'S LAIR

When the characters reach the lair of the island's patriarch, read or paraphrase the following:

The sounds of slick movement and the rasp of scale on stone precede the horrible visage of this vast cavern's enormous inhabitant. Wrapped in thick coils around enormous columns of stone is an unthinkable large monster. Its vast, fleshy body is like that of a plump and gluttonous eel, coated in the same thick slime that is smeared across every surface of the chamber. Instead of a head, the creature bears a massive, circular maw ringed with vicious teeth and a mane of hissing, spitting eels. Bulging from its sides are four long-necked, oozing appendages which each bear the countenance of a massive eel with glowing yellow eyes. Playing and fighting around this monster are a number of eel-like humanoids, some of whom bear eel heads, eels for arms, or sinuous tails in the place of their legs.

This lair is where Khelos spends time with his family, watching his youngest children wrestle and play and helping Amanita and their older children brainstorm solutions to problems such as benthic giants ransacking their tidepools. A character who sees the inhabitants of this room and succeeds on a DC 15 Intelligence (Religion) check will recall the story of Khelos and Thassa, identifying the typhon. The characters' response to this lair and their objective upon discovering the

Khelosari's legendary inhabitant will determine the course of any further adventures on this island. Characters who are affiliated with Thassa may receive an increase in their piety score for destroying her ancient foe. A party which proceeds with violence is met with the fighting force of **Khelos** (Appendix A) and Amanita (**yuan-ti abomination** statistics, neutral evil, she/her) while the six **elder eelbrood** usher the twelve **young eelbrood** into the tunnels to escape the battle.

Negotiation. Khelos has a great deal of knowledge about Thassa, and could relate how he stole Dekella, reveal the location of Thassa's secret underwater temple, or have some other piece of lore that the party is seeking. If characters try to parley with Khelos and Amanita, negotiating with them is treated as a skill challenge.

SKILL CHALLENGE

Players. The goal of the skill challenge is to successfully negotiate with Khelos for their safety and to obtain a concession (typically knowledge) from him. During the skill challenge each character will be able to perform a check in a skill that they are proficient in. However, once a character makes a skill check, that person cannot make the same check again. Checks are made by the characters around the table until the party accumulates six successful checks or three failed checks.

Any skill can be used if the characters make a good case for it. Example checks include:

History: Recalling useful information about Khelos and Amanita.

Performance: Diffusing the situation with a tale about a time Thassa was tricked or injured.

Persuasion: Attempting to convey the importance of the characters' goals, tugging at Khelos's heartstrings with a story about his children, or appealing to Khelos's unending hunger with a promise of a great feast.

DM. The DC for success in this skill challenge is 15. The party must accumulate six successes to win. If a character fails a skill check during this challenge, Khelos becomes increasingly disdainful, mentioning his hunger while his heads hover closer to the characters. If a character bears obvious signs of devotion to Thassa while addressing Khelos, that character has disadvantage on their skill check.

Outcomes. If the party accumulates six successes, Khelos agrees to their request and Amanita shows them out at the conclusion of their business, provided the party promises to help her harvest a particularly large creature from the tide pools or slay a troublesome benthic giant.

If the party accumulates three failures, Khelos gnashes his teeth, proclaims his hunger for tiresome mortals, and initiates combat with the full onslaught of its abilities.

ADJUSTING DIFFICULTY

High level characters might find the skill challenge too easy. To make it harder, increase the DC for the ability checks to 18 or 20.

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 II* 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 II NPCs AND MONSTERS

NPC/Monster	Source	NPC/Monster	Source
Anastaeus, Disciple of Kroxa	OAI	Manticore	MM
Ash Spirit	OAI	Marauder of Mogis	OAI
Assassin	MM	Markos Maledeci	OAI
Awakened Tree	MM	Medusa	MM
Bandit	MM	Meroh	OAI
Basilisk	MM	Merrow	MM
Blood-Toll Harpy	MOoT	Minotaur Skeleton	MM
Blood Hawk	MM	Mummy	MM
Centaur	MM	Noble	MM
Chimera	MM	Priest	MM
Commoner	MM	Quipper	MM
Coral Queen	OAI	Reef Shark	MM
Corrupted Satyr	OAI	Returned Kakomantis	MOoT
Corrupted Satyr Chieftain	OAI	Returned Sentry	MOoT
Cult Fanatic	MM	Revenant	MM
Cultist	MM	Satyr	MM
Cyclops	MM	Satyr Reveller	MOoT
Darkmantle	MM	Scout	MM
Death Dog	MM	Sentry of the Underworld	OAI
Druid	MM	Setessan Hoplite	MOoT
Flying Monkey	OAI	Shadow	MM
Ghost	MM	Shallow Priest	OAI
Ghostblade Eidolon	MOoT	Spy	MM
Ghoul	MM	Steam Mephit	MM
Giant Boar	MM	Stone Giant	MM
Giant Constrictor Snake	MM	Storm Giant	MM
Giant Coral Snake	OAI	Succubus	MM
Giant Crab	MM	Swarm of Bats	MM
Giant Crocodile	MM	Swarm of Insects	MM
Giant Dire Crab	OAI	Swarm of Poisonous Snakes	MM
Giant Octopus	MM	Swarm of Quippers	MM
Giant Sea Horse	MM	Swarm of Ravens	MM
Harpy	MM	Theran Chimera	MOoT
Helen, Butcher of Mogis	OAI	Thug	MM
Hippogriff	MM	Water Elemental	MM
Hydra	MM	Water Weird	MM
Khelos	OAI	Wight	MM
Konstantina	OAI	Will-o'-Wisp	MM
Kraken	MM	Wraith	MM
Lamia	MM	Yuan-ti Abomination	MM
Lion	MM	Yuan-ti Malison (Types 1, 2, and 3)	MM
Mage	MM	Zombie	MM

