

# MONSTER HUNTS

## THEROS



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**On the cover:** A strange snake-headed beholder dons a helmet and prepares for battle in this painting by Vall Syrene.

## ABOUT THIS PRODUCT

*Monster Hunts: Theros* is a collection of short bounties and plot hooks using creatures from the *Mythic Odysseys of Theros* DUNGEONS & DRAGONS supplement.

Perhaps you, as Dungeon Master, have a player missing from the table and need a quick one-shot bounty to fill time until you can continue with your main story, or maybe you're looking for a way to introduce the creatures of Theros into a current campaign of your own design. This supplement aims to act as a means to quickly pull out a short quest on the fly with minimal prep time, while giving a reason for the monsters to logically be there.

*Monster Hunts: Theros* is part of the best-selling Monster Hunts series, bringing you quality content to your gaming tables by Vall Does DnD.



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# INTRODUCTION

## HOW TO USE THIS BOOK

Monster Hunts: Theros is a digital supplement created for use with the 5th edition of DUNGEONS & DRAGONS. It contains a collection of monster hunting bounties drawn from the Mythic Odysseys of Theros supplement, expanding on the bestiary with a collection of harvest tables and magical items. The hunts are divided into a number of tables organized by tier for ease of navigation, and are listed in ascending order of average party level (APL).

This book assumes you have basic knowledge of the 5th edition DUNGEONS & DRAGONS ruleset, and have access to the *Dungeon Master's Guide*, *Monster Manual*, and *Mythic Odysseys of Theros*.

When a creature is referenced for the first time from *Mythic Odysseys of Theros* or the *Monster Manual*, it is mentioned in **bold**. All creatures referenced from *Mythic Odysseys of Theros* can be found in *Chapter 6: Friends and Foes*. If an item is referenced, its origin book is abbreviated as detailed below, followed by the chapter name where the item can be found.

*Dungeon Master's Guide* (DMG)

*Mythic Odysseys of Theros* (MOT)

You don't have to read through this entire supplement before using it, but it is advised you read the initial monster hunting guide to get a general idea of how hunts operate.

### BATTLE MAPS

Most of these hunts are intended to be played using the theatre of the mind. If a hunt requires a map, a DM version is provided at the end of the quest. A separate player version for that hunt is also available in a bundled zip file along with the supplement.

## HUNTING AND YOU

The quests in this supplement are referred to as Hunts. Each hunt begins with a short bounty, rumor or plot hook you can provide to your players. The hunts in this book have been kept short, simple and don't provide maps or complex details. This is to allow Dungeon Masters to quickly tweak the hunt on the fly to suit their campaigns while staying within the hunt's structure.

### THE HUNT LAYOUT

Each hunt lists a hunt title, the noted bounty, rumor or plot hook description, the average party level (APL) and expected difficulty based on party size, the quest creature, a brief summary of the hunt the Dungeon Master can read themselves, and 4 different stages that act as guidelines for the hunt progression.

### HUNT STAGES

Hunts are divided into 4 stages: Meeting the NPCs, Exploration, The Hunt, and Completion.

**Stage 1: Meeting the NPCs.** This section begins the hunt, introduces any notable NPCs the characters should need to speak with, and gives the characters the opportunity to learn more about the hunt itself.

**Stage 2: Exploration.** This section offers the characters the opportunity to search for clues that could aid them later in the hunt.

**Stage 3: The Hunt.** This section details the creature encounter, and notes any particular tactics the creature might have, such as targeting a particular character first, or having an aversion to fire.

**Stage 4: Completion.** This stage deals with the aftermath of the hunt. Here you can find options for looting a creature's lair and any rewards NPCs provide once the characters return to them. Harvesting options for the creatures are not mentioned, but can be added as additional treasure.

## HARVESTING MONSTER PARTS

In this supplement, some monsters feature a variety of parts that can be harvested after being killed or defeated.

If the idea of harvesting pieces of monsters and turning them into useful items is appropriate for your campaign, consult the harvesting table for the creature in question to see what body parts may be harvested, how difficult they are to craft, and the resulting weapon or item the body part can be turned into. Below is an example of the tables you can find in this supplement, as well as a breakdown of what each column means.

### HARVESTING TABLE

Body Part	Harvest DC	Crafted Item	Crafting Reqs	Crafting DC
Fangs (4d6 fangs)	DC 14 Wisdom (Survival)	Fang charm (10 fangs required)	<i>Tinker's tools:</i> All items	<i>Fang Charm</i> DC 15 Intelligence (Arcana) 4 Hours

### TABLE GUIDE

**Body Part:** What parts can be harvested and how many can be obtained on a successful harvest.

**Harvesting DC:** The ability check and DC required to successfully harvest the chosen part. **A creature part can only be harvested once.** If a creature fails the harvesting check by 5 or more, the body part is destroyed and can't be harvested again.

**Crafted Item:** The item or items the body part can be turned into. You can only produce one of the listed items with each crafting attempt.

**Crafting Requirements:** Any requirements that must be met in order to turn the harvested body part into an item is listed here. If an item is listed under two or more tools, proficiency in and access to both sets of tools are required, though these proficiencies can be shared over multiple characters. For example, one character could take part in the crafting and have proficiency in one set of tools, and another character could also take part in the crafting and provide the proficiency needed for the other set of tools.

**Crafting DC:** The ability check and DC that must be met to successfully craft an item, and the time required to do so. If this check is failed by 5 or more, the harvested pieces are destroyed in the crafting process.

## TIER 1 HUNT TABLE

D12	Hunt Title	APL	Hunt Creature	Author
1 - 3	A Glimmer of Gold	3 - 4	Gold-Forge Sentinel	Vall Syrene
4 - 6	Dude, Where's My Construct?	3	Amphisbaena	Darren Kenny
7 -	A Hippocamp, A Hippocamp, My Gold For A Hippocamp!	1 - 2	Hippocamp, Triton Shorestalker	Ayla Finnegan
9 - 10	Party Time, Excellent? No, Heinous.	1	Satyr Reveler	Jimmy Meritt

## TIER 2 HUNT TABLE

DX	Hunt Title	APL	Hunt Creature	Author
1	Hellish Hunting Grounds	10	Underworld Cerberus	Vall Syrene
2	A Storm Brings the Beasts	6 - 8	Theran Chimera	Vall Syrene
3	For The Favor Of Phenax	6 - 10	Abhorrent Overlord, Harpies Of The Dissonant Song	Jimmy Meritt
4	C'mere Boy! Good Boy! Oh no, it's coming, run!	4 - 6	Two-Headed Cerberus	Jimmy Meritt
5	Reunited And It Feels So Good	4 - 5	Returned Drifter, Eidolon Ghostblade	Jimmy Meritt
6	Swan Song	7 - 8	Aphemia The Dissonant Song	Darren Kenny
7	A Brother's Quarrel	6	Eater Of Hope	Darren Kenny

## TIER 3 HUNT TABLE

D6	Hunt Title	APL	Hunt Creature	Author
1-2	Mistaken Identity	14	Ashen Rider, Winged Bull	Vall Syrene
3-4	High Five and Five and Five and Five...	8 - 12	Hundred-Hnaded Monster	Jimmy Meritt
5-6	Lost To Slaughter	12	Akroan Hoplites	Darren Kenny

## TIER 4 HUNT TABLE

D6	Hunt Title	APL	Hunt Creature	Author
1-3	Rise of the World Eater	17	Polukranos	Vall Syrene
4-6	Anything For Love	18	Phylaskia	Darren Kenny



## PARTY TIME, EXCELLENT? NO, HEINOUS (APL I)

*"Wanted: The township of Petrea is bewitched! We need hunters of keen mind and strong will to free them from this bizarre prison. Seek out Ireni Palpati at the Tavern of the Bold N' Brewed for more information."*

**Average Party Level:** 1 (6 players), 1 (4 players)

**Difficulty:** Easy (6 players), Easy (4 players)

**Hunt Creature:** Satyr Reveler

**Summary:** The characters are dispatched to a small town caught in the grip of constant revelry. After learning the cause is a Satyr Reveler, the characters attempt to track it down, but first they must get back the revelers without hurting anyone.

### STAGE I: MEETING THE NPCs

Characters traveling to the Bold N' Brewed tavern can find Ireni (Human Ranger, She/Her). Ireni gives characters the following information:

- The town of Petrea just entered its harvest season, and so began its annual Festival to Karametra, the goddess of harvest and nature. The town correctly believes that honoring Karametra in this festival blesses the town with bountiful crops every year.
- The festival normally runs for one day, but this year something unusual happened. The town is now in its fourth day of festival. Some villagers have been dancing so long their feet have begun to bleed, others gorge themselves on festival food endlessly.
- In addition to being fearful of how this prolonged festival is causing physical suffering, Ireni is concerned that if the festival goes on too long, Karametra may believe that it's continuing on as a mockery towards her rather than genuine praise.

If characters can resolve the problem without hurting the townspeople, Ireni offers the characters 25 gp each for resolving the problem, in addition to providing bountiful harvest food. Some of the crops given as gifts are believed to have magical properties.



### STAGE 2: EXPLORATION.

Once characters arrive at the town, read or paraphrase the following:

*Before you is a scene of pure revelry and decadence. A grand feast continues well past the point of gluttony, and as games rage on the exhaustion and gaunt faces betray the sad truth that this has gone on far beyond the desires of the participants. On a wooden stage in the town square, the culprit becomes clear! A satyr dances and jeers, pure merriment in his eyes. Looking at you, the satyr laughs and exclaims "New players for our games! New diners for our feast!"*

The charmed townspeople swarm the characters, blocking their path towards the satyr. Townspeople encircle the characters from all directions, then small groups break off to force the characters into games or challenges. To get past the townspeople and confront the satyr, characters must work through the following encounters:

- **Mead Ball.** Villagers set up a large table, and set 6 mugs of mead on each side. A character is challenged to throw a small ball into an opposing villager's cup. If the ball lands in a cup, the villager must take a drink. Throwing a ball into a cup requires a successful DC 12 Dexterity check, or a ranged attack roll against an AC of 12. A villager who has four drinks passes out, and the game ends. Between throws, a villager attempts to throw a ball into the character's mead. They roll Dexterity checks with a bonus of +1, attempting to hit a 12. On a success, the character must take a drink of mead. After drinking, they must succeed on a Constitution saving throw of 12, or have disadvantage on the next throw roll.  
At the DMs Discretion, rather than running this as an encounter, set up 12 cups of beer, and replace a pong ball with your D20!
- **Wrasslin'.** A character is challenged to a wrestling match. To win at Wrasslin, a character must make a successful melee attack roll against an AC of 10, followed by a Strength (Athletics) check. On a failure, the character is pinned and suffers a level of exhaustion.
- **Festival Dance.** Characters are "invited" to participate in the Festival Dance, a test of endurance to see who can dance the longest. Each round, every character makes a Constitution check, or a Strength (Athletics) check. The character who rolled lowest is considered to be out, but may remain dancing in exchange for taking a point of exhaustion.

### STAGE 3: THE HUNT

Once the Festival Dance is over, a winner is decided by who won the most games. If there is a score tie, the exhausted townsfolk pick the winner at random. The winner is dragged to the stage to be crowned King or Queen of the harvest. This puts the character in swinging distance of the satyr, who is too caught up in the festivities to realize he is in danger until the last moment.

When in combat, the satyr attempts to keep their distance, backing away from characters in melee range and using his bow and arrow. When reduced to half hit points, he attempts to flee. If it is clear he is outmatched, the satyr begs for forgiveness, promising to change his ways. Should characters let him escape, he might return in a future adventure to sow more chaos.

#### STAGE 4: COMPLETION

Once the satyr has fled or been killed, the town thanks the characters for their work and offer the characters a divine sprig containing 7 berries, and a cornicopia.

#### CORNICOPIA

*Wondrous item, rare*

**School of Magic:** Enchantment

This woven basket is filled with glistening fruit and glowing crops. The food within the basket takes 30 minutes to consume, and disappears at the end of that time, and the beneficial effects don't set in until the 30 minutes are over. The contents of the basket provides enough food for 4 creatures to partake at once. A creature that partakes in the contents of the basket gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and can't be frightened. Its hit point maximum also increases by 1d10, and it gains the same number of hit points. These benefits last for 8 hours.

Once the food disappears, the basket vanishes in a puff of green smoke.

#### DIVINE SPRIG

*Wondrous item, uncommon*

**School of Magic:** Enchantment

This mystical branch contains 1d6 + 1 berries of various color. A creature can use its action to pick and eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of being picked. After all the berries have been picked, the branch disintegrates into dust and is destroyed.

## A HIPPOCAMP, A HIPPOCAMP, MY GOLD FOR A HIPPOCAMP! (APL I - 2)

*"Wanted: tactful adventurers for the safe retrieval of a hippocamp for Vassari's Magnificent Aquarium. Suitable equipment to be provided on arrival, and a reward of 30 gold pieces upon delivery of a suitable hippocamp.*

*For more information, contact Vasilis Vassari at Vassari's Magnificent Aquarium."*

**Average Party Level:** 1 (6 players), 2 (4 players)

**Difficulty:** Hard (6 players), Deadly (4 players)

**Hunt Creature:** Hippocamp & Triton Shorestalker

**Summary:** An eccentric noble by the name of Vasilis

Vassari has begun work on his latest venture: an exotic creature's aquarium. He requires the safe retrieval of a hippocamp to complete his current exhibit, and has set his sights on a particularly magnificent specimen spotted swimming in a local lagoon. However, unbeknownst to Vasilis, the hippocamp belongs to a triton shorestalker.

#### STAGE I: MEETING THE NPCs

Upon arriving at the aquarium, the characters are greeted by an awkward human woman who introduces herself as Athenia - Vasilis Vassari's personal assistant. She leads the party into the aquarium which is grand and beautiful, featuring a detailed terracotta tiled floor, high sloping ceilings painted with heroic seafaring battles, and polished white marble walls.

After several minutes of traversing the huge aquarium, the characters enter a large enclosure where two people are deep in excited conversation. Upon noticing the character's entrance, a finely dressed gentleman steps forward and introduces himself as Vasilis Vassari, owner, curator and manager of Vassari's Magnificent Aquarium, before introducing his colleague Dimitrius, an aquatic creature scholar. Should the characters ask Dimitrius for any advice about capturing a hippocamp, he tells them that the creatures regularly live in pods and that the mares are particularly protective over their eggs, unless they are



being kept safe by tritons. He suggests that the characters wait until dusk or dawn to spring their attack as this is when the hippocamp sleeps.

Vasilis leads the party around the enclosure, pointing out the rare plants, imported rocks, expensive statues and finally the marble pool where he intends the hippocamp to live. He enthusiastically retells the story of the first time he spotted the stallion in a local lagoon with several mares, Vasilis insists that only that stallion will suffice for his aquarium. After providing the group with a detailed description of the creature as well as directions to the lagoon he resumes his prior conversation with Dimitrius.

Before the characters depart, Athenia provides them with a horse drawn carriage containing a tank of water for the hippocamp to be transported in, requesting that they try not to harm the hippocamp if possible, however she does reassure the party that they have an on-site healer for any injured animals, if necessary.

A successful DC 13 Wisdom (Insight) check reveals that Athenia appears incredibly nervous. Should the characters press her further, a successful DC 14 Charisma (Persuasion) check reveals another group were already sent out to retrieve the hippocamp but they haven't returned. She fears that something may have happened to them, as they came very highly recommended and wouldn't leave a job unfinished.

On a failed check, Athenia denies feeling nervous and refuses to divulge any more information to the party.

### STAGE 2: EXPLORATION.

Vasilis' directions are surprisingly accurate and it takes the party half a day to reach the lagoon using the horse drawn carriage.

The lagoon is flanked on three sides by lush forest and features a small white sandy beach, there is a single pathway barely large enough for the carriage to fit through that leads to the remnants of an abandoned slipway. A DC 12 passive Wisdom (Perception) check reveals the pod of hippocamp swimming in circles offshore, led by a large stallion matching the description given by Vasilis.

If Athenia told the group about the missing party then the characters may choose to look for signs of them. A successful DC 12 Wisdom (Perception) check reveals blood stains on the nearby rocks. Upon further investigation the characters notice several poisonous spines embedded in the rock, as if fired from a blowgun or other ranged device.

### STAGE 3: THE HUNT

The characters can approach the hippocamp pod while they are awake by making a DC 11 Dexterity (Stealth) check, if a hippocamp detects the characters then they warily regard the party, consistently staying at least 30 feet away where possible. If the characters attack or attempt to capture a hippocamp, the stallion emits an audible roar and attacks.

During combat, the mares flee the lagoon with alarmed cries. The cries alert a triton shorestalker. The triton arrives on initiative count 20 (losing ties) on the following round. The triton is friendly to the hippocamps and acts on its own initiative, attacking the character closest to the stallion. The stallion and triton defend each other to the death, attacking with bolstered vengeance should one of them die.

