Encounters in Theros



Bring your campaign to life with this companion supplement for *Mythic Odysseys of Theros*

ENCOUNTERS IN THEROS



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JASON CHAN

Introduction

Encounters in Theros presents 74 short encounters to complement the *Mythic Odysseys of Theros* campaign book. This supplement has the following chapters:

- ***Chapter 1: City Encounters.*** Short encounters for the polis, city, or large town.
- ***Chapter 2: Wilderness Encounters.*** Short encounters for the forest, plains, or desert.
- ***Chapter 3: Mountain Encounters.*** Short encounters for the mountains and hills.
- ***Chapter 4: Watery Encounters.*** Short encounters for water-related regions, such as the coast, islands, sea, or swamps.
- ***Appendix A: Player Handout.*** This item is given to the players during the appropriate encounter.
- ***Appendix B: Creature Statistics.*** A modified stat block provided for convenience.

Running Encounters

Encounters in Theros requires use of the Dungeons & Dragons 5th Edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). You'll also need a copy of *Mythic Odysseys of Theros*, though with a little adjustment, you could use most of these encounters in any heroic fantasy adventure.

The *Monster Manual* and *Mythic Odysseys of Theros* contain stat blocks for most of the creatures found in the encounters. Other creatures are found in appendix B. If a creature doesn't appear in the *Monster Manual*, there will be a small note directing you to its stat block

Spells and equipment mentioned in the encounters are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* unless otherwise noted.

Abbreviations

The following abbreviations appear in this book:

- DC = Difficulty Class
- XP = experience points
- gp = gold piece(s)
- NPC = nonplayer character
- DM = Dungeon Master

Random Encounters

Random encounters can help bring a location to life, creating the impression that the adventure takes place within a complex and dynamic ecosystem. Random encounters also help with game pacing, making players feel genuine effort is involved when they move through potentially dangerous areas. They also provide fun opportunities for you to improvise and often blossom into ongoing campaign elements.

When the characters travel through Theros, you can roll a d20 for every 8 hours they spend traveling or resting to see if a random encounter occurs. On a roll of 12 or higher, choose the appropriate encounter table and roll or choose an encounter from it. You can change the number of encounters the characters experience as you see fit.

Encounter Difficulty

Each encounter represents a certain kind of potential challenge, and not all of them should result in combat. When you let the dice have their way, the generated encounter might be far too difficult or dangerous for the characters in their present circumstances. They might need to flee, avoid contact, or negotiate their way out of the challenge.

You're always free to adjust the roll or simply choose an encounter, but remember; not every encounter needs to result in combat. A powerful creature might chase the party in a new direction, demand they perform a task, or turn out to be an unexpected ally. Another excellent trick is to have a rescuer appear at the last moment, someone who could become a group patron. There are many options besides fighting.



WILLIAN MURAI

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City Encounters

The following encounters can occur in any polis, city, or large town in Theros:

City Encounters

d20	Encounter
1	Between Darkness and Light
2	Contest!
3	Date with Destiny
4	Dead Ringer
5	*Deus ex machina*
6	Drama in the City
7	Gift from the Gods
8	Love is a Battlefield
9	Out of the Maze
10	Petrified Cult
11	Phaeodetic Method
12	Read the Entrails
13	Rowdy Crowd
14	Scavenger Hunt
15	Sing, O Muse!
16	Stormcast Epiphany
17	The Fallen Champion
18	The Statue
19	Two Went Out
20	Underworld Entrance

The encounter descriptions are presented in alphabetical order.

Between Darkness and Light

A crowd has gathered at the city's agora. A local priest, Ochesius (a neutral, male human), stumbles between the stoas, arguing with himself and visibly distressed. Use map 4.2 in chapter 4 of *Mythic Odysseys of Theros* to depict this encounter if you wish.

Ochesius has become an **oracle** (see chapter 6 of *Mythic Odysseys of Theros*) of the gods Heliod and Erebos, who vie for control of his abilities. The sun is dazzling in the agora—light bends to follow the oracle while shadows grasp at him. The characters have stumbled into the middle of a divine altercation, and the omens are making the crowd uneasy.

The Dilemma

When Ochesius's powers manifested, he received visions of the future from both Heliod and Erebos, regarding the fate of his son, Alcandros—a warrior stationed at an outpost between Akros and Phoberos. Alcandros's outpost will soon be attacked by a band of Bloodhorn minotaurs. In Heliod's vision, Alcandros dies a warrior's death; his comrades live, and the outpost holds. In Erebos's vision, Alcandros lives, but his unit is slaughtered and the outpost falls. Each god has given Ochesius the same demand: dedicate his powers to them, and Alcandros's fate plays out as they have foretold.