ANASTAEUS, DISCIPLE OF KROXA

Medium humanoid (human), neutral evil

Armor Class 14 (hide armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Str +7, Con +6

Skills Acrobatics +5, Athletics +7, Intimidation +5

Senses passive Perception 10

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Evasive. Characters have disadvantage on attacks of opportunity made against Anastaeus.

Fearsome Appearance. Anastaeus has advantage on Charisma (Intimidation) checks.

ACTIONS

Multiattack. Anastaeus makes 3 attacks with his unarmed strike or one attack with his unarmed strike and one attack with his crushing grasp.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Crushing Grasp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and a Large or smaller target is grappled (escape DC 15). Until this grapple ends, the target is restrained and Anastaeus can't attack another target.

REACTIONS

Deflect Projectiles. When Anastaeus is hit by a ranged weapon attack that he can see, the damage from the attack is reduced by 15.

LEGENDARY ACTIONS

Anastaeus can take 3 legendary actions, choosing from the options below, as long as he is in contact with the ground. Only one legendary action option can be used at a time and only at the end of another creature's turn. Anastaeus regains spent legendary actions at the start of his turn.

Sudden Strike. Anastaeus makes an attack with advantage using his unarmed strike.

Impale. Anastaeus throws a target he is grappling into spikes mounted on walls in his arena. The target must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much on a successful one.

Strength from Dust (Costs 2 Actions). Anastaeus gains 30 temporary hit points.



ANASTAEUS

ASH SPIRIT

Medium undead, neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	15 (+2)	11 (+0)

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

Damage Immunities cold, fire, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 12

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

Challenge 2 (200 XP)

Ash Cloud Form. The spirit can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Creatures that start their turn in the ash spirit's space must make a DC 11 Constitution saving throw. On a failed save, the creature's lungs are filled with ash and it begins to suffocate. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Ashen Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must succeed on a DC 11 or be affected by the spirit's Ash Cloud Form ability.

ASH SPIRIT



CORAL QUEEN



CORAL QUEEN

Medium monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 10 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)	17 (+3)

Skills Deception +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Abyssal, Aquan

Challenge 3 (700 XP)

Deceiver. Wisdom (Insight) checks made against the Coral Queen are made with disadvantage.

Magic of Phenax. At the start of her turn The Coral Queen gains the benefits of the blur spell.

Deceiver's Insight. The Coral Queen knows when she hears a lie.

Amphibious. The Coral Queen can breathe both air and water.

Reef Wrath. The Coral Queen's staff grants her +1 to her spell save DC and spell attacks (already included).

Spellcasting. The Coral Queen is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Coral Queen has the following spells prepared:

Cantrips (at will): *ray of frost*, *thaumaturgy*

1st Level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd Level (3 slots): *hold person*, *spiritual weapon*

3rd Level (2 Slots): *haste*, *lightning bolt*

ACTIONS

Multiattack. The Coral Queen makes two attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

CORRUPTED SATYR

Medium fey, chaotic neutral

Armor Class 15 (leather armor)

Hit Points 63 (14d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +6

Senses passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

CORRUPTED SATYR CHIEFTAIN

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 72 (16d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +3, Performance +8, Stealth +6

Senses passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,800 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

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

Forge Hammer +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Bone Flute. The satyr plays a flute carved from a humanoid femur and chooses one of the following magical effects. Any creature within 60 feet of the satyr that can hear the flute must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other corrupted satyrs and creatures that can't be charmed are unaffected.

An affected 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 the flute for the next 24 hours.