If the characters choose to ambush the hippocamp while they are asleep, then they can attempt to sneak up on them by making a DC 11 Dexterity (Stealth) check. A thick fog appears over the lagoon between dusk and dawn. Creature's and objects within the fog are heavily obscured. The fog can be dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

The triton shorestalker is hidden within the fog, and can be detected with a successful DC 15 Wisdom (Perception) check. The triton attacks any creatures approaching the hippocamps with its poisoned spine from its hidden position within the fog. The characters are surprised if the triton attacks before being detected.

### STAGE 4: COMPLETION

Upon returning with the hippocamp, Vasilis hands over the 30 gold pieces agreed upon. He thanks the group for their services and offers them a year of free entry to the aquarium.

Should the party kill the hippocamp and return with its carcass then Vasilis refuses to pay for it, he is visibly upset and storms off in a rage. However, Dimitrius offers the characters 5 gold pieces for their troubles and for the carcass.

### NOTABLE NPCs

**Name:** Vasilis Vassari'

**Race:** Human (He/Him)

**Alignment:** Neutral good

**Occupation:** Owner of Vassari's Magnificent Aquarium

**Stat Block:** Arthur uses the statistics of a **noble**

**Personality Trait:** Vasilis is eccentric, excitable and friendly to most people. He is passionate about his business ventures and cares about his employees.

**Name:** Athenia Callea

**Race:** Human (She/Her)

**Alignment:** Neutral good

**Occupation:** Personal assistant

**Stat Block:** Athenia uses the statistics of a **commoner**

**Personality Trait:** Socially awkward, hard-working and studious. She is loyal to her friends and employer, but always tries to do good.

**Name:** Dimitrius Leventis

**Race:** Human (He/Him)

**Alignment:** Lawful Neutral

**Occupation:** Scholar, specialising in aquatic creatures

**Stat Block:** Dimitrius uses the statistics of a **priest**

**Personality Trait:** Dimitrius is a quiet but friendly character, often found buried in scrolls and study.

## DUDE, WHERE'S MY CONSTRUCT? (APL 3)

*"Wanted: A group of adventurers to help find our construct. Please help. 150 gold and our thanks. Meet at the Velvet Lounge."*

**Average Party Level:** 3

**Difficulty:** Easy (6 Players), Medium (4 players)

**Hunt Creature:** Amphisbaena

**Summary:** Jesserus and Chestarus need adventurers to go recover their lost construct they misplaced while celebrating. Both are too hungover to remember what happened, but offer 150 gp to anyone who can return their construct intact.

### STAGE 1: MEETING THE NPCs

Jesserus and Chestarus are recovering from their hangover at the Velvet Lounge when the party finds them having day drinks. Both are tipsy, but have their wits about them. They ask the party to find their flying construct, an **Anvilwrought Raptor**, that they lost track of in a nearby cave. The two direct the party towards the nearby mountains where the cave is located and give them the command phrase to control the Raptor, 'cheep cheep birdy'.

### STAGE 2: EXPLORATION.

Navigating to the cave entrance is a simple endeavour and takes 1 hour by foot. Upon entering the cave each creature must make a DC 15 Charisma saving throw. On a failed save, the target creature becomes intoxicated by the fungal growths in the cave. Colors appear more vibrant, food and drink tastes amazing, and everything seems just wonderful no matter how dire the situation truly is.

### STAGE 3: THE HUNT

Inside the cave the party finds 5 Amphisbaena nesting, and dozens of their eggs ready to hatch. A notably larger amphisbaena has a growth in the centre of its body as if it swallowed something indigestible. If within 10 feet of this growth and the command word is spoken,

## HARVESTING AN AMPHISBAENA

The body of an Amphisbaena can be harvested by a creature proficient in smith's tools or tinker's tools. Consult the harvest table below to find out what parts you can harvest or craft from it.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Amphisbaena Gland (1d4 glands)	DC 13 Wisdom (Survival)	Amphisbaena Poison (2 glands required)	<i>Alchemist's supplies</i> All items	<i>Amphisbaena Poison</i> DC 12 Intelligence (Arcana) 4 Hours
Amphisbaena Hide (1d6 + 1 pieces)	DC 15 Wisdom (Survival)	Serpent's Mantle (4 pieces required)	<i>Leatherworker's tools</i> Serpent's Mantle	<i>Serpent's Mantle</i> DC 13 Strength (Athletics) 4 Hours

the amphisbaena violently retches before vomiting up the anvilwrought raptor, which appears prone in an unoccupied space within 5 feet of the amphisbaena. Raptor exploding out of its stomach. If the amphisbaena detect the group's presence, they attack.

### STAGE 4: COMPLETION

Returning to town the party find Jesserus and Chestarus at a nearby tavern, heavily intoxicated and with no memory of the party or any conversation they had. After presenting them with the anvilwrought raptor, however, they happily offer the group a reward of 200 gp as thanks for its safe return.

### CRAFTED ITEMS

#### AMPHISBAENA POISON

*Potion, common*

**School of Magic:** Enchantment

This viscous green poison is drawn from the body of an Amphisbaena. As an action you can coat a weapon in this poison, which lasts for 1 minute. The next time you damage a creature with a weapon coated in this poison, you deal an additional 1d6 poison damage. After damaging a creature this way, the poison disappears.

#### SERPENT'S MANTLE

*Wondrous item, uncommon*

**School of Magic:** Enchantment

This scaled cloak aids the wearer in hiding themselves in forests and swamps. While travelling in forests and swamps creatures suffer disadvantage on any Wisdom (Perception) check made to detect you.



## A GLIMMER OF GOLD (APL 3 - 4)

*"Wanted: A group of strong adventurers for retrieval of valuable items. Tools shall be provided upon meeting, and a reward of 10 gold pieces is available upon completion of the item's delivery.*

*For more information, contact Iremire Fulsgrowth at the Fulgrowsth Estate."*

**Average Party Level:** 3 (6 players), 4 (4 players)

**Difficulty:** Medium (6 players), Hard (4 players)

**Hunt Creature:** Gold-Forged Sentinel

**Summary:** A gold-forged sentinel has appeared atop a cliffside overlooking the town of Bale's Hollow. Spying the gleaming golden horns atop the construct's head, a noble by the name of Iremire Fulsgrowth hires the characters to retrieve the sentinel's horns without causing additional damage to it where possible.

### STAGE 1: MEETING THE NPCs

The characters are introduced to Iremire Fulsgrowth upon approaching the noble's lavish estate. Large marble statues of mythical creatures and brutal gods adorn the vast gardens, and a gleaming pathway leads the way towards the front of the Fulsgrowth manor. Iremire himself welcomes the characters into his carefully tended gardens, offering each a different flower that best suits their choice of attire. He explains that a few weeks ago, a strange construct appeared atop a nearby cliff overlooking the town. After sending numerous servants up to it to investigate, he discovered it to be a mysterious construct called a Gold-Forged Sentinel. He requests the characters retrieve the sentinel's horns for his collection, providing them with a number of specialised tools for the job.

### STAGE 2: EXPLORATION.

The characters can ask the townsfolk for additional information about the construct by making a DC 15 Charisma (Persuasion) check. On a failure, the townsfolk fail to offer any pertinent information. On a success, the characters learn the construct animates when other humanoids are near. If the humanoids don't heed the construct's aggressive warnings, it attacks them relentlessly until they leave.

If any of the characters have access to a contact within the town, they can choose to speak with them instead to gain this information without making the aforementioned ability check.

Characters can learn more about the construct by spending 4 hours as part of a long rest in an academic building within the town. Upon completing the long rest, the character learns the name of the construct, and of the following traits it has:

- The sentinel appears as a large stag, and is particularly aggressive towards wildlife hunters.
- An ancient tale speaks of a golden creature being drawn to the town upon its construction many years ago. The creature terrorized the settlers for weeks before vanishing, and was never seen again.
- The gold-forged sentinel was seen three years ago by a now deceased blacksmith. The smith reported seeing it emit goutts of glistening fire, similar to the sparks seen in a forge.

### STAGE 3: THE HUNT

The sentinel resides atop a 300-foot-high grassy cliff, overlooking a paved road leading into Bale's Hollow. Whenever a humanoid is within 500 feet of the gold-forged sentinel, it magically animates, regardless of whether it can detect it or not. If the sentinel animates and doesn't detect the characters, it searches for them by making a Wisdom (Perception) check every 10 minutes, contested by the group's Dexterity (Stealth) check. If the characters leave the sentinel's radius, it returns to its post and becomes inert once more. When the sentinel detects a humanoid character, it attacks, targeting the largest character first. The sentinel uses its charge feature to try and push characters over the edge of the cliff. If it is outnumbered in melee, it flies out of range and uses its fire breath on the clumped targets.

The sentinel fights to the death, or until the characters leave its area.

### STAGE 4: COMPLETION

Once subdued or killed, the characters can harvest the sentinel's horns by using their action to make a DC 15 Survival check using Iremire's tools. On a success, the characters successfully sever one horn. A separate ability check is required to sever each horn. If a character fails this check by 5 or more, some of Iremire's tools break. If the check is failed twice, the tools break entirely and the characters must figure out another way of breaking the horns themselves.

Upon returning the horns to Iremire, he greets them with open arms, awarding the group 10 gp per horn returned, and offers them a lavish dinner and travel to a nearby city of their choice in one of his various luxury carriages for free.



## CRAFTED ITEMS

### GLEAMING SHIELD

Armour (shield), uncommon

**School of Magic:** Abjuration

This glistening golden shield is extremely light and flexible, allowing you to don or doff it as a bonus action on your turn. The shield has 3 charges. When you are the target of a spell that targets only you (not an area), you can use your reaction and expend 1 of the shield's charges to gain advantage on that saving throw. If the saving throw succeeds and the spell is of 1st-level or lower, the spell has no effect on you and instead targets the caster using their spell attack and spell save DC modifiers.

### FEATHERED ARMOR

Armor (scale mail), rare (requires attunement)

**School of Magic:** Enchantment

While you wear this glittering armor, you have advantage on saving throws to resist being charmed or petrified.

Additionally, while you remain attuned to this magical armor you have a flight speed of 30 feet. If you end your turn in the air while using this flight speed, you fall slowly to the ground, and the armor can't be used to fly again in this way again until the next dawn.

### GLIMMERBLADE

Weapon (any sword), uncommon

**School of Magic:** Abjuration

You have a +1 bonus to attack and damage rolls made using this magical weapon. As an action, you can touch the blade and speak its command word to cast the light cantrip, targeting the blade or one item it is touching when the command word is spoken.

Once you use the weapon's feature, it can't be used again until the next dawn.

### FIRE-THROWER'S POUCH

Wondrous item, uncommon

**School of Magic:** Abjuration

This rough leather pouch contains 1d4 +1 pinches of gold-dust fragments, harvested from the body of a gold-forged sentinel. As an action, you can reach into the pouch and send a pinch of these fragments streaking towards a point you can see within 15 feet of you, where they erupt in a burst of flames. Each creature in a 5-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. A target takes 10 (3d6) fire damage on a failed save, or half as much on a successful one.

## HARVESTING A GOLD-FORGED SENTINEL

The body of a gold-forged sentinel can be harvested by a creature proficient in Smith's tools or Tinker's tools. Consult the harvest table below to find out what parts you can harvest from it.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Sentinel Feathers (2d6 feathers)	DC 14 Wisdom (Survival)	Gleaming Shield (5 feathers required)	<b>Smith's tools</b> All items	<b>Gleaming shield</b> DC 12 Strength (Athletics) 4 Hours
		Feathered Armor (10 feathers required)		<b>Feathered Armor</b> DC 13 Strength (Athletics) 6 Hours
Golden Metal (4d4 fragments)	DC 13 Wisdom (Survival)	Glimmerblade (8 fragments required)	<b>Smith's tools</b> Glimmerblade	<b>Glimmerblade</b> DC 13 Strength (Athletics) 4 Hours
		Fire-thrower's Pouch (8 fragments required)	<b>Tinker's tools</b> Fire-thrower's Pouch	<b>Fire-thrower's Pouch</b> DC 13 Intelligence (Arcana) 4 Hours



## REUNITED AND IT FEELS SO GOOD

(APL 4 - 5)

*"Wanted: Looking for Monster Hunters that can bring their prey back alive, and who are willing to spit in the face of Erebos! Come to the Temple of Helioid and seek out Pavlos."*

**Average Party Level:** 4 (6 players), 5 (4 players)  
**Difficulty:** Medium (6 players), Hard (4 players)  
**Hunt Creature:** Returned Drifter & Eidolon Ghostblade  
**Summary:** Characters are hired to capture a Returned and an Eidolon, two parts of the same dead woman. Characters track down the Eidolon fighting near its last battlefield, and the Returned playing out a bizarre parody of its home life. Once both are captured, a ritual begins to reunite them but goes wrong and the characters must either slay both beings, or try to finish the ritual themselves at a cost.

### STAGE 1: MEETING THE NPCs

Characters traveling to the Temple of Helioid may meet with Pavlos Marakos (Human Cleric, He/Him). Pavlos is a Priest of Helioid, who gives characters the following information:

- Pavlos' wife, Selene, was a Hopolite who died in combat. Pavlos went to an Oracle to see if there was anything he could do from here to help her journey into the great beyond. The Oracle told him Selene attempted to escape from her fate. Selene has returned, but has been split into two beings, an eidolon and a returned.
- Pavlos believes he's perfected a ritual that will combine these two beings and restore Selene's identity, but first they must both be captured relatively unharmed.

### STAGE 2: EXPLORATION

The first part of Selene has become a Ghostblade Eidolon. An Eidolon retains the skills kept in life, but feels disconnected from its experiences. Pavlos believes this version of Selene may have returned to the place of her final battlefield, an overrun encampment.

When characters arrive at the ruined encampment, they see Selene's Ghostblade Eidolon. If observed, they find the Eidolon varies its behavior between attempting to repair a damaged fortification and swinging swords at unseen enemies.

Characters must find a way to bring the Eidolon on the two mile journey towards the Oracle's temple. This could prove difficult, as the Eidolon is immune to both the grappled and restrained condition. Allow space for player creativity in terms of how the Eidolon can be captured, but a few suggestions are below:

- The Eidolon has advantage on saving throws against being turned, but with repeated attempts eventually the Eidolon could get unlucky, and characters could force the creature in the direction they need it to go.
- The Eidolon is not immune to the Incapacitated condition- if characters can incapacitate the Eidolon somehow, they can attempt to get it towards the Oracle's Temple until the condition wears off.
- The Eidolon is intelligent enough to be communicated with. Any reference to its past life pushes it into a rage, but characters can attempt to trick the Eidolon into

going to the temple somehow, perhaps persuading it that an enemy to fight is there, or it could get some new weapon.

Once the Eidolon has been brought to the temple, an incantation from Pavlos keeps it in place.

Pavlos' visions have led him to believe that the returned part of Selene, her body, without her spirit, has been seen wandering a beach she favored as a child, idly collecting sea shells but otherwise unresponsive.

Characters arriving at the beach may track Selene's Returned Drifter, but have an additional complication, another group of monster hunters is tracking the returned, hoping to take the mask to pawn it. There are a variety of ways to deal with this group:

- Act fast, and track the returned first! Opposed Investigation checks can get the characters towards the returned first. A successful DC 13 Charisma (Deception) for altering clues to the returned, or Charisma (Deception) check for convincing the hunters to look elsewhere makes them roll their Intelligence (Investigation) check with disadvantage.
- Bribe them! The rival monster hunters will call off their search with a bribe of 250 Gold, with a successful DC 14 Charisma (Persuasion) lowering the amount to 200.
- Throw down! Kick their asses and send them packing.

Once the rival Monster Hunters have been dealt with, capturing the Returned should be a simple matter as it can be grappled or restrained.

### STAGE 3: THE HUNT

Once both the eidolon ghostblade and the returned drifter are reunited in the temple, they are each filled with rage and disgust at the other. The eidolon and returned both attempt to destroy the other.

It takes Pavlos four rounds to complete the ritual, during which the characters must work to keep the Eidolon and Returned from killing each other.

If the characters are successful at keeping the two creatures apart, after the fourth round of casting the ritual the entire room goes dark, and characters hear the voice of Erebos, who says:

*"If you wish to claim a life from me, there must be a bargain".* Erebos offers the characters a deal. Erebos will allow Selene to return to life, if one of the characters trades away their own possibility of returning to life after death. When they die, it must be final. A character who makes this bargain is cursed and may not return to life by any means other than a *wish* spell. Pavlos begs to take the deal, but Erebos refuses, knowing that even with this deal, Pavlos would consider the situation a win for him overall. Erebos wants to discourage priests attempting things like this in the future by setting an example.