Commanding Cacophony. The creature is charmed by the satyr for 1 minute. If the satyr or any of its allies harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Dirge of Stillness. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.



CORRUPTED SATYR

FLYING MONKEY

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages –

Challenge 0 (10 XP)

Pack Tactics. The flying monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4-1) piercing damage.

GIANT CORAL SNAKE

Large beast, unaligned

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages –

Challenge 4 (1,100 XP)

ACTIONS

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

Hit: 8 (2d4+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be Stunned until the end of its next turn. On a failed save, the target begins to hallucinate and is afflicted with a short-term madness effect (determined randomly or by the DM; see "Madness" in chapter 8 of the *Dungeon Master's Guide*). The effect lasts 10 minutes.



GIANT DIRE CRAB

GIANT DIRE CRAB

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 1 (200 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Multiattack. The crab makes two claw attacks.

Claw. *Melee Weapon Attacks:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12) The crab has two claws, each of which can grapple only one target.

HELEN, BUTCHER OF MOGIS

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)
Hit Points 210 (20d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	11 (+1)	13 (+2)	20 (+5)

Saving Throws Str +9, Con +11
Skills Intimidation +10, Religion +4
Condition Immunities charmed, frightened
Senses passive Perception 9
Languages Celestial, Common, Minotaur
Challenge 13 (10,000 XP)

Animosity of the Twin Gods. If Helen sees a follower of Iroas, she will immediately initiate combat. Helen has advantage on attack rolls made against followers of Iroas. Followers of Iroas have advantage on attack rolls against Helen.

Blessing of Mogis (Mythic Trait, recharges after a short or long rest). If Helen is reduced to 0 Hit points, she doesn't die or fall unconscious. Instead, she transforms into a minotaur, becomes a Large size creature, regains 210 hitpoints, and makes an attack against the closest creature in range.

Blood Frenzy. Helen has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Fear Aura. Any creature hostile to Helen that starts its turn within 15 feet of Helen must make a DC 24 Wisdom saving throw, unless Helen is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Helen's Fear Aura for the next 24 hours.

Innate Spellcasting. Helen's innate spellcasting ability is Constitution (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

3/day each: *blinding smite*, *wrathful smite*

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

Magic Weapons. Helen's weapon attacks are magical.

Reckless Recovery (3/day). Helen rerolls a missed melee weapon attack roll, but attack rolls against her have advantage until the start of her next turn.

Special Equipment. Helen is armed with *Wrathbringer*, a greataxe that grants +4 to attack and damage rolls. On a successful hit, the wielder regains 1d12 hit points (included below). If Helen is slain, the axe dissipates and is returned to its owner, Mogis.

ACTIONS

Wrathbringer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 8) slashing damage. When this attack hits, the user gains 1d12 hit points.



HELEN



LEGENDARY ACTIONS

Helen 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. Helen regains spent legendary actions at the start of her turn.

Attack. Helen makes one melee attack.

Multiattack (Costs 2 actions). Helen makes two attacks with *Wrathbringer*.

Destructive Wave (Costs 3 actions). Helen casts *destructive wave*.

MYTHIC ACTIONS

If Helen's mythic trait is active, she can use the options below as legendary actions for 1 hour after using *Blessing of Mogis*.

Charge. Helen moves 15 ft. straight toward a target and then makes a melee weapon attack against it. On a successful hit, the target takes an extra 13 (2d12) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. Helen doesn't provoke opportunity attacks when using this action.

KHELOS

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 287 (25d12 + 125)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	7 (-2)	12 (+1)	13 (+1)

Saving Throws Dex +9, Con +12, Wis +8

Skills Athletics +14, Deception +8, Intimidation +8, Perception +8

Damage Resistances lightning, poison

Damage Immunities acid, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Common, Draconic, Primordial

Challenge 22 (41,000 XP)

Hunger of Eons (Mythic Trait; Recharges after a Short or Long Rest). When Khelos is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 200 hit points and roars with fury. Each creature of Khelos's choice within 60 feet of Khelos must make a DC 20 Constitution saving throw, taking 35 (10d6) thunder damage and becoming frightened of Khelos for 1 minute on a failed save, or half as much damage on a successful one. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

Magic Weapons. Khelos's weapon attacks are magical.

Regeneration. Khelos regains 20 hit points at the start of his turn. If he takes radiant damage, this trait does not function at the start of his next turn. Khelos dies only if he starts his turn with 0 hit points and does not regenerate.

Slippery. Khelos has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. Khelos makes three attacks: one with his Flurry of Bites, one with his maw, and either one to constrict or one with his Electric Lure.