### STAGE 4: COMPLETION.

Upon completion, Selene is fully restored to life and reunited with Pavlos. Pavlos awards the party 1,000 gp and gives the character who made the bargain with Erebos a *Token of Helioid*. In addition, he awards the party a brass symbol of Helioid, explaining that if a character produces this symbol when in any temple of Helioid, it grants the characters free housing and healing for 1 night per week.

#### NOTABLE NPCs:

**Name:** Stavros Mikidos  
**Race:** Human (He/him)  
**Alignment:** Neutral evil  
**Occupation:** Monster hunter  
**Stat Block:** Stavros uses the statistics of an **assassin**.  
**Personality Trait:** Stavros is a thrill seeker and opportunist. He never plans beyond the current day, always leaning towards what brings the most excitement or wealth in that moment. He is accompanied by two other monster hunters, named Nasia and Fanis.

**Name:** Nasia  
**Race:** Human (She/her)  
**Alignment:** Neutral evil  
**Occupation:** Monster hunter  
**Stat Block:** Nasia uses the statistics of a **gladiator**.  
**Personality Trait:** Nasia is a hardened warrior and veteran hunter. She enjoys a coin as much as she does the hunt itself, and respects those who prove their might against her in combat.

**Name:** Fanis  
**Race:** Human (He/him)  
**Alignment:** Neutral evil  
**Occupation:** Monster hunter  
**Stat Block:** Fanis uses the statistics of a **mage**.  
**Personality Trait:** Fanis is an intelligent and quick-witted hunter, utilizing his extensive magical knowledge to hinder his prey and bolster his allies. He feels most at home around dusk, and dislikes hunting during high noon.

#### SYMBOL OF HELIOD

*Wondrous item, uncommon*

**School of Magic:** Abjuration

This brass symbol has 3 charges. It regains all expended charges after 7 days of inactive use. When you would make a death saving throw with it on your person, the symbol automatically expends 1 charge and grants you advantage on the saving throw. Once the symbol has expended its last charge, roll a d20. On a 1, it disintegrates and is destroyed.



## “C’MERE BOY! GOOD BOY! OH NO, IT’S COMING, RUN!!!” (APL 4-6)

*“For too long, we have laid siege to the City of Maradosia, and found our armies wanting. Our swords break and our legions scatter against their shields. A plan has been formed to reign mayhem down before them on a scale that will draw the eyes of the gods themselves. Now, if only a hero was foolish, er, brave enough to take up the call..”*

**Average Party Level:** 4 (6 players), 6 (4 players)

**Difficulty:** Hard (6 players), Hard (4 players)

**Hunt Creature:** **Two-Headed Cerberus**

**Summary:** The characters are hired by a warlord attempting to lay siege to a town. To get past the town's defenses, the characters must track a group of cerberei. Once discovered, they must find a way to get the cerberei to follow them to Maradosia, in order for them to lay waste to the city.. Once the mission is done, the tables turn as the cerberei find their appetites not fully satiated.

#### STAGE 1: MEETING THE NPCs

Characters following up on the notice board posting are told to travel to a small outpost, roughly two miles from the city of Maradosia. Once there, they find an encampment of bloodied and beaten Spartans. Their commander, Theseus Sallatos explains that the gods have called him to lay siege to this town, but because the invasion began under an ill omen, they have been plagued with poor luck. Weapons have rusted and broken and his soldiers have been outclassed. As Theseus is explaining his troubles, a massive explosion is heard in the distance. Theseus tells them this is likely due to the failure of his most recent plan, an ambush party hidden inside a wooden animal and presented as a gift. It seemed like a good idea at the time, but he admits his new plan is likely to be a lot more successful. He reveals to the characters that a pack of two-headed cerberei have been seen at a nearby river. Theseus believes that if the Cerebi could be drawn to Maradosia, they would cause enough chaos to allow for a quick and relatively easy invasion. However, because his own forces have proven to be inept or unlucky, he'd rather bring in outside help. He offers the group a sum of 200 gp for their help, before pointing them in the direction of the river.

#### STAGE 2: EXPLORATION

Once characters travel towards the river, they see a pack of four two-headed cerberei, playfully tearing apart and devouring wildlife. Characters may use any method they wish to lure the creatures towards Maradosia. If characters need guidance, Theseus offers the following suggestions:

- **A Trail Of Meat.** Careful characters could create a trail of meat, leading from the river towards Maradosia in order to lure in the cerberei into the city.
- **Play Bait.** Characters can simply allow the Cerebi to chase them towards the city. If using this option, each character being chased must make a DC 15 Strength (Athletics) check to keep a steady pace ahead of the creatures. On a failure of less than five, one cerberus makes a melee weapon attack as it nips at the character's

heels. If the character fails this check by 5 or more, the cerberei catch up to the group and combat begins.

- **Anger The Beasts.** A character could coax the cerberei into attacking the city by making a DC 16 Wisdom (Animal Handling) check.
- Characters can simply attack the cerberei, beat them into unconsciousness with non-lethal attacks, and then place them into a cage.

**DM's Note:** *Characters have unlimited options in how they attempt to bring the beasts towards Maradosia. In general, a Dungeon Master should give any borderline practical idea a chance of success, mediating their idea by setting a skill check somewhere between 12 and 17, depending on their judgement of the plan's relative difficulty.*

### STAGE 3: THE HUNT

Once characters successfully lure the creatures towards Maradosia, the beasts charge at the gate, bringing the armies into a panic. As the defensive perimeters scatter, Theseus' forces attack and take the town. If characters choose to join the fight, 3 **Akoran Hoplites** emerge from the crowd to attack them. The hoplite surrender if reduced to half of their hit point maximum or less.

Once the invasion is done, Theseus invites the characters to a grand feast to celebrate. As the characters drink and eat in the town square, they hear a roaring in the distance. Theseus sheepishly admits he never assigned any of his men to deal with the cerberei once the initial siege in the town was finished, before fleeing in panic as the 4 cerberei attack!

In the first round of combat, two cerberei focus on finishing off wounded soldiers on the ground, while the other two attack the closest characters. On the second round, a third cerberus moves from scavenging to join the fray, and on the third round the final cerberus joins the attack.

On a successful DC 13 Wisdom (Insight) check, characters realize that cerberei are distracted by the corpse meat on the ground. As a bonus action, a character can draw the cerberei's attention to the meat by making a DC 13 Wisdom (Animal Handling) check, contested by the cerberus' Wisdom (Insight) check. On a success, the

cerberus has disadvantage on its attack rolls until the end of its next turn. On a failure, the cerberus can't be lured to the meat for the remainder of the encounter.

### STAGE 4: COMPLETION

Once the final cerberei is slain, Theseus apologizes again for forgetting to have the cerberei dealt with. Theseus awards the characters the promised 200gp and an additional 600 gp as thanks for defeating the remaining cerberei.

Characters can loot the corpses of the cerberei, finding a *collar of the bounded beast* around the neck of one of the creatures.

### COLLAR OF THE BOUND BEAST

*Wondrous item, uncommon (requires attunement)*

**School of Magic:** Abjuration

While attuned to this iron collar, you can use your action to throw it towards a beast of challenge rating 3 or lower you can see within 30 feet of you. Make an attack roll against the target creature. On a hit, the collar binds around the creature's neck for 1 hour or until it is reduced to 0 hit points or dies. In addition, the target must make a DC 14 Wisdom saving throw or be charmed by you for the duration. While charmed in this way the target follows your verbal commands, but doesn't do anything that would cause it extreme harm, such as jumping off a cliff or into a pit of lava.

### NOTABLE NPCs:

**Name:** Theseus Sallatos

**Race:** Human (He/him)

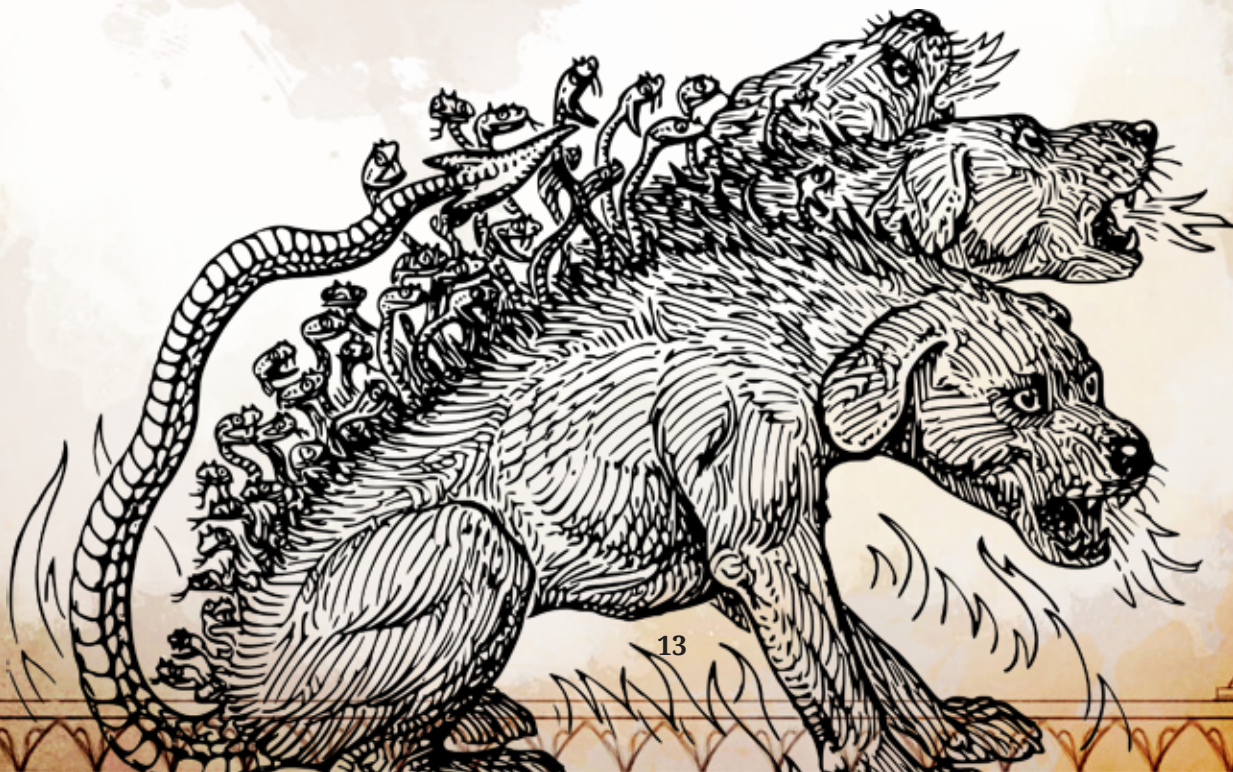
**Alignment:** Neutral good

**Occupation:** Army General

**Stat Block:** Theseus uses the statistics of a **veteran**.

**Personality Trait:** Theseus is motivated and ambitious.

He's incredibly frustrated by the poor luck those under his command tends to suffer, but he tries his best to treat it with empathy and understanding rather than anger.



## A BROTHER'S QUARREL (APL 6)

*"Wanted: A group of adventurers to help end the quarrel between our Husbands. Suspected otherworldly activity."*

**Average Party Level:** 5 (6 players), 6 (4 players)

**Difficulty:** Easy (6 players), Medium (4 players)

**Hunt Creature:** Eater of Hope

**Summary:** Alfrena and Dorius are the partners to two local businessmen who happen to be twin brothers. The two invested in each other's businesses and built each other up for nearly two centuries. They have suddenly turned on each other, a dangerous greed sparked in their hearts. Each has hired a dozen mercenaries and every day they grow closer to conflict. The two partners believe it began when they met a stranger on the road who lived nearby.

### STAGE 1: MEETING THE NPCs

The party meets Alfrena and Dorius in a nearby tavern. Both are using cloaks to hide their visage. The two tell the party of how close the brothers were before things turned suddenly sour upon their return from a business trip. Both brothers claimed to have met a businessman who lived in a cabin on the road to the neighboring town. The two believe their partners have been bewitched by this individual and want them brought to justice. They offer the characters 350 gp if they end the quarrel.

### STAGE 2: EXPLORATION

The journey along the road is uneventful, however an individual trained in religion will note unusual markings in various trees, stones or other organic surfaces. A DC 13 Religion check can determine these are signs of abyssal activity and can help detect when creatures are near. Upon learning of this abyssal presence, a member of the party can make a DC 14 Wisdom (Survival) check to avoid being detected by the eater of hope before arriving at their destination.

### STAGE 3: THE HUNT

The lonely cabin that lies before the party is an illusion created by the eater of hope. The reality is a bone littered hovel where the demon has gathered a collection of corpses and a small amount of gold (435 bloody and dirt-stained gold pieces).

If the party were detected by the demon on their way here, the eater of hope has advantage on all attack rolls against the party and knows their intent upon arrival,

allowing it to prepare and possibly ambush them.

Otherwise it sits inside the cabin feigning a human appearance and attempts to lie or bargain its way out of the situation, promising vast sums of wealth it has no intention of delivering upon, or by threatening to make the brothers kill each other if the party attacks, which is another lie. For larger or more powerful parties, consider adding a low CR demon such as a **Dretch**, **Quasit**, or a **Vrock** as a follower or servant of the eater of hope.

### STAGE 4: COMPLETION

Upon killing the demon his hold on the brothers is broken and the illusion in the area disperse, revealing its disgusting, corpse filled lair. The party can take the head of the demon as evidence, however the change in the brother's demeanor is enough to convince their partners of the quest's completion.

Upon returning Alfrena and Dorius happily pay the party their owed gold and even invite them to celebrate the renewed filial bonds with an evening of drink, food and rest in the local tavern.

### NOTABLE NPCs:

**Name:** Alfrena Grania

**Race:** High Elf (She/her)

**Alignment:** Chaotic neutral

**Occupation:** Noble

**Stat Block:** Alfrena uses the statistics of a **commoner**.

**Personality Trait:** Alfrena is the partner of Izanus. She is a blonde haired elven woman who holds herself in high regard, looking down on the adventurers as servants.

**Name:** Dorius Grania

**Race:** Dwarf (He/him)

**Alignment:** Neutral good

**Occupation:** Trader

**Stat Block:** Dorius uses the statistics of a **commoner**.

**Personality Trait:** Dorius is Kalin's partner. A dark skinned dwarven man of low birth, faithful of Heliod and thankful for her new station in life. Far kinder than her sister in law.

**Name:** Izanus Grania

**Race:** Human (He/him)

**Alignment:** Neutral good

**Occupation:** Wine trader

**Stat Block:** Izanus uses the statistics of a **commoner**.

## HARVESTING AN EATER OF HOPE

The body of an Eater of Hope can be harvested by one or more creatures proficient in the relevant skills noted below. Consult the harvest table below to find out what parts you can harvest or craft from it.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Bleak Crown (1 broken crown)	DC 10 Wisdom (Survival)	Crown of Misery (1 broken crown required)	<b>Smith's tools</b> All items	<b>Crown of Misery</b> DC 12 Strength (Athletics) 6 Hours
Cracked Armor (1d6 + 1 fragments)	DC 13 Wisdom (Survival)	Dark One's Armor (4 fragments required)	<b>Smith's tools</b> Glimmerblade	<b>Dark One's Armor</b> DC 13 Strength (Athletics) 6 Hours

**Personality Trait:** Izanus is Alfrena's partner. He sports a head of dark hair, and dresses in fine silks at every opportunity.

**Name:** Kalin Grania

**Race:** Human (He/him)

**Alignment:** Chaotic good

**Occupation:** Silk trader

**Stat Block:** Kalin uses the statistics of a **commoner**.

**Personality Trait:** Kalin is partner to Dorius. Like his brother, Kalin also sports a similar mess of dark hair, but opts to dress in simple garbs, even though he has silks readily available to him.

## CRAFTED ITEMS

### CROWN OF MISERY

*Wondrous item, very rare (requires attunement by a cleric, druid, sorcerer or wizard)*

**School of Magic:** Enchantment

This golden horned crown empowers the wielder through the suffering of others. When you reduce a creature to 0 hit points you regain an expended spell slot. The level of spell slot regained is equal to the number rolled on a d4.

**Cursed.** A creature attuned to this crown feels no sense of joy, cannot taste food or drink and cannot dream.

### DARK ONE'S ARMOR

*Armor (breastplate), rare*

**School of Magic:** Enchantment

This breastplate is forged from the metal armor of an Eater of Hope. While wearing this armor you gain proficiency in the Stealth skill. If you are already proficient, your proficiency is doubled whenever you would make a Dexterity (Stealth) check.

While attuned to it, you can use your action to cast the *pass without trace* spell once without requiring material components. Once the armor is used in this way, it can't be used to cast this spell again until the next dawn.



## A STORM BRINGS THE BEASTS (APL 6-8)

*"A fierce storm has been battering the Westcliff Coast for just over a week. While the rains lash down on our farmlands and fog coats the city streets, cattle are going missing at an alarming rate. The city guard is offering a sum of 200 gp each to anyone willing to investigate this matter further. For more information, contact Captain Katina at the southern Westcliff barracks as soon as possible."*

**Average Party Level:** 6 (6 players), 8 (4 players)

**Difficulty:** Hard (6 players), Deadly (4 players)

**Hunt Creature:** **Theran Chimera**

**Summary:** A mating pair of theran chimeras have been preying on the cattle populating fields across the Westcliff Coast. The characters must track down the chimeras and defeat them before they begin to move on to more abundant humanoid prey.

### STAGE I: MEETING THE NPCs

The characters are introduced to Captain Katina, a stout, intimidating woman with a veteran's eyes. She explains to the characters that farmers from all over the Westcliff Coast have been reporting missing cattle, and she's beginning to suspect the mysterious storm has brought with it something more monstrous than simple cattle rustlers. She goes on to reveal that Minos Dellakis also reported a large heavy crash atop his bakery last night. When the guards investigated, they found claw marks and hoofprints embedded into the wooden beams.

Katina suggests the character begin their search at the Dellakis bakery before heading further afield to the outlying farms. She provides the group with 2 *potions of healing* (DMG, Chapter 7: Treasure) and sends them on their way.

### STAGE 2: EXPLORATION.

During this stage, the characters can choose to either head to the Dellakis bakery or choose to head straight to the fields. The storm abates for 3 hours before darkening the skies again with lashing rain and fierce winds. During the storm, objects and creatures are lightly obscured, visibility is reduced to a maximum of 200 feet, and Constitution saves made to maintain concentration on spells are made with disadvantage.

Traveling to the Dellakis bakery takes 1 hour by foot. Upon their arrival, the characters are greeted by a short, portly satyr, who introduces himself as Minos Dellakis. Minos shows the characters a heavy wooden beam, now removed from the bakery due to repairs, and asks them if they know anything about it.

A character can investigate the markings on the beam with a DC 14 Intelligence (Investigation or Nature) check. A successful check reveals the marks to be made by the same creature, with the hoofprints appearing as the creature's back legs.

On a failure, the character figures out that the marks were made by the same creature, but doesn't learn anything else.

A character can make a DC 15 Intelligence (History) check to recall any creatures that might fit the descriptions given thus far. On a successful check, the creature is revealed to be a theran chimera.

A successful DC 14 Wisdom (Survival) reveals the creature took off, towards a forest near the outskirts of town. If no character passes this check, they can spend 30 minutes discussing various possibilities amongst themselves before they all come to the same conclusion.

Travelling to the farms takes 2 hours by foot, or 3 hours if walking there from the Dellakis bakery.

Upon arriving, they find the fields abandoned, devoid of all livestock. A weak cry can be heard from the edge of one of the fields, masked by the coming storm. Upon investigating further, the characters find a wounded cow lying on its side in a ditch. Large hoofprints and claws can be seen carved into the mud around the ditch. A DC 13 Wisdom (Insight) or Intelligence (Nature) check reveals the cow managed to escape the clutches of its predator by hiding in the ditch as the storm raged above it. If characters have not identified it already, a successful DC 15 Intelligence (History or Nature) or Wisdom (Survival) check reveals the creature to be a theran chimera. If making a Wisdom (Survival) check to identify the creature, it is revealed there is also a second chimera preying on the cattle, made evident by the various prints in the mud.

Once the storm arrives, both chimeras appear from opposite ends of the field, scouring the ditches for the remaining cow. If they detect the characters, they attack.

### STAGE 3: THE HUNT

The chimeras attack as a co-operative duo, prioritizing those characters that stray too far from the group first before moving in for the kill. When a chimera knocks a character unconscious, it switches to a new target. It prioritizes attacking targets that are attacking its mate first, followed by characters closest to the wounded cow.

During the encounter, the storm reaches a critical intensity, covering a 3-mile radius centered on the combat. Thunder roars overhead and lightning cracks across the sky before bolting towards the ground. On initiative count 20 and again at Initiative count 10 (losing initiative ties and rerolling duplicate results) roll on the storm effects table to determine what happens. A chimera can only be affected by one storm event each round.

### STORM EFFECTS TABLE

#### D4 Event

- 1 A bolt of lightning streaks towards one random creature touching the ground. The target must make a DC 13 Dexterity saving throw, taking 1d8 lightning damage on a failed save, or half as much on a successful one.
- 2 A crack of thunder booms across the sky. All creatures in the storm's area must succeed on a DC 13 Constitution saving throw or be deafened until initiative count 20 on the following round.
- 3 A sudden bright flash of sheet lightning races across the sky, bathing the fields in a vibrant light. Each creature in the storm's area that can see it must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn. Creatures looking up towards the sky during this event have disadvantage on the saving throw.

#### D4 Event

- 4 A vast gust of wind sweeps across the fields, uprooting trees and bowling over lesser creatures. Each creature that isn't in three-quarters or total cover and inside the storm's area must make a DC 13 Strength saving throw. Creatures in the air have disadvantage on this save. A creature takes 2d6 cold damage and is knocked prone on a failed save, or takes half as much and isn't knocked prone on a successful one.

If a chimera starts its turn with 15 hit points or less remaining, it flees, using all of its movement to leave the encounter. The other chimera follows suit at the end of its turn. If one of the chimeras is killed during the encounter, the other fights to the death, targeting the character that dealt the killing blow.

### STAGE 4: COMPLETION

Upon routing or killing the chimeras, the storm's effects fade over the course of 30 minutes, leaving the sky clear once again.

Characters can return to Katina and provide evidence of the creature's defeat to claim their reward. Katina remarks on their skill and prowess as she hands over the gold, musing aloud that she never realised the arrival of chimeras brought storms with them.

A DC 14 Intelligence (Arcana) check reveals this information to be incorrect. But if the storm wasn't caused by the chimeras, what might be lurking behind it?

*(This is left intentionally blank to allow a DM to expand onto it as they see fit. Perhaps consider other higher level hunts from this supplement, or one of the many other entries in the Monster Hunts series.)*

### NOTABLE NPCs

**Name:** Captain Katina

**Race:** Human (She/her)

**Alignment:** Lawful good

**Occupation:** Guard captain

**Stat Block:** Katina uses the statistics of a **Knight**

**Personality Trait:** Katina has spent many years advancing through the ranks of the Westcliff guard and is a well-respected member of the community. She doesn't have much knowledge about monsters, but is eager to listen and learn from experienced adventurers. She spends her free time practicing her archery skills in the barracks, and enjoys a good drink after a hard day's work.

**Name:** Mino Dellakis

**Race:** Satyr (He/him)

**Alignment:** Neutral good

**Occupation:** Baker

**Stat Block:** Minos uses the statistics of a **Satyr Reveler**

**Personality Trait:** Like all satyrs, Minos is high-spirited and loves meeting new people. His bread is claimed by residents to be some of the finest in all the land - a compliment which Minos thoroughly enjoys hearing. He is friendly to all who meet him, though is terrified of bees and insects.



## HARVESTING CHIMERAS

Certain unique body parts to each chimera can be harvested by characters to create magical items. The table below takes into account each body part variation mentioned in *Mythic Odysseys of Theros*, in addition to generic body parts, divided into separate tables. Characters can only harvest unique body parts if the chimera has those particular features. For example, a character couldn't harvest a shark tail if the chimera in question doesn't have one, but could harvest its tail as a generic body part instead.

### GENERIC PARTS

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Chimera teeth (2d6 teeth)	DC 15 Wisdom (Survival)	Piercing Charm (7 teeth required)	<b>Tinker's tools</b> All items	<b>Piercing Charm</b> DC 15 Intelligence (Arcana) 2 Hours
Chimera claws (2d4 claws)	DC 15 Wisdom (Survival)	Whistling Dagger (2 claws required)	<b>Smith's tools</b> All items	<b>Whistling Dagger</b> DC 13 Strength (Athletics) 4 Hours
Chimera Heart (1 heart)	DC 15 Wisdom (Survival)	Monstrous Essence (1 heart required)	<b>Alchemist's supplies</b> All items	<b>Monstrous Essence</b> DC 14 Intelligence (Arcana) 6 Hours
Chimera Tail (1 tail)	DC 15 Wisdom (Survival)	Twisting Whip (1 tail required)	<b>Leatherworker's tools</b> All items	<b>Twisting Whip</b> DC 14 Strength (Athletics) 3 Hours
Fire Glands (2 glands)	DC 15 Wisdom (Survival)	Vial of Fire (1 gland required)	<b>Alchemist's supplies</b> All items	<b>Vial of Fire</b> DC 15 Intelligence (Arcana) 4 Hours
Chimera Hide (2d4 + 1 pieces)	DC 15 Wisdom (Survival)	Hardened Leather (5 pieces required)  Shifting Shield (3 pieces required)	<b>Leatherworker's tools</b> All items	<b>Hardened Leather</b> DC 15 Strength (Athletics) 5 Hours  <b>Shifting Shield</b> DC 15 Strength (Athletics) 4 hours

### UNIQUE PARTS (BODY)

Part Name	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Lowland Hide (1d4 + 1 pieces)	DC 15 Wisdom (Survival)	Toughened Hide (3 pieces required)	<b>Leatherworker's tools</b> All items	<b>Toughened Hide</b> DC 13 Strength (Athletics) 5 Hours
Coastal Flesh (1d4 + 1 pieces)	DC 15 Wisdom (Survival)	Chimera Jerky (2 pieces required)	<b>Cook's Utensils</b> All items	<b>Chimera Jerky</b> DC 13 Wisdom (Survival) 8 Hours
Craggy Pelt (1d4 + 1 pieces)	DC 15 Wisdom (Survival)	Mountaineer's Coat (3 pieces required)	<b>Leatherworker's tools</b> All items  <b>Weaver's tools</b> All items	<b>Mountaineer's Coat</b> DC 14 Dexterity (Sleight of Hand) 6 Hours
Bleak Flesh (1d4 + 1 pieces)	DC 15 Wisdom (Survival)	Sticky Boots (2 pieces required)	<b>Leatherworker's tools</b> All items  <b>Cobbler's tools</b> All items	<b>Sticky Boots</b> DC 14 Dexterity (Sleight of Hand) 8 Hours

### UNIQUE PARTS (HEAD)

Part Name	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Bull Horns (2 horns)	DC 15 Wisdom (Survival)	Horned Bow (2 horns required)	<b>Tinker's tools</b> All items	<b>Horned Bow</b> DC 14 Strength (Athletics) 4 Hours
Shark Teeth (2d6 teeth)	DC 15 Wisdom (Survival)	Sharkbite Whip (7 teeth required)	<b>Tinker's tools</b> All items	<b>Sharkbite Whip</b> DC 14 Intelligence (Arcana) 4 Hours
Unicorn Horn (1 horn)	DC 15 Wisdom (Survival)	Chimera Wand (1 horn required)	<b>Tinker's tools</b> All items	<b>Chimera Wand</b> DC 14 Intelligence (Arcana) 5 Hours
Cockatrice Beak (1 beak)	DC 15 Wisdom (Survival)	Stonebreaker's Shield (1 beak required)	<b>Smith's tools</b> All items	<b>Stonebreaker's Shield</b> DC 14 Intelligence (Arcana) 6 Hours

## UNIQUE PARTS (BREATH WEAPONS)

Part Name	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Lightning Glands (2 glands)	DC 15 Wisdom (Survival)	Vial of Lightning (1 gland required)	<i>Alchemist's supplies</i> All items	<i>Vial of Lightning</i> DC 14 Intelligence (Arcana) 4 Hours
Aqua Glands (2 glands)	DC 15 Wisdom (Survival)	Vial of Tides (1 gland required)	<i>Alchemist's supplies</i> All items	<i>Vial of Tides</i> DC 14 Intelligence (Arcana) 4 Hours
Venom Glands (2 glands)	DC 15 Wisdom (Survival)	Vial of Venom (1 gland required)	<i>Alchemist's supplies</i> All items	<i>Vial of Venom</i> DC 14 Intelligence (Arcana) 4 Hours
Necrosis Glands (2 glands)	DC 15 Wisdom (Survival)	Vial of Necrosis (1 gland required)	<i>Alchemist's supplies</i> All items	<i>Vial of Necrosis</i> DC 14 Intelligence (Arcana) 4 Hours

## UNIQUE PARTS (TAILS)

Part Name	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Venom Spines (2d4 spines)	DC 15 Wisdom (Survival)	Arrow of Venom (set of 10, 1 spine required)	<i>Tinker's supplies</i> All items	<i>Arrow of Venom</i> DC 14 Intelligence (Arcana) 4 Hours
Chimera Fin (1 fin)	DC 15 Wisdom (Survival)	Sharkfin Shield (1 fin required)	<i>Tinker's tools</i> All items	<i>Sharkfin Shield</i> DC 14 Strength (Athletics) 5 Hours

## CRAFTED ITEMS

### ARROW OF VENOM

*Wondrous item, uncommon*

**School of Magic:** Evocation

This magical arrow is crafted from the venomous spines of a chimera's tail. When you hit a creature with it, that creature must succeed on a DC 15 Constitution saving throw or take 1d6 poison damage. Hit or miss, the arrow is then no longer magical.

### CHIMERA JERKY

*Wondrous item, uncommon*

**School of Magic:** Enchantment

This tough jerky is made from the hide of a Chimera. When you eat it, you regain 2d6 hit points. If you are already at full hit points, you instead gain 2d6 temporary hit points.

### CHIMERA WAND

*Wand, uncommon*

**School of Magic:** Evocation

This wand has 3 charges. It regains 1d3 charge daily at dawn. As an action, you can point it towards one creature you can see within 60 feet of you and speak the wand's command word to cause it to emit a streak of radiant light. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 1d8 radiant damage and is blinded until the end of its next turn, or takes half as much damage and isn't blinded on a successful one.

If you expend the wand's last charge, roll a d20. On a 1, it explodes in a burst of bright light and is destroyed.

### HARDENED LEATHER

*Armor (studded leather), uncommon*

**School of Magic:** Enchantment

This studded leather armor is padded with the tough hide of a chimera. While you wear it, you have a +1 bonus to AC.

### HORNED BOW

*Weapon (any bow), rare (requires attunement)*

**School of Magic:** Evocation

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to it, you can speak the bow's command word to cause it to glow with magical power for 1 minute. For the duration, whenever you hit a Large or smaller creature with a piece of ammunition fired from this bow, the target creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Once used in this way, the bow can't be activated again until the next dawn.

### MONSTROUS ESSENCE

*Potion, rare*

**School of Magic:** Enchantment

When you drink this potion, you gain one of the following features detailed below for 1d4 hours, determined at random. Additionally, you have advantage on saving throws against any spells that target only you (not an area) for the potion's duration. If your saving throw is successful and the spell is of 1st-level or lower, the spell has no effect and instead targets the caster.

#### D4 Feature

- 1 A set of feathery wings spring from your back, granting you a flight speed of 30 feet for the duration. You can't wear armor while you have these wings unless it has been designed to accommodate them. If you are wearing armor when you gain this feature, the wings don't appear until you have doffed the armor.
- 2 You magically grow a second pair of arms. You can make two unarmed strikes or one weapon attack with a weapon the arms are wielding as a bonus action on your turn. Additionally, the arms are cumbersome and unnatural. You can't wear armor unless it has been designed to accommodate your second set of appendages.

#### D4 Feature

- 3 You grow fearsome bull horns from your head. You have advantage on Charisma (Intimidation) checks for the duration. Additionally, once per round when you hit a target with a melee weapon attack, you can choose to gore the target, dealing an additional 1d6 piercing damage.
- 4 You sprout a long prehensile tail from the middle of your back for the duration. The tail grants you advantage on Strength checks made to climb objects or grapple targets. It can't attack, nor can it manipulate complex objects, such as uncorking a potion, though it can hold them for you.

#### MOUNTAINEER'S COAT

*Wondrous item, uncommon*

**School of Magic:** Abjuration

This rugged leather coat fits perfectly over medium or light armor, and serves to keep you warm and snug. While you wear it, you have advantage on Constitution saving throws to resist the effects of cold weather, and each instance of cold damage you take is reduced by 1.

#### PIERCING CHARM

*Wondrous item, uncommon*

**School of Magic:** Abjuration

While you wear this tooth-covered charm around your wrist, you gain a +1 bonus to damage dealt with piercing weapons. If you instead wear it around your neck, each instance of nonmagical piercing damage you take is reduced by 1.