Electric Lure. *Ranged Weapon Attack:* +9 to hit, range 60/120, one creature. *Hit:* 27 (6d8) lightning damage and the target is pulled 15 feet closer to Khelos.

Flurry of Bites. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 35 (8d6 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained and takes 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and Khelos can't constrict another target.

Maw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 19 (3d12) acid damage. If the target is a Medium or smaller creature grappled by Khelos, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Khelos, and it takes 42 (12d6) acid damage at the start of each of Khelos's turns. If Khelos takes 50 damage or more on a single turn from a creature inside him, Khelos must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Khelos. If Khelos dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Electric Lure. Khelos makes one Electric Lure attack.

Move. Khelos moves up to half his speed.

Flurry of Bites (Costs 2 Actions). Khelos makes one Flurry of Bites attack.

Slime Discharge (Costs 2 Actions). Khelos discharges suffocating slime on all creatures within 10 feet of him. Each target must succeed on a DC 20 Dexterity saving throw or become engulfed by the slime. While engulfed, the target is restrained and unable to breathe, and takes 14 (4d6) acid damage at the start of each of its turns. A creature, including the target, can take its action to pull the target free by succeeding on a DC 19 Strength (Athletics) check. A creature that is not pulled free will begin to drown.

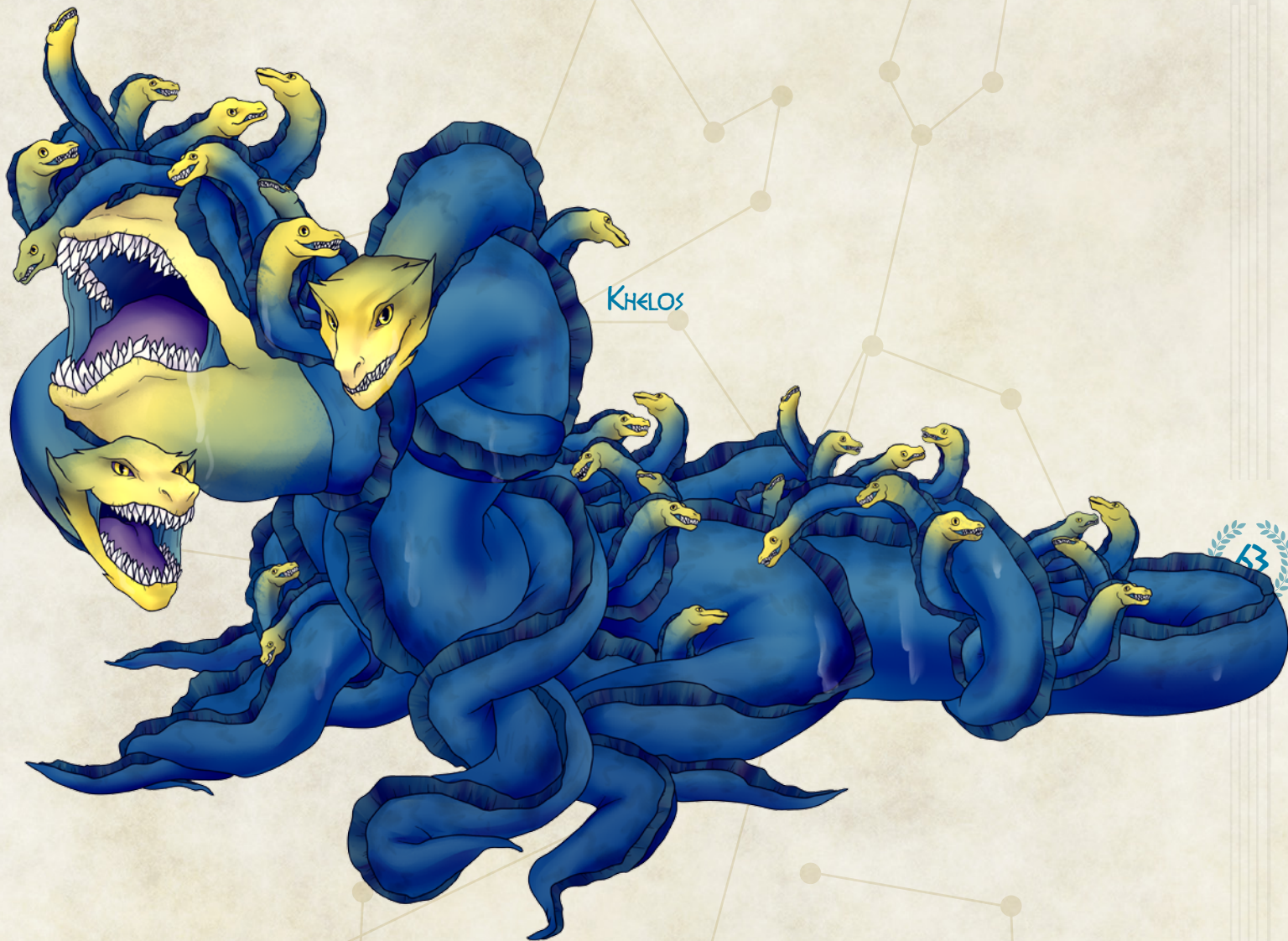
MYTHIC ACTIONS

If Khelos's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Hunger of Eons.

Digest Prey. A creature swallowed by Khelos takes 21 (6d6) acid damage and Khelos regains that many hit points.

Gnashing Hunger (Costs 2 Actions). Khelos makes a Maw attack with advantage.

Electric Storm (Costs 3 Actions). Khelos unleashes a crackling electrical discharge from his body. All creatures within 30 feet of Khelos must succeed on a DC 20 Dexterity saving throw, or take 36 (8d8) lightning damage and be pulled 15 feet closer to Khelos. Creatures that succeed on the save take half damage and are not pulled. Until the start of his next turn, Khelos crackles with electricity and any creature who touches Khelos or hits him with a melee weapon attack takes 9 (2d8) lightning damage.



KHELOS

Khelos as a Mythic Encounter

Fighting Khelos as a mythic encounter is equivalent to taking on two CR 22 creatures in one encounter. Award a party 82,000 XP for defeating Khelos after he uses Hunger of Eons.



KONSTANTINA

KONSTANTINA

Medium humanoid (human), neutral evil

Armor Class 14

Hit Points 70 (20d8 - 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	9 (-1)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Wis +6, Cha +6

Skills Arcana +5, Deception +6, Persuasion +6, Stealth +4

Damage Resistances psychic

Senses passive Perception 13

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Innate Spellcasting. Konstantina's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Konstantina can innately cast the following spells, requiring no material components:

At will: *disguise self*, *spare the dying*, *thaumaturgy*, *toll the dead*
3/day: *bane*, *bestow curse*, *spiritual weapon*

2/day: *animate dead*, *speak with dead*

1/day: *hypnotic pattern*, *phantasmal killer*

Divine Awareness. Konstantina knows if she hears a lie.

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

Unreadable Face. Konstantina is immune to any effect that would sense her emotions or read her thoughts. Wisdom (Insight) checks to ascertain Konstantina's intentions or sincerity are made with disadvantage.

ACTIONS

Multiattack. Konstantina uses Duplicitous Bolt, then makes two attacks with her staff.

Duplicitous Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 13 (2d8 + 2) necrotic damage, and the target can't regain hit points until the start of Konstantina's next turn. If the target is missing any of its hit points, it must succeed on a DC 14 Wisdom saving throw or become incapacitated until the end of its next turn.

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

LEGENDARY ACTIONS

Konstantina 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. Konstantina regains spent legendary actions at the start of its turn.

Duplicitous Bolt. Konstantina makes a ranged spell attack with Duplicitous Bolt.

Mind Mire (Costs 2 Actions). Each creature incapacitated by Konstantina's Duplicitous Bolt must succeed on a Wisdom saving throw, or be blinded, deafened, and stunned until the start of Konstantina's next turn.

Rend Shades (Costs 3 Actions). Konstantina rips the shadows of any number of creatures within 60 feet, forcing them to make a DC 15 Charisma saving throw. On a failure, a creature takes 1d8 necrotic damage and is restrained until their shadow is returned. For each shadow she rends, Konstantina gains 5 temporary hit points. While she has these temporary hit points, attacks against her have disadvantage. Once the temporary hit points are depleted, the shadows return to their original owner.

MARAUDER OF MOGIS

Medium humanoid (human, minotaur), chaotic evil

Armor Class 12 (hide armor)

Hit Points 123 (13d8 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +5

Senses passive Perception 9

Languages Common, Minotaur

Challenge 5 (1,800 XP)

Animosity of the Twin Gods. If the marauder sees a follower of Iroas, they will immediately initiate combat. The marauder has advantage on attack rolls made against followers of Iroas. Followers of Iroas have advantage on attack rolls made against the marauder.

Blood Frenzy. The Marauder of Mogis has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Brute. A melee weapon deals one extra die of its damage when the marauder hits with it (included in the attack).