#### SHARKBITE WHIP

*Weapon (whip), uncommon (requires attunement)*

**School of Magic:** Evocation

This whip is covered in razor-sharp shark teeth. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While you remain attuned to this whip and hit a creature with it that is below its maximum hit points, you can cause the whip to deal an additional 2d6 piercing damage to the target. Once you use the whip in this way, you can't do so again until you finish a short or long rest.

#### SHARKFIN SHIELD

*Armor (shield), rare*

**School of Magic:** Transmutation

This heavy shield is forged from metal bound in the tough hide of a chimera's tail. While you wield this magical shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Additionally, you can use your action to magically transform the shield into the floating spirit of a reef shark for 1 minute. The reef shark has a flight speed of 30 feet (hover) in addition to its normal statistics, and doesn't require food, water or sleep. It is friendly to you and your companions, acts on your initiative, and follows your verbal commands (no action required by you). When reduced to 0 hit points, it transforms back into a shield and falls to the ground in the space it previously occupied. You can magically recall the reef shark to you and dismiss it as an action on your turn. When dismissed in this way, you can choose to don the shield again as part of the same action.

Once used in this way, the shield can't transform in this way again until the next dawn.

#### SHIFTING SHIELD

*Armor (shield), rare*

**School of Magic:** Abjuration

This round leather buckler is crafted from the hide of a chimera. When you would be hit by a spell attack of 3rd-level or lower targeting only yourself, you can use your reaction to interpose the shifting magical resistance of the shield between you and the incoming attack to reduce the attack roll by 1d4. If the new result is equal to or less than your AC, you deflect a portion of the spell's raw magic back towards the attacker. Make a ranged weapon attack against the target. On a hit, the target takes 2d6 force damage.

#### STICKY BOOTS

*Wondrous item, uncommon*

**School of Magic:** Enchantment

While you wear these tough leather boots, you have advantage on saving throws to avoid being knocked prone. Additionally, water or webbing can't reduce your movement.

#### STONEBREAKER'S SHIELD

*Armor (shield), very rare (requires attunement and a Strength score of 16 or higher to wield)*

**School of Magic:** Abjuration

This towering shield grants you a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The shield has 3 charges. It regains 1d3 charges daily at dawn. While attuned, you can use a bonus action and expend one of these charges to slam the shield into the ground, emitting a shockwave out from you in a 15-foot cone. Creatures in the area must succeed on a DC 15 Strength saving throw or take 2d6 thunder damage and be knocked prone.

If you expend the shield's last charge, roll a d20. On a 1, the shield hardens into stone, and becomes a mundane shield.

#### TOUGHENED HIDE

*Armor (hide), rare*

**School of Magic:** Abjuration

This thick fur armor has special clawed bracers of bone protecting the arms, granting additional measures of protection from the elements. While you're wearing it, you have resistance to cold and fire damage.

#### TWISTING WHIP

*Weapon (whip), rare (requires attunement)*

**School of Magic:** Abjuration

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to the whip, when you make a melee weapon attack with it, you can choose to target one creature or two creatures that are within 5 feet of each other, making a separate attack and damage roll for each target. The whip ends in a splitting tail, and twists around your arm when not in use.

### VIAL OF FIRE

*Wondrous item, uncommon*

**School of Magic:** Evocation

This small vial contains a fiery, explosive red liquid. As an action, make a ranged attack roll against a target or point you can see within 30 feet of you, or within 120 feet of you if using a sling. The vial then explodes. Each creature within 10 feet of the target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one

### VIAL OF LIGHTNING

*Wondrous item, rare*

**School of Magic:** Evocation

This small vial contains a crackling blue energy, crafted from the glands of a chimera. As an action, make a ranged attack roll against a target you can see within 30 feet of you, or within 120 feet of you if using a sling. The target takes 1d4 bludgeoning damage. Hit or miss, the vial then explodes, emitting an arc of blue lightning. The target creature must make a DC 15 Constitution saving throw, taking 3d6 lightning damage on a failed save, or half as much on a successful one.

The lightning then randomly arcs to 1d6 other creatures within 10 feet of it, dealing 1d6 lightning damage to each target. The lightning can jump back and forth between two different creatures if no other targets are in range.

### VIAL OF NECROSIS

*Wondrous item, uncommon*

**School of Magic:** Necromancy

This small vial contains a rotting, black liquid. As an action, make a ranged attack roll against a target or point you can see within 30 feet of you, or within 120 feet of you if using a sling. The vial then explodes. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 3d6 necrotic damage and they can't regain hit points until the end of your next turn on a failed save, or takes half as much damage and suffers no other effects on a successful one.

### VIAL OF TIDES

*Wondrous item, uncommon*

**School of Magic:** Conjuration

This vial contains a glistening blue liquid. As an action, make a ranged attack roll against a target or point you can see within 30 feet of you, or within 120 feet of you if using a sling. The vial then explodes, sending a torrent of water cascading out from it in a 20-foot radius. The water spreads around corners. Each creature in the area must make a DC 15 Strength saving throw. On a failed save, each creature takes 2d6 acid damage and is pushed 5 feet away from the area and knocked prone. On a successful save, they take half as much damage and aren't pushed or knocked prone.

### VIAL OF VENOM

*Wondrous item, uncommon*

**School of Magic:** Evocation

This small vial contains a volatile green liquid. As an action, make a ranged attack roll against a target or point you can see within 30 feet of you, or within 120 feet of you if using a sling. The vial then explodes. Each creature within 10 feet of that point must make a DC 15 Constitution saving throw. A creature takes 3d6 poison damage and is poisoned for 1 hour on a failed save, or half as much damage and isn't poisoned on a successful one.

### WHISTLING DAGGER

*Weapon (dagger), rare (requires attunement)*

**School of Magic:** Illusion

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The dagger has 3 charges. It regains 1d3 expended charges daily at dawn. It features a set of thin holes that run the length of the blade, causing it to emit a whistle audible out to 60 feet when thrown.

While attuned to it, you can expend 1 charge to cause the whistle to instill a feeling of dread in your enemies. Each hostile creature that can hear the whistle (including the target creature) must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn. A creature frightened in this way cowers from the noise, falling prone. It remains cowering until the effect ends for it. Flying creatures don't fall prone, but are otherwise unable to move until the effect ends.



## FOR THE FAVOR OF PHENAX (APL 6-10)

*“And Lo, there is a terrible fiend blighting our land! This foul demon has stolen a great treasure from the temple of Ephras. The signs say if the treasure can be returned, Ephras will smile upon us and smite the fiend. We need your cunning!”*

**Average Party Level:** 6 (6 players), 10 (4 players)

**Difficulty:** Hard (6 Players), Hard (4 players)

**Hunt Creatures:** Abhorrent Overlord, Harpies of the Dissonant Song

**Summary:** Characters learn of a fiend called an Abhorrent Overlord, a terrifying creature who lusts for treasure. Characters are sent to retrieve a looted relic by petitioning a priest from the temple of Phenex. Phenex, the god of mischief and trickery, agrees to disguise the characters as harpies to infiltrate the Overlord's inner sanctum and steal back the relic, along with whatever other treasures they can grab.

### STAGE 1: MEETING THE NPCs

Characters answering the bounty listing travel to the temple of Ephara, which is in ruins. The temple priest, Avra Sisikili explains the following pieces of information:

- Ephara is a god of civilization and law. Because of this, Ephara's temples are a frequent target for creatures of chaos. Recently, an Abhorrent Overlord raided the temple, and stole a relic, one of Ephara's Sacred Scrolls. This Sacred Scroll explains the rudimentary knowledge needed to create an aqueduct system.
- The Abhorrent Overlord is a fiend that longs to steal treasure. It tends to be attended by creatures such as harpies, crows, and other flying scavengers
- When seeking the Oracles' wisdom on how to retrieve the Sacred Scroll, the Oracles consulted rolling bones. A bone was tossed into a bowl, followed by a small strip of cloth slipped from the Oracles sleeve, which covered the small piece of bone. This was interpreted by the Oracles as something symbolizing a disguise, thus the Oracles believe Phenex must be the answer. If Phenex is honored, he will provide a disguise that will deceive the Fiend.
- Phenex is the God of deception and disguise. The priests and worshippers of Ephara are nervous about seeking Phenex's help in this matter due to Ephara's disdain of Phenex, but they believe an outside group of adventurers could resolve the problem.

### STAGE 2: EXPLORATION.

Characters are sent to a temple of Phenex, which is in actuality a gambling hall. The room is filled with nearly a hundred assorted gamblers playing cards, dice, and games of chance. Characters can spot the foreman, a gentleman wearing robes of Phenax walking the floor. The foreman is Alekos Papakps. Upon questioning him, characters learn the following information:

- Because Phenax is a God of subtlety and manipulation, gambling and utilizing bluffing is one of the ways his worshippers honor him. However, not everyone in the gambling hall is a worshipper of Phenex; some are simply here for a good time.
- Characters wishing to earn Phenex's help must draw his eye through subtle thievery. If characters successfully

cheat, con, or cleverly steal casino gold, they'll earn Phenex's attention.

- The foreman is remarkably casual about characters conning his casino, his only request is that it must be done in a subtle fashion to truly honor Phenex.

**DM's Note:** Give characters a great deal of freedom on how they choose to scam, cheat or steal from the casino. Ideally, every idea presented should be considered, but if an idea appears doesn't appear to be feasible or the characters are at a loss as to what to do, some suggestions are detailed below.

- A successful DC 13 Dexterity (Sleight of hand) check can allow characters to palm cards, giving themselves a stronger hand.
- A successful DC 13 Charisma (Deception) or Charisma (Performance) check can create a distraction, giving characters an opportunity for further trickery.
- Spells such as *disguise self*, *minor illusion*, and *unseen servant* all provide ample potential for characters to create chaos.

### STAGE 3: THE HUNT

Once characters have earned the eyes of Phenex, read or summarize the following:

*“Around you, the din of the gambling hall quiets as you find yourself transported to a gray desert with craggy cliffs. Looking down, and at each other, you find Phenax has kept his side of the implied deal, a constant illusion has given each of you the appearance of harpies! A steady screech in the distance makes your objective clear.”*

Phenex has disguised the characters as **Harpies**. Characters who follow the sounds of singing and screeching find themselves at a cliffside with a small cavern to the side of it. Mountainous random encounters, such as a roaming **Theran Chimera** can be added here, if you feel it to be an appropriate challenge for your group.

Inside the cavern are four harpies with golden coins, art, and sculptures haphazardly tossed around them. Harpies will be initially mistrustful of the characters and protective of their possessions. A successful DC 13 Charisma (Persuasion) or Charisma (Performance) check can convince the real harpies to let the characters remain in their inner circle, on a failure the harpies become territorial and attack.

**DM's Note:** If the harpies attack the characters, they will not use their “Luring Song” ability, as they do believe the characters to be fellow harpies.

Once the harpies have been dealt with or joined, a successful DC 12 Intelligence (Investigation) check reveals the Sacred Scroll is not in the abhorrent overlords current cache.

Several minutes after the characters have settled in, they see the Abhorrent Overlord in the distance, flying towards his lair with an elaborate scroll holder slung over one shoulder. Once he arrives, he gives a loud yawn and demands the harpies sing him to sleep. If the real harpies are still alive, they're able to do so. If the characters are the only harpies in the room, a successful DC 13 Charisma

(Performance) check is needed to lull the Overlord to sleep. If the abhorrent overlord is successfully put to sleep, a successful DC 13 Dexterity (Sleight of Hand) check allows them to steal the scroll out from under him. On a failure of either check, the overlord attacks.

Ephras magically teleports the characters back to safety once a character obtains the scroll and manages to hold onto it until the end of the overlord's following turn. If two or more characters are reduced to 0 hit points or killed, Ephras teleports the entire group to safety and the quest fails (unless one of them is holding the scroll at this point).

#### STAGE 4: COMPLETION.

If the quest was a failure, the oracle can use the description of the cliffs to sketch a rough estimate of the abhorrent overlords lair. Characters may return and attempt to reclaim the scroll by force when they feel confident enough in their skills to go toe to toe with the fiend, should they choose to.

If the quest was a success, characters are rewarded with a *brass key of bargaining*.

#### BRASS KEY OF BARGAINING

*Wondrous item, rare (requires attunement by a creature with a Charisma score of 13 or higher)*

**School of Magic:** Enchantment

While you remain attuned to this brass key and have it on show, you have a 20 percent discount when purchasing an item at retail value from a public storefront in any civilised settlement of which you speak a language.

Additionally, you have advantage on Charisma (Persuasion) checks made when interacting with guards or other law enforcement officials.

#### NOTABLE NPCs

**Name:** Avra Sisikili

**Race:** Human (She/her)

**Alignment:** Lawful good

**Occupation:** Cleric

**Stat Block:** Avra uses the statistics of a **Priest**

**Personality Trait:** Avra is a calm, collected woman with a love of fine arts and wine. She addresses the characters by the shortest among them first, and quirk she picked up from her youth.

**Name:** Alekos Papakps

**Race:** Human (He/him)

**Alignment:** Lawful good

**Occupation:** Gambling hall foreman

**Stat Block:** Alekos uses the statistics of a **Priest**

**Personality Trait:** Alekos never misses an opportunity for a bet, and actively tries to entice the characters into making such bets, however small, should they speak to him for any length of time. The bets are always fair, but he is known to sweeten the deals by adding oddly specific circumstances to the outcome, such as earning an additional 30 gp should a character win a game of a chance while also standing on one leg.

## SWAN SONG (APL 7-8)

*"Wanted: A group of adventurers to deal with a necromantic threat and cleanse an abandoned temple of the undead presence"*

**Average Party Level:** 7 (6 players), 8 (4 players)

**Difficulty:** Medium (6 Players), Hard (4 players)

**Hunt Creatures:** **Aphemia the Dissonant Song**

**Summary:** Priestess Serena of the temple of Helioid is seeking the aid of a group of adventurers to help find a harpy named Aphemia and kill her and the horde of undead she commands.

#### STAGE I: MEETING THE NPCs

Serena is a blind priestess who through the blessings of Helioid has some form of unnatural sight. She will remark on both physical features of the party, and aspects that cannot be seen such as past woes, curses, dark secrets or other unknowable concepts of the parties lives. She will tell the party of the temple's location in a swamp north of the temple and will likely be filled with undead. She offers the party 2000 gp for the death of Aphemia and the burning of the cursed temple.

#### STAGE 2: EXPLORATION

The party must travel northward through a thick swampland to reach the cursed temple. A DC 14 Wisdom (Survival) check by a member of the party can help them avoid dangerous paths or extended time in the swamp. On a failed saving throw every member of the party must make a DC 15 Constitution saving throw or contract Swamp Sickness (detailed at the end of this hunt).

#### STAGE 3: THE HUNT

Aphemia resides within the rafters above the temple and has undead hidden throughout the temple and the grounds outside. Most of these undead are skeletons or zombies, but for a powerful party consider adding higher CR Undead such as a banshee or a vampire thrall. When she notices the party entering she will begin to sing, causing dozens of undead to rise both within and surrounding the temple. The rafters provide Aphemia full cover and she will try to use the undead to wear down the party as they attack in seemingly endless waves. She will avoid attacking and hide to try outlast the adventurers.

#### STAGE 4: COMPLETION

When Aphemia dies the undead lose their driving force and can be easily dispatched by the party. Aphemia can be harvested for crafting components while her head must be brought back as proof she has been slain. The temple pews can be used as kindling to set the temple ablaze. As the party leaves nearby undead who remain will wander towards the burning temple, most of which die in the burning ruin.

Avandra tosses Aphemia's head into the burning altar of Helioid, reducing it to ash. She will thank the party as one of the acolytes provides them with their reward.

#### HUNT SPECIAL RULES

**Swamp Sickness.** Whenever a creature afflicted with this disease makes an attack roll or saving throw, it must roll d4 and subtract the number rolled from the attack roll or saving throw. At the end of each new day, the afflicted

creature can make a DC 15 Constitution saving throw, ending the effect on itself on a success.

## CRAFTED ITEMS

### WHIP OF DISCORD

*Weapon (whip), uncommon*

**School of Magic:** Illusion

This dark metal whip is infused with the power of the Aphemia to rend the mind of creatures it strikes.

Whenever you hit a creature with this whip, you deal an additional 1d4 psychic damage, and the target must succeed on a DC 10 Wisdom saving throw or become frightened of you until the start of your next turn.

### HARPY GAUNTLET

*Wondrous item, uncommon*

**School of Magic:** Illusion

This gauntlet has a series of harpy talons attached to the end of it. When you hit a target with an unarmed strike while wielding this gauntlet, the target takes an additional 1d6 psychic damage.

### WARHAMMER OF SCREAMS

*Weapon (warhammer), very rare (requires attunement)*

**School of Magic:** Enchantment, Necromancy

This warhammer is made from the beak of Aphemia, and contains all of her dark powers. You gain +2 to attack and damage rolls made with this magic weapon.