Charge. If the marauder of Mogis moves at least 10 ft. straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 13 (2d12) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reckless Recovery (1/day). The marauder rerolls a missed melee weapon attack roll, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The marauder makes 2 attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Horns (Minotaur Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

MEROH

Medium humanoid (human), chaotic neutral

Armor Class 16 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Wis +3

Skills Acrobatics +5, Perception +3, Deception +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Spellcasting. Meroh is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

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

Taunt (2/Day). Meroh can use a bonus action on his turn to target one creature within 30 feet of him. If the target can hear Meroh, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Meroh's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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



MARKOS



MARKOS MALEDECI

Medium undead (nyxborn returned), lawful evil

Armor Class 14 (natural armor, 15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8, Perception +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 15

Languages Celestial, Common, Draconic, Elvish

Challenge 9 (5,000 XP)

Turn Resistance. The Returned has advantage on saving throws against any effect that turns undead.

Unreadable Face. The Returned is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the Returned's intentions or sincerity are made with disadvantage.

Spellcasting. Markos is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He requires no material components to cast his spells. He has the following spells prepared:

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

ACTIONS

Retributer's Lash. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage and 7 (2d6) necrotic damage.

LAIR ACTIONS

When fighting inside his lair, Markos can use lair actions. On initiative count 20 (losing initiative ties), Markos can take one lair action to cause one of the following effects; Markos can't use the same lair action two rounds in a row:

- Markos casts *false life*.
- Markos animates one of the corpses on the altar, creating a **zombie** under his control.
- Markos targets one creature he can see within 30 feet of him and opens its mind to a secret of Erebus. The target must succeed on a DC 16 Charisma saving throw or be frightened of Markos until the end of its next turn.

SENTRY OF THE UNDERWORLD

Large undead, neutral

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	2 (-4)	15 (+2)	8 (-1)

Saving Throws Str +8, Dex +5, Con +7

Skills Perception +6

Damage Immunities necrotic

Senses passive Perception 16

Languages –

Challenge 7 (2,900 XP)

Capture Escapees. The sentry of the underworld has advantage on attacks against undead and any other creatures that have escaped the underworld, and those creatures have disadvantage on checks made to escape its grapples.

Keen Sight. The sentry of the underworld has advantage on Wisdom (Perception) checks that rely on sight.

Sense Escapees. The sentry of the underworld can sense the location of those who have escaped the underworld within 10 miles of it.

Undead Fortitude. If damage reduces the sentry of the underworld to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sentry of the underworld drops to 1 hit point instead.

Vigilant. The sentry of the underworld can't be surprised.

ACTIONS

Multiattack. The sentry of the underworld makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage, plus 11 (3d6) necrotic damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) piercing damage, plus 11 (3d6) necrotic damage, and the target is grappled (escape DC 16).

SHALLOW PRIEST

Medium monstrosity, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	14 (+2)	16 (+3)	11 (+1)

Skills Deception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The shallow priest can breathe both air and water.

Spellcasting. The shallow priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shallow priest has the following spells prepared:

Cantrips (at will): *ray of frost*

1st Level (4 slots): *inflict wounds*, *shield of faith*

2nd Level (3 slots): *spiritual weapon*

ACTIONS

Multiattack. The shallow priest makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

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



APPENDIX B: EQUIPMENT AND MAGIC ITEMS

DAKRAN COMPASS.

Wondrous Item, legendary (requires attunement)

The *Dakran Compass* was a gift created by Purphoros for Thassa as a memorial to the fallen triton queen Korinna. While well-intentioned, the Compass carried with it painful memories, so Thassa stored it away. Years later, one of Phenax's agents secretly removed it from her collection, intending to present it to Phenax for one of his schemes, but that agent was waylaid on the sea and the Compass was lost. If Thassa found the Compass in the hands of a mortal, her wrath would be swift and terrible.

Navigating the Dakra Isles. The *Dakran Compass* consists of a series of three bronze concentric spinning rings held together in a bronze half-sphere. Each ring has a series of characters inscribed on it. When used correctly, the rings align and inform its user of all of the land masses within 100 miles: both their names and distance from the user. In addition, the user can utter a command with the name of a specific location in the Siren Sea, and the compass will indicate its exact distance, even beyond 100 miles, and in what direction it lies. Once this second ability is used, it can not be used again until the next dawn.

Attuning to the Compass. Because the Compass was made for a god, it cannot be attuned to normally. A character can spend an hour with the *Dakran Compass*, making a DC 20 Intelligence check (with advantage if they can read Celestial) to decipher the inscriptions written on the outer half-sphere and the rings. If a character uses *identify* on the compass, the difficulty decreases to 15. On a success, the character becomes attuned to the Compass and knows the commands to use it.



EXILE'S FOLLY

Wondrous item, rare (requires attunement)

This golden Returned mask is engraved with a facial expression that looks simultaneously joyful and suffering. While wearing this mask, you learn the knowledge of the dead and gain your choice of either proficiency in two skills or expertise in two skills you are already proficient in. You can change the skills chosen at dawn.