The hammer has 3 charges. It regains 1d3 charges daily at dawn. As an action you can spend a number of charges to cast one of the following spells from it (spell save DC 15):

*Animate dead* (2 charges), *psychic scream* (3 charges)

When you expend the weapon's last charge, the head of the warhammer shatters, and the weapon is destroyed.



## HARVESTING APHEMIA

The body of Aphemia can be harvested by a creature using a carving knife or other sharpened instrument.

Consult the harvest table below to find out what parts you can harvest or craft from it.

## HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Vocal Chords (1 piece)	DC 13 Wisdom (Survival)	Whip of Discord (1 piece required)	<b>Smith's tools</b> All items	<b>Whip of Discord</b> DC 14 Strength (Athletics) 4 Hours
Aphemia's Talons (1d6 + 1 pieces)	DC 15 Wisdom (Survival)	Harpy Gauntlet (3 pieces required)	<b>Alchemist's supplies</b> All items  <b>Tinker's tools</b> All items	<b>Harpy Gauntlet</b> DC 14 Intelligence (Arcana) 4 Hours
Aphemia's Heart (1 heart)	DC 16 Wisdom (Survival)	Warhammer of Screams (1 heart required)	<b>Smith's tools</b> All items	<b>Warhammer of Screams</b> DC 14 Strength (Athletics) 5 Hours

## HELLISH HUNTING GROUNDS (APL 10)

*“Wanted: Brave adventurers for a dangerous rescue mission. Possible ancient riches available upon completion of quest. If interested, please contact Brimble at Thillows Hightower as soon as possible.”*

**Average Party Level:** 10

**Difficulty:** Medium (6 Players), Deadly(4 players)

**Hunt Creatures:** Underworld Cerberus

**Summary:** A wizard’s apprentice has become trapped in a mysterious magical labyrinth after experimenting with conjuration spells against his master’s wishes. With the wizard unable to save the unfortunate boy himself, the characters must journey into the labyrinth and reach him before the hounds do.

### STAGE 1: MEETING THE NPCs

The characters are introduced to Brimble Thillows, an elderly halfling wizard with a long white beard and gleaming golden robes. Brimble explains his young apprentice, Arthur Fletch, has been transported to a mysterious magical labyrinth. Too old and frail to rescue the boy himself, he requests the characters travel to the labyrinth and return the boy before he falls victim to the three vicious beasts that reside there.

He reveals that the labyrinth is said to have been built to protect a mysterious treasure, and the characters are welcome to it should they find it. Brimble explains that he has no interest in the devilish items that reside within, and only wishes to have Arthur returned before he gets himself killed, citing the boy likely only has a day or so before his magic runs out and the cerberus finds him.

He presents the group with a magical acorn, and explains that once the group finds Arthur, they can rub the acorn three times while touching another creature to activate its magic and teleport all aforementioned creatures back to the Material Plane. He stresses that this is the only acorn he has left, and can only be used once. He won’t have the ingredients ready to make another for six months, and thus insists the characters only use it when they’re definitely ready to return.

### STAGE 2: EXPLORATION

Brimble’s tower is filled with various magical rooms brimming with research tomes. The characters can choose to research the Cerberus further before teleporting to the labyrinth by spending 4 hours in intensive study and making a DC 17 Intelligence (Investigation or Arcana) check. On a failure, no useful information is gathered. On a successful check, the character learns one of the following pieces of information, depending on the ability check made:

- **Intelligence (Investigation).** The Cerberus is a terrifying and cunning foe, created to guard portals leading to great treasures. Such creatures commonly serve demons, but can be left to their own devices, where they opt to hunt mortals within their labyrinths for sport.
- **Intelligence (Investigation).** Having three heads grants the cerberus a huge boost in perception, and prevents it from being easily ambushed. It is extremely aggressive, but can be intimidated to retreat for short durations if it feels it is outnumbered or outgunned.

- **Intelligence (Arcana).** As the cerberus originates from the pits of Hell itself, it is completely unaffected by fire or necrotic damage of any kind, and can’t be charmed, blinded or frightened. Some research also suggests the creature can’t be stunned, though no researcher has lasted long enough to put the theory to the test.

- **Intelligence (Arcana).** Unlike the fiendish masters it serves, the cerberus is not a fiend itself but an arcane monstrosity, glistening with dark magic. Each head can operate independently of one another, but can unite to exhale a gout of flame to incinerate its foes.

Alternatively, characters can make a DC 17 Intelligence (History or Religion) check to recall any tales they might have heard about the cerberus. On a success, the character recalls one of the following pieces of lore, depending on the ability check made:

- **Intelligence (History).** Legends tell that a cerberus is not a simple-minded beast, but a cunning, intelligent foe capable of understanding any language spoken to it. While it has no interest in bargaining, the creature pretends to be interested to wait for its prey to drop its guard before lunging in to strike.

- **Intelligence (Religion).** Some gods see the cerberus as a useful guardian, their immunity to exhaustion and fearsome resistances proving more than a match for many would-be thieves.

Once the characters are ready, Brimble opens the portal to the labyrinth, wishing them good luck before closing it behind them.

### THE LABYRINTH

The labyrinth has an inner section and an outer section. The inner section is divided up into three bridges. The bridges are suspended above an endless void. If a creature falls into the void, it is magically dropped on the topmost bridge, taking 4d6 bludgeoning damage and landing prone. There is a 50 foot gap between each bridge. The portal places the characters on the highest bridge of the inner section in **Area 1**. From here, characters can choose to explore the labyrinth as they see fit. Notable areas are detailed below.

**Area 2.** This room is covered in blood and bones but otherwise contains nothing of interest. A large metal door bars entry to it. The door has AC 20 and 100 hit points. It can be picked with a successful DC 20 Dexterity (Sleight of Hand) check. When opened, a host of screaming spirits burst forth from the room with audible wails. These wails can be heard throughout the labyrinth, and attract the attention of all 3 cerberus, which arrive in 1d4+1 rounds.

**Area 3.** A spiked wooden door prevents entry to this room. The door has AC 15 and 40 hit points. It is magically locked and cannot be picked. If the door’s magic is dispelled, it crumbles to kindling and is destroyed. This room contains the remains of an ancient armory. A DC 16 Wisdom (Perception) or Intelligence (Investigation) check reveals a helm of the gods (**MOT**, Chapter 5: Treasure) hidden beneath a pile of skeletal bodies. The helmet has 2 charges remaining and contains the faerie fire spell.



**Area 4.** This room stinks with the wet, pungent scent of rotting flesh. Black mold stretches across the stone walls and across the ceiling. Three rusted meat hooks hang from the moss. A hook has AC 20 and 25 hit points. If a creature other than a cerberus walks under a hook, it magically animates and lashes out towards the creature. The target must make a DC 15 Dexterity saving throw. On a failed save, the target takes 10 (3d6) slashing damage and is restrained by one of the hooks for 1 hour. The target takes half as much damage as isn't restrained on a successful save. A creature can use its action to free itself from the hook by making a DC 16 Strength check. On a failure, the hook digs in further, and the target takes 3 (1d6) piercing damage.

**Area 5.** This room is littered with gnawed bones and rancid meat atop a mess of ragged clothes and hay. An underworld cerberus can be seen sleeping in the corner of the room. If the characters enter the room and remain for more than a few minutes, or attempt to cross the room to get to the open door on the other side, the cerberus wakes and attacks.

**Area 6.** A thick, low lying smoke fills this room, and the walls bear deep scratch marks from some large monstrous beast. To the end of the room sits a pile of rubble and blood. A DC 16 Wisdom (Perception) check reveals an iron chest hidden beneath the rubble, along with various broken statuettes to an unrecognizable god. The iron chest contains an explosive fire trap (DC 20 Wisdom (Perception) to spot, DC 20 Dexterity (Sleight of Hand) to disarm). If triggered, the trap emits a burst of fire. Each creature within 10 feet of the chest must make a DC 15 Dexterity saving throw. A creature takes 10 (3d6) fire damage on a failed save, or half as much on a successful one. If the smoke wasn't cleared from the room, it ignites, spreading billowing green magical flames across the room. Any creature that starts its turn in the flames or moves through them for the first time on its turn takes 7 (2d6) fire damage. The fire burns for 3 rounds before ebbing out. Within the chest is an ivory colored leather pouch, containing 300 pp, and a sealed jar nestled in black embers, containing molten bronze skin (**MOT**, Chapter 5: Treasure).

**Area 7.** This room is dimly lit, containing a single lit torch at the far end of the room, threatening to snuff out. Dark shapes shift and meander through the gloom, giving the illusion of witnessing courtesans at a noble's ball. An underworld cerberus lurks within this room. While motionless, it is indistinguishable from the shapes which move around it. If characters interact with the torch or turn their back on the room to leave, the cerberus attacks.

**Area 8.** As the characters step into this room, a flurry of flaming bats suddenly burst through the doorway, their screeching echoing throughout the labyrinth as they swoop down to area 1 and vanish into the void. The walls of the room pulse as if acting as the heart of some titanic beast, and the room itself is bathed in darkness. An underworld cerberus paces within the dark, its eyes fixed on the intruders in front of it. With a snarl, it lunges forward and uses its breath weapon on the creature unfortunate enough to be in the entrance way.

**Area 9 and 10.** These areas have stairways that magically connect to one another, and always appear to lead down, not up. A creature makes no sound when moving between

the stairwells, and sound or spells don't cross between the two areas.

**Area 11.** This is a large infernal kitchen, with roaring fireplaces littering the walls. Large crates of rancid meat populate the hay-strewn floor, and the air is muggy to breathe. The entrances to this room are hidden, requiring a passive DC 16 Wisdom (Perception) Intelligence (Investigation) check to detect. Arthur can be found hiding in this room behind a stack of crates, battered, bloody, but alive. If the characters take longer than 24 hours to find Arthur, they instead find his ravaged body in pieces on the floor in this room, and one of the secret passageways forced open.

### STAGE 3: THE HUNT

The cerberei begin in areas 5, 7 and 8. If the trap in area 2 is triggered, it alerts all three to the character's presence. Each cerberus also moves through the halls towards a random room 10 minutes after the characters encounter their first area.

Should the characters locate Arthur before encountering any of the cerberus, they break down the secret doorways mid-way through Arthur thanking the characters for finding him and attack the party, aiming to kill or drag away Arthur before the characters can escape. When the characters encounter one cerberus alone, it uses its action at the beginning of the encounter to call the other cerberus to it. These other cerberus arrive on initiative count 20 on the following round. The cerberei are hostile to all other creatures, and attack as a group, targeting the weakest looking character first. If that character is reduced to 0 hit points, two cerberus change targets while one continues to attack the character until they are dead.

If a cerberus is reduced to half its hit point maximum or less, a character can use their action to make a DC 16 Charisma (Intimidation) check to force it to flee. On a success, the target cerberus must immediately use its reaction to move up to half its movement away from any hostile creatures.

The cerberus all fight to the death. If one falls into the void in area 1, it vanishes, and rejoins the fight 2 rounds later with all its hit points, rolling initiative as normal.

### STAGE 4: COMPLETION

Upon returning Arthur (or his body) to Brimble, he thanks the group and offers them a sum of 2,500 gp for their efforts. Any magical items or monster parts the group brought back with them he also offers to identify or help craft into new items.

Arthur sheepishly thanks the characters, and offers to travel with them for a while to learn more about the world and provide interesting information about the region. If the characters accept, he travels with them for 1 month before returning to Brimble with newfound knowledge and experiences.

## NOTABLE NPCs

**Name:** Arthur Fletch

**Race:** Human (He/him)

**Alignment:** Neutral good

**Occupation:** Wizard's apprentice

**Stat Block:** Arthur uses the statistics of a **Mage** with the following modifications:

Arthur knows the following spells, and has the following spell slots available:

Cantrips: *fire bolt, light, mage hand*

1st level (2 slots): *mage armor, magic missile, shield*

2nd level (1 slot): *invisibility, misty step*

**Personality Trait:** Arthur is talented, curious and amicable to most common folk. He often prys into places he shouldn't in pursuit of knowledge, but never does so maliciously.

## CRAFTED ITEMS

### EMBER ARMOR

*Armor (studded leather), rare (requires attunement)*

**School of Magic:** Abjuration

While you wear this dark red leather armor, you have resistance to fire damage.

Additionally, while you remain attuned to this armor and wear it, when a creature hits you with a melee weapon attack, you can use your reaction to cause the armor to emit a burst of fire against the attacking creature. That creature must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

Once you use the armor in this way, you can't do so again until you finish a long rest.

## GLOVES OF AGGRESSION

*Wondrous item, rare (requires attunement)*

**School of Magic:** Enchantment

These dark red leather gloves glow with an evil malice, enhancing your attacks and ferocity in battle. While you wear them, you gain a +1 to damage rolls made with melee weapon attacks using Strength.

While attuned, you can use a bonus action to invoke the vicious hunger of the cerberus magic within them and move up to your speed towards a hostile creature you can see. Once the gloves are used in this way, you must finish a short or long rest before you can use them again.

## MULTIHEADED CHARM

*Wondrous item, rare (requires attunement)*

**School of Magic:** Enchantment

While you wear this toothy charm, you have advantage on saving throws against being knocked unconscious.

Additionally, while you remain attuned to it, you can't be surprised.

## PERCEPTIVE POTION

*Potion, rare*

**School of Magic:** Enchantment

When you drink this potion, you have advantage on Wisdom (Perception) checks that rely on sight or smell, and gain truesight out to a range of 10 feet for 1 hour.

This thin glass vial smells oddly of brimstone and is crafted using the crushed eyes of a cerberus. The oily red liquid tastes of sulphur and thickens like custard when consumed.

## HARVESTING AN UNDERWORLD CERBERUS

The body of an underworld cerberus can be harvested by using a sharpened dagger or small knife. Consult the harvest table below to find out what parts you can harvest or craft from it.

## HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Cerberus Eyes (2d10 eyes)	DC 15 Wisdom (Survival)	Perceptive Potion (6 eyes required)	<b>Alchemist's supplies</b> All items	<b>Perceptive Potion</b> DC 14 Intelligence (Arcana) 8 Hours
Infernal Teeth (4d6 teeth)	DC 14 Wisdom (Survival)	Multiheaded Charm (10 teeth required)  Gloves of Aggression (10 teeth required)	<b>Leatherworker's tools</b> Gloves of Aggression  <b>Tinker's tools</b> Multiheaded Charm	<b>Multiheaded Charm</b> DC 15 Intelligence (Arcana) 4 Hours  <b>Gloves of Aggression</b> DC 15 Dexterity (Sleight of Hand) 6 Hours
Brimstone Hide (3d6 pieces)	DC 15 Wisdom (Survival)	Ember Armor (8 pieces required)	<b>Leatherworker's tools</b> All items	<b>Ember Armor</b> DC 15 Strength (Athletics) 5 Hours

Labyrinth Map  
1 square = 5 feet



## HIGH FIVE AND FIVE AND FIVE AND FIVE... (APL 8-12)

*"Wanted: I'm looking for someone with a background in investigation and tracking to discreetly look into something for me. Come to the Flask and Sword Tavern, in the town of Tenens, and ask for Demetra."*

**Average Party Level:** 8 (6 players), 12 (4 players)

**Difficulty:** Medium (6 Players), Hard (4 players)

**Hunt Creature:** Hundred-Handed Monster

**Summary:** The characters are hired for some simple detective work. An established artist is wondering how an up-and-comer has quickly surpassed her. After some cursory investigation and tracking, the characters discover the newcomer has made a bargain with a hundred-handed one. This presents the characters with several choices: Sell out the new artist? Try to kill the giant? Or make their own bargain?

### STAGE 1: MEETING THE NPCs

Characters traveling to the Flask and Sword Tavern meet Demetra Milaki. Demetra gives characters the following information:

- Until recently, Demetra was the most sought after sculpture in Tenens. Her work was renowned throughout the town. Recently, a new upstart artist, named Takis Zervou (Commoner, He/Him) has been releasing new sculptures that have been stealing Demetra's thunder.
- When questioned about his methods, Takis tends to be very evasive. While most people assume this is an artistic quirk, Demetra believes he's up to something.

Demetra offers the characters 200 gp to discredit Takis and help prevent the loss of her customers to him.

### STAGE 2: EXPLORATION

The characters have complete freedom in how they investigate Takis, but a few recommendations are detailed below.

- A successful DC 13 Dexterity (Stealth) check allows characters to tail Takis, following him until they can discover the truth.
- A successful DC 13 Intelligence (Investigation) check allows characters to discover the craftsmanship beyond what humans should be capable of sculpting. If this is combined with a DC 13 Intelligence (History) check, characters can learn a being known as a Hundred-Handed One, artistically inclined giants, used to roam these lands.
- A successful DC 13 Charisma (Deception) check can get a character employment as Takis' assistant. This can put a character in position to learn the truth.