Cursed. This mask is cursed and becoming attuned extends the curse to the wearer. As long as you are attuned to the mask, you are unwilling to part from it. It cannot be removed by any means except with a *remove curse* or *wish* spell. Every dawn, you must succeed on a DC 15 Wisdom saving throw or summon a **ghostblade eidolon** who will immediately attack you and fight to the death.

REEF WRATH

Staff, rare (requires attunement)

This large staff is made of beautiful coral with a single large pearl at the top.

While holding this staff you gain +1 to spell attack rolls and your spell save DC increases by 1. Once per day you can use an action to grant up to 10 creatures a swim speed of 50 feet and the ability to breathe underwater. This effect lasts for 8 hours.

RETRIBUTER'S LASH

Weapon (whip), rare (requires attunement)

This whip looks like a gnarled dark vine tipped with a shard of obsidian. A gift to Erebos's most faithful servants as they hunt down the souls that have escaped the Underworld. The whip has 10 charges.

While holding the whip, 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: *divine favor* (1 charge), *warding bond* (2 charges), and *negative energy flood* (5 charges). When you hit with a melee attack using it, you can expend 1 charge to deal an extra 2d6 necrotic damage to the target. The whip regains 1d6+4 of its expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the whip becomes a non-magical whip.

APPENDIX C: HAZARDS AT SEA

Dealing with most hazards at sea requires cooperation from everyone on a ship. This is represented by a group check against a set DC for the hazard. Each officer makes an ability check depending on their role in dealing with the hazard and the crew makes an additional check using its quality score as the modifier for a d20 roll. If an officer is missing or unable to make their ability check, that particular ability check is considered to have failed. If half or more of these checks succeed against the hazard's DC, the group check is a success. Hazards offer

four levels of success or failure determined by the results of the ship's group check. A total success or a total failure occurs when every group check is a success or failure, respectively.

Each hazard below has three tables. The first allows you to set the DC of the hazard by choosing or randomly determining it, the second shows what skill each of the officers involved in dealing with the hazard should roll, and the third shows the effect based upon the result of the group check by the officers and crew.

Fire

FIRE DCs

DC	Description
10	Small, contained fire, equivalent to an oil lamp
15	Dangerous flame, equivalent to a large campfire, or multiple, smaller fires ignited at once
20	Intense fire with significant chance of spread, equivalent to a bonfire
25	Sudden, pervasive flames, such as from igniting a hold filled with flammable cargo

FIRE CHECKS

Officer	Check
Captain / Triērarchos	Intelligence (water vehicles)
Surgeon / Keleustēs	Intelligence (Medicine)
Bosun / Naupēgos	Strength (carpenter's tools)
First Mate	Charisma (Intimidation)

FIRE CHECK RESULTS

Result	Effect
Total Success	The fire is extinguished with nothing beyond cosmetic damage.
Success	The fire is extinguished by the hull and 1d3 other random components take 6d6 fire damage.
Failure	The hull and 1d3 other random components take 6d6 fire damage, and the fire continues. Make another set of checks.
Total Failure	The crew's quality score decreases by 1 due to injuries, while the hull and 1d3 other random components take 6d6 fire damage. The fire continues. Make another set of checks.

Fog

FOG DCs

DC	Description
10	Light fog
15	Moderate fog
20	Heavy fog
25	Very heavy fog

FOG CHECKS

Officer	Check
Captain / Triērarchos	Intelligence (water vehicles)
Quartermaster (or Prōratēs)	Wisdom (Nature)

FOG CHECK RESULTS

Result	Effect
Total Success	The fog has no effect on navigation, and the crew's quality increases by 1 for 1d3 days.
Success	The fog has no effect on navigation.
Failure	The fog slows the ship, reducing its travel pace and speed by half for the day.
Total Failure	The fog slows the ship and disorients the crew, reducing its travel pace and speed by half for the day, and causing it to move in a random direction.



Storm

STORM DCs

DC	Description
10	Heavy gale
15	Strong storm
20	Typical hurricane
25	Overwhelming hurricane

STORM CHECKS

Officer	Check
Captain (or Triērarchos)	Intelligence (water vehicles)
(Optional - Keleustēs)	Intelligence (water vehicles)
Bosun (or Naupēgos)	Strength (carpenter's tools)
First mate (or Keleustēs)	Charisma (Intimidation)
Quartermaster (or Prōratēs)	Wisdom (Nature)

STORM CHECK RESULTS

Result	Effect
Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
Success	The ship survives unscathed.
Failure	The ship's components take 4d10 bludgeoning damage. The crew's quality score decreases by 1. The ship struggles moving at half speed that day.
Total Failure	The ship's components take 10d10 bludgeoning damage. The crew's quality score decreases by 2, and 10 percent of the crew is washed overboard and lost. The ship is blown off course and struggles to recover its bearings, moving in a random direction.