Once characters successfully investigate Takis, it is revealed that he is not crafting these sculptures himself. Instead, every three weeks Takis travels to the mountain range several miles from town, where a hundred-handed one resides. The hundred-handed one creates the

sculptures in Takis' stead, while Takis takes them back to the town and claims the fame for himself.

### STAGE 3: THE HUNT

Characters have a variety of options on how they treat this new information. Several options are below:

- If characters confront Takis, he offers to cut them in on the scam, agreeing to pay them a percentage of his profits for as long as the characters keep his secret. This is 100 gp each month for the first year, although a successful DC 18 Charisma (Persuasion) check can convince him to raise that to 150 gp. After the first year, Takis gains enough renown to increase the character's share to 300 gp per month. Takis may also be blackmailed into the deal with a successful DC 15 Charisma (Intimidation) check.
- If characters speak to the hundred-handed one, it reveals that it was not aware Takis was taking credit for the work, instead believing him to be displaying the sculptures in his home. After realizing Takis has been taking advantage of it, the hundred-handed one refuses to provide him with any more sculptures. If the party informs Takis of the hundred-handed one's decision, Takis leaves to speak with the giant. If left to go alone, the hundred-handed one kills him after a fearsome argument.
- If characters inform the town that a hundred-handed one is active in the mountains, they offer the characters 1,000 gp to kill it, and send a group of 3 **Veterans** to help combat the threat. Given it's peaceful nature, characters may attempt to instead talk the townspeople down, or come to a different arrangement.
- If proof of Takis' scam is given to Demetra, she threatens to blackmail Takis with the information, resulting in Takis hiring an assassin to have her killed.

### STAGE 4: COMPLETION

The resolution of this quest largely depends on the choices made by the characters, as detailed below.

- If characters take the deal with Takis, the gold is paid out for the first several months. However, eventually Takis becomes paranoid about being discovered. After six months of paying out the characters, he hires assassins to have them killed, ensuring his secret remains safe.
- If characters do not accompany the veterans to kill the hundred-handed one, the giant is successful in defending itself. The veterans are killed, and the hundred-handed one flees from its cavern. The characters are offered 500 gold in exchange for finishing the job. If characters take this offer, the hundred-handed one can be tracked down to its new home with a successful DC 17 Wisdom (Survival) check. Travel to this location from the town by foot takes 7 days.
- If Demetra survives the assassination attempt from Takis, she hires the characters to bring him to justice. If the characters don't complete the task within a month's time, she become paranoid about the hundred-handed one's sculptures eventually outshining her, and hires a different group of adventurers to try and kill it.

### NOTABLE NPCs

**Name:** Demetra Milaki

**Race:** Human (She/her)

**Alignment:** Neutral good

**Occupation:** Sculptor

**Stat Block:** Demetra uses the statistics of a **Commoner**

**Personality Trait:** Demetra is a passionate and talented individual, who adores animals and reptiles, drawing much inspiration into her artwork from them.

**Name:** Takis Zervou

**Race:** Human (He/him)

**Alignment:** Chaotic neutral

**Occupation:** Sculptor

**Stat Block:** Takis uses the statistics of a **Commoner**

**Personality Trait:** Takis is a secretive and quiet sculptor, often found purchasing fine wines at the local market.

## LOST TO SLAUGHTER (APL 12)

*"Wanted: A group of heroes to avenge a terrible wrong done to me by a traitorous foe. For more information, contact Captain Afris Dael at the Winking Lion Inn."*

**Average Party Level:** 8 (6 players), 12 (4 players)

**Difficulty:** Medium (6 Players), Hard (4 players)

**Hunt Creature:** Akroan Hoplitess

**Summary:** After his company defeated a pair of Chimera's, Afris Dael was betrayed by his second-in-command, stabbed in the back and left for the harpies. Afris struggled back to town, saw to his wound and now seeks revenge. Due to his wounds he is too weak to seek it himself, and is looking for heroes to avenge this wrong by killing his second-in-command, Lieutenant Albius Nezer, before he returns to Akros.

### STAGE 1: MEETING THE NPCs

The party enters the Winking Lion to see a gray haired warrior in his late 40's adorned in Akroan battle armor. The man introduces himself as Captain Dael, offering the group a drink before lamenting about his unfortunate betrayal at the hands of his second-in-command, Lieutenant Nezer. Dael requests the characters hunt Nezer down and kill him, revealing that Nezer is far too talented a warrior to be bested by an old man such as himself. He provides a description of his second in command, a young brown haired warrior with unusual face tattoos, and puts the number of men he leads between 14 and 20, depending on how many stayed loyal after his betrayal.

Dael explains that the rebel group have set up a small camp on the road to Arkos, where they will likely remain for only a few more days. The party must decide to either attack the camp, or somehow get past the hoplites and lay an ambush. Captain Dael offers the party 1200 gp for the successful assassination of Nezer and the retrieval of his amulet as proof. Alternatively, should the characters be able to capture Nezer and bring him to Dael so he can exact revenge himself, he instead offers them 2,000 gp.

### STAGE 2: EXPLORATION

The party can find the camp by spending two days tracking along the western road. On arriving near the camp, they see between 9 and 15 akroan hoplites guarding or celebrating in their camp (9 if there are 4 players, 12 if

there are 5 players and 15 if there are 6 players. For any additional players or NPCs accompanying the characters, add 2 more hoplites per party member). The characters can either attack the camp, or attempt to sneak past it by making a DC 15 Dexterity (Stealth) check. On a failed check, two hoplites approach the characters and demand to know their business. If the answer provided is not sufficient, or they suspect the party is lying, they immediately attack. On a success the party passes by the camp unnoticed and can set up an ambush further up the road.

### STAGE 3: THE HUNT

Nezer is a devout follower of the God of Slaughter, Mogis, and frequently calls to him in battle. If Nezer reduces a creature to 0 hit points, he can use a bonus action once during the encounter to invoke the god's favor, gaining 50 temporary hit points.

If the party faces the Akroans in camp, they form a tight phalanx formation and protect Nezer at all costs. The hoplites target spellcasters first and always try to remain within 30 feet of another hoplite if their formation is broken.

If the party ambushes the Akroans further up the road, the initial attack causes 1d4 + 2 hoplites to flee back in the direction they came. The panic forces the hoplites into a defensive retreat, focusing mostly on keeping Nezer safe within their ranks, opting to use ranged weapon attacks where possible and defending themselves for 2 rounds before surging forwards with a counterattack.

If Nezer is killed, roll a d20. On a 10 or less, the hoplites become disheartened and suffer disadvantage on all attacks and saving throws for the remainder of the encounter. On an 11 or higher, they instead become enraged by Nezer's death, gaining advantage on attack rolls and saving throws for the remainder of the encounter and doubling their efforts to kill the characters.

### STAGE 4: COMPLETION

After killing Nezer the party can recover his amulet and magical items to complete their objective and return to town. Captain Dael doesn't smile as the characters produce the amulet, but offers a grim nod as he hands over the reward.

If Nezer is instead presented alive, a wry smile crosses Dael's lips before he draws his sword and ends Nezer's life himself.

### NOTABLE NPCs

**Name:** Afris Dael

**Race:** Human (He/him)

**Alignment:** Chaotic good

**Occupation:** Militia captain

**Stat Block:** Dael uses the statistics of a **Akroan Hoplite**

**Personality Trait:** Dael is a grizzled veteran with a love of alcohol and the fine arts. When not drinking in the local taverns, he can be found taking walks around town admiring its various sculptures and statues.

**Name:** Albius Nezer

**Race:** Human (He/him)

**Alignment:** Chaotic neutral

**Occupation:** Militia Lieutenant

**Stat Block:** Nezer uses the statistics of an **Akroan**

**Hoplite** with the following modifications and additional equipment:

Strength 18 (+4), Wisdom 18 (+4). Nezer has a *potion of healing* (DMG, Chapter 7: Treasure), and uses a *warmaster spear* and *guardian shield*.

**Personality Trait:** Nezer is a quick-witted and wily foe, who uses his soldier's loyalty to further his own gains. He surrounds himself with at least 3 hoplite guards at all times, and is extremely wary of potential attackers due to his recent betrayal.

#### WARMASTER SPEAR

*Weapon (spear), very rare (requires attunement)*

**School of Magic:** Enchantment

This magical spear is soaked in the blood of a hundred foes. It is a magical weapon with a +1 to attack and damage rolls.

When you hit a hostile creature with this weapon while you remain attuned to it, you always count as rolling the maximum value on the dice when determining damage rolled.

#### GUARDIAN SHIELD

*Armor (shield), rare (requires attunement)*

**School of Magic:** Abjuration

This rune carved shield grants arcane protection to its wielder. While you wield this magical shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

The shield has two charges. It regains all expended charges daily at dawn. While you remain attuned to it, you can expend one of these charges to cast the *shield* spell without requiring somatic components.



## MISTAKEN IDENTITY (APL 14)

*"That Jacob boy has been up to his old tricks again! This time he's let loose a raging winged bull into the hills near Springhollow. The damn thing's running amok in our fields and we can't do anything to stop it! Anyone willing to help me find Jacob and end his jokes once and for all can find me in the Quick Duck, west of Willow Street. Ask for Vinnerd."*

**Average Party Level:** 14

**Difficulty:** Medium (6 Players), Deadly (4 players)

**Hunt Creature:** **Ashen Rider, Winged Bull**

**Summary:** Young troublemaker Jacob Appleoak has drawn the ire of a winged black bull, sending it on a rampage throughout Springhollow's farmlands. Unbeknownst to Jacob, the black bull he so happily provoked has drawn the attention of its master - a murderous ashen rider.

### STAGE 1: MEETING THE NPCs

The characters find Vinnerd drinking away his sorrows in the Quick Duck. He explains that Jacob is his adopted son, and has had a penchant for mischief since he was young. He requests the characters help him track down the bull and put a stop to it before it causes any more damage. He mentions that Jacob is likely to not be far from the carnage, so looking for evidence of Jacob is likely the easiest way to find out where the bull is going to go next.

### STAGE 2: EXPLORATION

The characters can choose to either track the winged bull or find Jacob. If they choose to track the bull, they can check for tracks outside of the town by making a DC 16 Wisdom (Survival). A successful check reveals a series of tracks leading towards a nearby open field before disappearing. A passive DC 18 Wisdom (Perception) check reveals a set of armored footprints near the tracks, which also vanish at the same time.

Alternatively, characters can ask the locals for information as to the bull's last known whereabouts by spending 2 hours scouring the town for information. After questioning the locals, the characters are pointed towards a field on the outskirts of town.

If the characters choose to search for Jacob, they can track down his whereabouts with a DC 16 Wisdom (Survival) check, or question the town guards as to where he was last seen with a DC 15 Charisma (Persuasion) check. On a failure, no information is gathered, and Vinnerd decides to separate from the group to search for Jacob while the characters continue on to deal with the bull. On a successful check, the characters learn Jacob was last seen hiding out in a barn on the outskirts of town, close to the field mentioned earlier in this stage. Travel to the field takes roughly 1 hour by foot.

If the characters head to the barn to meet Jacob, they find him hiding in the attic amongst hay bales, weeping in fear. He explains that he made a grave error in drawing the bull's ire for what he felt was a harmless prank, revealing that the bull is a mount for an ashen rider, which is now hunting him. The ashen rider arrives atop its mount to attack the barn in 30 minutes from when the characters first meet Jacob.

If the characters don't find Jacob, they instead arrive to find the barn already in flames. Jacob's screams can be

heard from within the barn as the ashen rider lunges out of the flames to attack.

### STAGE 3: THE HUNT

The ashen rider rides towards spellcasters it can see and uses its Aura of Silence. It then dismounts and targets the weakest members of the group first. If Jacob is with the group, the rider has its mount target him.

A character can goad the ashen rider into melee by using their action to make a DC 18 Charisma (Persuasion or Intimidation) check. On a success, the ashen rider can use its reaction to move up to its speed towards the target character and make a single melee weapon attack against them if in range as part of its reaction. The ashen rider can be goaded once per encounter. Any further attempts made after it has been goaded automatically fail.

If the ashen rider is reduced to half its hit points or fewer it teleports to its mount and remains at range, using its Reduce to Ash and Bolt of Ash actions, targeting ranged enemies first.

The ashen rider fights to the death. If the rider is reduced to 50 hit points or fewer, it prioritizes the characters closest to death first and attempts to kill them.

### STAGE 4: COMPLETION

After the ashen rider is defeated, the town, witness to the destruction caused by it, thanks the characters, offering them free food and board for as long as they remain in town, and offer them a plot of land within the walls of the town.

If Jacob is alive, he hands the characters a mysterious note he found when he first discovered the bull in the forest. The note is written on magical parchment and is immune to being set alight by nonmagical means. It reads:

*“Bring the Black Book to me, lest it fall into the hands of Avraxis. This is your last chance. Do not fail me again.”*

If Jacob was killed during the battle, Vinnerd presents it to the characters after recovering his son’s body.

## HARVESTING AN ASHEN RIDER

The body of an ashen rider and its mount are both banished back to its home plane after it is defeated, but remnants of the creatures still remain on the battlefield for a few hours before fading. These remnants can be harvested to create magical items, as detailed below.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Ashen Blood (1d4 vials)	DC 16 Wisdom (Perception) to spot, and DC 15 Dexterity (Sleight of Hand) to harvest	Noiseless Potion (2 vials required)	<i>Alchemist's supplies</i> All items	<i>Noiseless Potion</i> DC 15 Intelligence (Arcana) 8 Hours
Ashen Remnants (2d4 pinches)	DC 16 Wisdom (Perception)	Rider's Fury (2 pinches required)	<i>Leatherworker's tools</i> Rider's Fury	<i>Rider's Fury</i> DC 15 Intelligence (Arcana) 4 Hours
		Ash Wand (4 pinches required)	<i>Woodcarver's tools</i> Ash Wand	<i>Ash Wand</i> DC 15 Intelligence (Arcana) 6 Hours
Bull Feathers (1d4 + 1 feathers)	DC 15 Wisdom (Survival)	Archon's Blessing (2 feathers required)	<i>Tinker's tools</i> All items	<i>Archon's Blessing</i> DC 16 Intelligence (Arcana) 5 Hours

### NOTABLE NPCs

**Name:** Vinnerd Appleoak

**Race:** Human (He/him)

**Alignment:** Neutral good

**Occupation:** Farmer

**Stat Block:** Vinnerd uses the statistics of a **Commoner**

**Personality Trait:** Vinnerd is a calm soul, disinterested in the machinations of gods and men. He is kind, helpful and friendly, but often laments about his failures as a parent to Jacob.

**Name:** Jacob Appleoak

**Race:** Human (He/him)

**Alignment:** Chaotic neutral

**Occupation:** Farmhand

**Stat Block:** Dael uses the statistics of a **Commoner**

**Personality Trait:** Jacob is a clever young boy, but struggles to cope with the life he has been left to live with his adoptive parent Vinnerd, after he lost his parents to bandits. He enjoys painting murals and singing, but must often put such interests aside to help tend to the family farm.

### CRAFTED ITEMS

#### ARCHON'S BLESSING

*Wondrous item, rare*

**School of Magic:** Conjuration, Enchantment

This magical charm is crafted using the feathers from the mount of an ashen rider. Once per day, you can use an action to sprout gigantic black wings from your back, which last for 8 hours, or until you dismiss them as a bonus action or doff the charm. The wings grant you a flight speed of 60 feet, and advantage on Charisma (Intimidation) checks.

Once the charm has been used in this way, it can't be used again until the next dawn.

#### ASH WAND

*Wand, rare (requires attunement by a spellcaster)*

**School of Magic:** Enchantment

This wand is carved from a scorch branch and infused with the remnants of an ashen rider. The wand has 7 charges. It regains 1d6 + 1 charges daily at dawn. As an action, you can wave the wand and expend a number of charges to cast one of the following spells (spell save DC 18):

*Command* (1 charge), *compelled duel* (2 charges), *banishment* (3 charges) or *blade barrier* (4 charges)

If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

**NOISELESS POTION**

*Potion, very rare*

**School of Magic:** Enchantment

This glass bottle houses a jet-black liquid. When uncorked, it stinks like burning oil.

When you drink this magical potion, you emit an aura of deafening silence out to a range of 10 feet. No sounds, including your own, can permeate the area, and creatures inside the aura (other than you) are deafened while they remain inside it. The aura lasts for 1 minute, or until you end it as a bonus action.

**RIDER'S FURY**

*Wondrous item, very rare*

**School of Magic:** Necromancy

This scorched leather pouch contains a handful of black dust, enough for one use. As an action, you can blow the dust towards one creature you can see within 10 feet of you. The target creature must make a DC 18 Constitution saving throw. The target takes 3d10 necrotic damage and its hit point maximum is reduced by an amount equal to the damage dealt on a failed save, or takes half as much damage and suffers no other effects on a successful one. The reduction lasts until the target finishes a long rest.

**RISE OF THE WORLD EATER (APL 17)**

*"The world eater is upon us! I fear we may be too late, but I won't back down without a fight, even as the ground cracks away beneath my feet! Anyone wishing to join with me in this final stand can find me waiting at the eastern gate at dawn. May the gods be with us all."*

**Average Party Level:** 17

**Difficulty:** Hard (6 Players), Deadly (4 players)

**Hunt Creature:** Polukranos

**Summary:** An incarnation of Polukranos has begun to rise beneath the ancient city ruins of Antmalya. Characters must track down the summoner and defeat the incarnation of Polukranos before it escapes its magical bonds and wreaks destruction on the world.

**STAGE 1: MEETING THE NPCs**

The characters meet a grizzled veteran outside the eastern gate, a sturdy looking warhorse by his side. He introduces himself as Omiros Pertrilis, a retired adventurer and guard for the city watch. He explains that he has spent his life combating cultist forces seeking to draw out the incarnation of Poulkranos - a monstrous, world ending hydra. Though the cult was defeated long ago, Omiros fears a new enemy has begun rousing Polukranos, and requests the characters join him in riding east to combat the beast before it is unchained on the world.

**STAGE 2: EXPLORATION**

The journey to Polukranos' lair takes two days by horseback. On the evening of the first day of travel, Omiros requests they set up camp for the night to recover their strength before the battle ahead. During this time, the characters are free to ask Omiros about his past adventures, which he retells in fantastical detail. If asked about Polukranos, Omiros willingly gives the following information:

- *"That dreaded hydra was never birthed before. At least not in my lifetime, that I know of. Each time those cutlists sought to rouse it, so did we rise to stop them. A dangerous lot they were. Some even used magic! I expect this lot not to be much different."*
- *"I hear it bleeds acid and never sleeps... tears through buildings without a second thought. If those stories are true, the old guard don't stand a chance."*
- *"We can't draw it's attention. The more heads it has, the harder it is to stop. Our only chance is to hit it hard and fast. Don't give it time to react."*

A character can make a DC 17 Intelligence (History) check to recall any information they may have read or heard pertaining to Polukranos. On a successful check, the character recalls the creature's regenerates at a much slower rate if it is set alight.

At the end of the long rest, the camp is swarmed by a gargantuan flock of birds. A DC 15 Wisdom (Insight) or Intelligence (Nature) check reveals the birds are fleeing from a colossal disturbance further down the road. Should Omiros realise this, he insists the characters leave the camp and press on immediately, before climbing atop his mount and galloping in the direction of the disturbance.





### STAGE 3: THE HUNT

If the characters left the camp early, they arrive at the source of the disturbance to see a group of 4 **Mages** completing a summoning ritual to draw out the incarnation of Polukranos from a gigantic 40-foot-deep, 50-foot-wide pit. If the mages detect the characters, they attack.

Polukranos emerges from the pit on initiative count 20 on the third round of combat, and is hostile to all creatures.

If the characters don't leave the camp early, they arrive at the pit to find Polukranos already emerged from the pit and heading towards the nearest settlement. Two mages remain alive and attempt to bar the characters from pursuing Polukranos, targeting the character's mounts first.

Polukranos fights with a vicious ferocity, targeting no particular character in particular until it first loses a head. It directs its ire towards the first character to sever one of its heads, focusing on them until the target is knocked unconscious. If a large or smaller creature falls unconscious near the pit, Polukranos uses a reaction to make a bite attack against it. On a hit, Polukranos grabs the body and throws it into the pit.

If moving towards a settlement, Polukranos ignores the characters until one of its heads is severed. Polukranos fights to the death, prioritizing creatures severing its heads or inflicting fire damage first, and reducing a target to 0 hit points before swapping to a new one. It doesn't bother killing a target until it is reduced to half its hit points or fewer for the first time during the encounter.

### STAGE 4: COMPLETION

The hunt is completed once Polukranos is killed. If Omiros survived the encounter, he thanks the characters for their help, and offers his services to them as a guard or cook, should the characters have a base of operations. If the characters don't have a base, Omiros offers to speak

with the nearby settlements on the group's behalf to secure the ruins of an old castle (which may or may not be haunted) for them as a thanks for saving the region from destruction.

### NOTABLE NPCs

**Name:** Omiros Petrilis

**Race:** Human (He/him)

**Alignment:** Neutral good

**Occupation:** Retired Adventurer

**Stat Block:** Omiros uses the statistics of a setessan hoplite with the following modifications and additional equipment:

Hit Points: 78 (12d8 + 24), Strength 16 (+3). Omiros uses *bracers of archery* (DMG, Chapter 7: Treasure), and a *javelin of lightning* (DMG, Chapter 7: Treasure).

**Personality Trait:** Omiros is a grizzled veteran adventurer who has spent many years fighting against evil forces that would seek to undo the world. Though he has suffered many hardships, including the loss of his wife and brother at the hands of a brutal bandit chief, Omiros maintains a positive outlook on his life, opting to celebrate each new day in the names of those he has lost.

### CRAFTED ITEMS

#### ETERNITY SHIELD

*Armor (shield), rare (requires attunement)*

**School of Magic:** Abjuration

This shield is crafted from the layered scales of Polukranos the World Eater, and glistens with magical power.

While holding this magical shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

## HARVESTING POLUKRANOS

Polukranos' incarnation can be harvested by characters by using any bladed weapon. While the hydra's body is massive, there are a few select body parts that can be crafted into useful items, detailed below.

When a character fails an ability check to harvest a body part from Polukranos, that character takes 10 (3d6) acid damage.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Hydra Fangs (1d6 fangs)	DC 16 Wisdom (Survival)	Resentful Blade (1 - 3 fangs required)	<b>Smith's tools</b> All items	<b>Resentful Blade</b> DC 15 Strength (Athletics) 6 Hours
Tail Spines (2d4 tail spines)	DC 16 Wisdom (Survival)	World Eater Lance (3 tail spines required)	<b>Smith's tools</b> All items	<b>World Eater Lance</b> DC 16 Strength (Athletics) 6 Hours
Hydra Scales (3d6 scales)	DC 16 Wisdom (Survival)	Eternity Shield (5 scales required)  Nessian Armor (10 scales required)	<b>Smith's tools</b> All items	<b>Eternity Shield</b> DC 16 Strength (Athletics) 4 Hours  <b>Nessian Armor</b> DC 16 Strength (Athletics) 6 Hours
Titan's Blood (1d4 + 1 vials)	DC 16 Wisdom (Survival)	Nessian Elixir (2 vials required)	<b>Alchemist's supplies</b> All items	<b>Nessian Elixir</b> DC 17 Intelligence (Arcana) 8 Hours

In addition, while you remain attuned to it, the shield grants you resistance to acid damage.

### NESSIAN ARMOR

*Armor (scale mail), very rare (requires attunement)*

**School of Magic:** Enchantment

This magical armor is crafted from the hardened scales of Polukranos. While you wear it, you have a +2 bonus to AC.

In addition, while you remain attuned to it and wear the armor, golden hydra heads shift across the metal, granting you advantage on saving throws against being blinded, charmed, deafened, frightened or stunned, and on Wisdom (Perception) checks that rely on sight.

### NESSIAN ELIXIR

*Potion, very rare*

**School of Magic:** Enchantment

When you drink this bubbling red concoction, your hit point maximum permanently increases by 4d4 + 4.

In addition, for the next 24 hours, when you would take piercing or slashing damage a burst of acid erupts from your wounds. Each creature within 5 feet of you must succeed on a DC 17 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much on a successful one.

### RESENTFUL BLADE

*Weapon (dagger, shortsword, longsword or greatsword), very rare (requires attunement)*

**School of Magic:** Enchantment

This jagged blade is crafted from one or more hydra fangs, depending on the weapon crafted: 1 fang is required if the item is a dagger, 2 if a shortsword or longsword, and 3 if the item is crafted as a greatsword.

It is a magical weapon with a +2 bonus to attack and damage rolls. In addition, while you remained attuned to it, you can use your action to channel the resentful spirit of Polukranos through the blade to cause one of the following effects:

**Vicious Swipe.** Make a melee weapon attack against a target you can see within 15 feet of you. On a hit, that target takes an additional 2d10 slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 20 feet away from you in a straight line.

**Crashing swing.** Make a melee weapon attack against a target you can see within 5 feet of you. On a hit, the target takes an additional 2d8 piercing damage, and must succeed on a DC 17 Strength saving throw or be knocked prone.

**Acidic Burst.** Make a range weapon attack against one target you can see within 60 feet of you. On a hit, that target takes 6d6 acid damage.

Once used in this way, the blade can't be used to channel an effect again until the next dawn.

### WORLD EATER LANCE

*Weapon (lance), rare (requires attunement)*

**School of Magic:** Enchantment

This fearsome lance is crafted from the spines adorning a hydra's tail.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and the lance deals an additional

2d6 damage to monstrosities or titans. While you remain attuned to it, you can use a bonus action to cause the metal adorning the handle to meld to your arm, forming an armored gauntlet bound to the weapon. While melded in this way, you can't be disarmed, and can wield the lance in one hand whilst on foot.

## ANYTHING FOR LOVE (APL 17-18)

*"Wanted: A group of courageous adventurers to kill and harvest the skull of an undead. A reward of 200 gold pieces for each adventurer is available upon delivery of the harvested skull. For more information, contact Lord Persius Artrios at Artrios Manor."*

**Average Party Level:** 17 (6 players), 18 (4 players)

**Difficulty:** Medium (6 Players), Hard (4 players)

**Hunt Creature:** Phylaskia

**Summary:** After losing his wife Adana, Persius Artrios begged Erebos to return her to him in exchange for anything the God desired. When his plea was met with indifference, he turned to ancient magic. Using the skull of a Phylaskia he can return his wife from the land of the dead.

### STAGE 1: MEETING THE NPCs

After meeting the snooty butler Jenkins, the characters are escorted to a disheveled man in his late 30's, handsome but unkempt. He hides a pile of books underneath a cloak as they enter his study. Explaining to the party he needs the skull for a scientific experiment he is undertaking, he offers them 1000 gp each for their services. He describes the undead as large, armored and standing near an ethereal gateway at a location he marks on a map before handing it to the characters.

He aggressively dismisses inquiries into his experiment, even raising his offer to 1500 gp per party member if they do the job and ask no further questions.

### STAGE 2: EXPLORATION

With the location marked on the map the party can venture forth towards the rocky mountains where the gateway should lie. The journey requires the party to rest for one night, during which 3 **Vampire Spawn** (4 if the party has 6 members or more) attempt to sneak in and attack the party. If any of the spawn are captured alive, they offer the following information on the gateway and the undead the party seek:

- The undead is a phylaskia, a guardian of gateways to the underworld and servant of Erebos. A DC 15 Intelligence (Religion) check reveals killing the phylaskia won't invoke Erebos' wrath, though attacking it might draw the ire of other creatures nearby.
- Phylaskia can often be seen with creatures known as returned, additional guardians who aid them in their vigil.
- The gateway itself causes the instantaneous death of any living creature that passed through it, without Erebos' consent. A creature killed this way cannot be resurrected by anything short of a *wish* spell or will of a god

### STAGE 3: THE HUNT.

The phylaskia stands in front of an enormous archway, 60 foot tall and 30 foot across. A total of 6 **Returned Sentries** stand guarding the archway, eyes scanning the nearby cliffs for signs of intruders.

If the party comes within 120 feet of the archway, the phylaskia and 6 returned sentries attack. If given the chance, the phylaskia attempts to throw a hostile creature into the gateway to instantly kill it. Once the phylaskia or returned sentries are defeated (whichever happens first), the archway shimmers and summons forth a **Nightmare Shepherd**, which appears in an unoccupied space within 20 feet of the archway. The shepherd is friendly to the Phylaskia, and defends it where possible, targeting characters closest to the phylaskia first. If the phylaskia is slain, the nightmare shepherd defends the body and fights to the death. Once all creatures have been defeated, the archway loses its connection to the underworld for 1d10 days and becomes mundane for the duration.

### STAGE 4: COMPLETION

Once killed, the party can retrieve the skull of the phylaskia, as well as harvest components from its body. If the characters retrieve the skull of the phylaskia without first defeating the returned sentries or nightmare shepherd and retreat, the shepherd gives chase until defeated. The returned sentries remain guarding the archway.

When the characters give the skull to Persius he pays the group and immediately dismisses them from his home. If a member of the party sneaks into the manor or spies on the ritual, they Persius summon the spirit of his late wife Adana with a dark ritual, unlike any spell they have seen before. The spirit briefly embraces Persius, kisses him, and promptly drains the soul from his body, devouring it. The spectre then attacks nearby civilians for the next minute, killing Jenkins immediately after Persius. The party can attempt to kill Adana, or simply let her rampage until she disappears. If the party chooses to fight her, she has the statistics of a **Banshee**.

### NOTABLE NPCs

**Name:** Persius Atrios

**Race:** Human (He/him)

**Alignment:** Chaotic neutral

**Occupation:** Noble

**Stat Block:** Persius uses the statistics of a **Noble**

**Personality Trait:** Persius is a broken man, desperate to revive his long-lost love. A tired sadness can be seen in his eyes and heard in his voice, though he often masks his pain with anger or resentment.

### CRAFTED ITEMS

#### SHIELD OF UNLIFE

*Armor (shield), rare (requires attunement)*

**School of Magic:** Abjuration, Necromancy

This magical shield is framed with the bones of a Phylaskia.

The shield has 3 charges. When a creature hits you with a melee weapon attack, you can use your reaction and expend 1 charge to deal necrotic damage to the attacker equal to your character level. The shield regains 1 expended charge each dawn.

When you expend the shield's last charge, you must make a DC 15 Wisdom saving throw or be immediately reduced to 0 hit points. If you are also wearing the *armor of unlife*, you automatically succeed on this saving throw.

Pass or fail, the shield then disintegrates and is destroyed.

#### ARMOR OF UNLIFE

*Armor (scale mail), very rare (requires attunement)*

**School of Magic:** Enchantment

This bone covered armor imbues you with the power to wield death as a weapon. While wearing the armor you gain advantage on Death saving throws, resistance to necrotic damage, and proficiency in the Intimidation skill.

In addition, once per long rest, when you succeed on three death saving throws or roll a 19 or 20 on a death save, you immediately spring to your feet and regain hit points equal to your character level.

#### REAPER'S DUST

*Wondrous item, uncommon*

**School of Magic:** Enchantment

This rough leather pouch contains 1d6 + 2 uses. When you cast a spell you can use your bonus action to add this dust as a component to the spell. When you do, all non-physical damage the spell would deal is converted to necrotic damage. If the spell already deals necrotic damage, you can treat any roll of a 1 on the damage dice as a 2.

#### CHAIN OF SOUL-BINDING

*Wondrous item, rare*

**School of Magic:** Transmutation

This rusted black chain can be attached to a melee weapon of your choice as part of a short rest. It remains attached until you spend ten minutes to remove it.

As a bonus action you can activate the chain until the end of your turn, causing your weapon to become ethereal and glow with a ghostly pale light. You can throw this weapon up to 60 feet as an action, dealing an additional 1d10 necrotic damage on a hit. While ethereal, the weapon, or ammunition fired from it, can pass through walls and ignores cover.



## HARVESTING A PHYLASKIA

The body of a Phylaskia can be harvested by a creature using a sharpened knife or other instrument. Consult the harvest table below to find out what parts you can harvest or craft from it.

### HARVESTING TABLE

Body Part	Harvesting DC	Crafted Item	Crafting Requirements	Crafting DC and Time Taken
Phylaskia Rib (2d4 ribs)	DC 15 Wisdom (Survival)	Shield of Unlife (3 ribs required)	<b>Smith's tools</b> All items	<b>Shield of Unlife</b> DC 15 Strength (Athletics) 6 Hours
		Armor of Unlife (5 ribs required)		Armor of Unlife DC 15 Strength (Athletics) 6 Hours
Phylaskia Bone Fragments (2d4 fragments)	DC 14 Wisdom (Survival)	Reaper's Dust (3 fragments required)	<b>Alchemist's supplies</b> All items	<b>Reaper's Dust</b> DC 14 Intelligence (Arcana) 3 Hours
Underworld Chain (1 chain)	DC 14 Wisdom (Survival)	Chain of Soul Binding (1 underworld chain required)	<b>Smith's tools</b> All items	<b>Chain of Soul Binding</b> DC 15 Strength (Athletics) 6 Hours



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