Waterspout

Waterspouts have a rank, which determines its size and strength of the column of wind and water, as shown on the Waterspout Rank table. A waterspout's height is 100 feet plus its diameter. Waterspouts last for 1d6 x 5 minutes.

WATERSPOUT RANK

Rank	Diameter	Velocity	DC
1	22 (4d10) ft.	10 ft.	10
2	55 (10d10) ft.	20 ft.	15
3	110 (20d10) ft.	30 ft.	20
4	165 (30d10) ft.	40 ft.	25

CREATURES IN WATERSPOUTS

When a large or smaller creature starts its turn above the water's surface while within the diameter of the waterspout, it must make a DC 15 Strength saving throw, with advantage if it has something within reach to hold on to. On a successful save, the creature can move normally. On a failed save, the creature is picked up by the raging winds, and lifted into the waterspout, becoming restrained until the start of its next turn, and being moved 5 feet higher and 10 feet horizontally towards the waterspout's center. Once a creature reaches the center, it is restrained there for 1 round. At the start of the creature's next turn, it is thrown 60 feet in a random direction. Creatures secured to the deck of their vessel do not need to make this check.

WATERSPOUT CHECKS

Officer	Check
Captain (or Triērarchos)	Intelligence (water vehicles)
First mate (or Keleustēs)	Charisma (Intimidation)
Bosun (or Naupēgos)	Strength (carpenter's tools)
Quartermaster (or Prōratēs)	Wisdom (Nature)

WATERSPOUT CHECK RESULTS

Result	Effect
Total Success	The vessel escapes the waterspout, only suffering minor cosmetic damage.
Success	The vessel's sails remain intact, and none of the crew are lost to the waterspout.
Failure	The vessel's sails take 14 (4d6) slashing damage from the raging winds. 1d6 crew members are pulled from the deck into the waterspout and lost to the sea.
Total Failure	The vessel's sails take 28 (8d6) slashing damage, and the crew's quality decreases by 1 as 2d6 crew members are pulled from the deck into the waterspout and lost to the sea.



Whirlpool

Whirlpools have a rank, which determines their size and strength, as shown on the Whirlpool Rank table. A whirlpool's depth equals half its diameter.

WHIRLPOOL RANK

Rank	Diameter	Velocity	DC
1	22 (4d10) ft.	5 ft.	10
2	55 (10d10) ft.	15 ft.	15
3	110 (20d10) ft.	25 ft.	20
4	165 (30d10) ft.	35 ft.	25

CREATURES IN WHIRLPOOLS

When a creature moves into a whirlpool or starts its turn there, it must make a Strength (Athletics) check with a DC determined by the whirlpool's rank. On a success, the creature can move normally. On a failure, the creature is immediately moved toward the vortex's center at the whirlpool's velocity, and the creature is restrained by the whirlpool until the start of its next turn. If the creature reaches the whirlpool's center the creature is pulled under the surface and either appears at a special location (see "Theros Whirlpool Destinations" below) or plunges a number of feet underwater equal to the whirlpool's velocity.

WHIRLPOOL CHECKS

Officer	Check
Captain (or Triērarchos)	Intelligence (water vehicles)
(Optional - Keleustēs)	Intelligence (water vehicles)
Bosun (or Naupēgos)	Strength (carpenter's tools)
First mate (or Keleustēs)	Charisma (Intimidation)
Quartermaster (or Prōratēs)	Wisdom (Nature)

WHIRLPOOL CHECK RESULTS

Result	Effect
Total Success	The vessel uses the whirlpool to its advantage and increases its speed by 20 ft. during its turn.
Success	The vessel can move normally on its turn.
Failure	The vessel is immediately moved towards the vortex's center at the whirlpool's velocity, and the vessel is restrained by the whirlpool until the start of its next turn.
Total Failure	As a failure. Additionally, if the vessel is in the whirlpool at the start of its next turn, all checks the vessel makes to determine the whirlpool's effects are made with disadvantage

Theros Whirlpool Destinations

On Theros, whirlpools conjured by Thassa may exist as sudden portals to realms beyond that of mortals. Use the Theros Whirlpool Destinations table to choose or randomly determine where a whirlpool leads, usually to a body of water in that destination. See chapter 3 of *Mythic Odysseys of Theros* for information about the destinations.

d8	Destination
1-4	The Tartyx River
5	The Underworld—Agonas
6	The Underworld—Phylis
7	The Underworld—Ilysia
8	The Underworld—Neron
9	The Underworld—Tizerus
10	Nyx—The Mystic Sea