Ochesius is desperate for someone to help him reach a decision. Encourage players to discuss the dilemma: they can sway Ochesius's thinking with a successful DC 14 Charisma (Persuasion) check, but good roleplaying should be rewarded, and a check may not be necessary. Upon reaching a decision, Ochesius falls to his knees and declares his allegiance to either Heliod or Erebos. If the players tire of the discussion, or fail to reach a decision, Ochesius makes the choice himself.

Decision Made

Whichever god has been forsaken sends servants to punish Ochesius and those around him:

Erebos's Wrath. If Ochesius chose Heliod, **shadows** manifest from the agora's dark corners and attack. There's one shadow per character.

Heliod's Wrath. If Ochesius chose Erebos, two **griffons** screech overhead and dive to attack.

Treasure. If Ochesius survives, he gives the characters his gold aspergillum (a tool for sprinkling holy water) worth 50 gp.

Contest!

The characters learn of a contest within the city's arena offering prizes of 100 gp to the winner. Characters can participate in the following games:

Gladiatorial Combat. The characters can fight any number of beasts, monstrosities, or **gladiators** in an arena (see chapter 4 of *Mythic Odysseys of Theros* for an arena map). Battles to the death, naval competitions, and games of capture the flag could be part of the combat.

Chariot Race. Characters participate against 2d4 **veterans** proficient with land vehicles. Each single-person chariot is drawn by two horses and has a movement speed of 60 feet. The first to cross the finish line 600 feet away

wins. Each turn, the driver must make a Dexterity check using land vehicles. If the total is 10 or less, the chariot moves 60 feet. If the total is between 11 and 19, the chariot moves 75 feet, and if the total is 20 or more, the chariot moves 90 feet.

Track and Field Games. Games like shot put, discus, foot races, long jump, and more are all available. Most are solved with all athletes making opposed Strength (Athletics) or Dexterity (Acrobatics) checks at the DM's discretion. NPC athletes use the **gladiator** stat block.

Date with Destiny

A messenger approaches the party. This messenger bears an invitation to dine with the famous oracle Serafim Fotiadis and relays that she has something of great importance to tell the characters.

If the party accepts the invitation, Serafim treats them to a meal at her estate and relays a vision she received while observing the stars. She shares that as she contemplated the omens, she also saw an image of the party, and believes the gods wanted her to deliver their message. Roll a d4 to determine the nature of the vision:

1. Serafim foresaw a bloody massacre as a band of Pheres centaurs ravaged a farming community. She believes Karametra wants the characters to prevent this violence and tells them the location of the community.
2. Serafim saw the abandoned halls of a temple recently unearthed by a storm. She believes Klothys wants the party to restore it to its former glory and describes the location of the temple.
3. Serafim saw a band of minotaurs who have rejected Mogis and journey to live in the human poleis. She believes Iroas wants the characters to escort them to safety and details the minotaurs' current whereabouts.
4. Serafim saw a hidden cave system where a trio of escaped convicts were building a bandit force. She believes Heliod wants the characters to bring these criminals to justice and describes the location of the caves.

Dead Ringer

The characters begin to see notices posted around the city that read:

> Maro's ring closed until further notice. Capable heroes needed, please inquire at the box office. Compensation offered.

If the party asks around, they locate Maro's Ring, a small venue which employs professional actors to stage dramatic wrestling matches. At the box office, they meet the owner Maro "Carnage" Stichius, who relays his problem.

Some months ago, one of the ring's actors, crowd favorite Cois, "the Viper," slipped during a maneuver and died as a result of the accident. Cois was given a hero's funeral and buried, but two days ago, his eidolon appeared during a match, attacked an actor, and sent the audience into a panic. "The Viper" now haunts the ring as a **ghostblade eidolon** (see chapter 6 of *Mythic Odysseys of Theros*) that deals bludgeoning damage instead of slashing damage with his Ghostblade attack, and Maro needs the party to defeat him so the ring can reopen.

Maro's rapidly losing money, but he can offer box seat season tickets as a reward. Once the ring's back in good standing, the tickets can be sold for a large sum or, if gifted, can garner favors with polis residents.



SVETLIN VELINOV



Deus ex machina

The characters visit a great amphitheater outside one of the poleis of Theros. They may be there by happenstance, or because they were hired as guards. A classical comedy is being performed in this amphitheater, depicting one of the great conquests of the champion known as the Slayer (see "Champions and Heroes" in chapter 1 of *Mythic Odysseys of Theros*).

This play has been the subject of a great deal of gossip around the polis, because it uses a remarkable, new moving construct called the *apo mekhanes theos*—the god from the machine—to represent the monster that the Slayer will defeat in combat. The mekhanes is constructed from a skeleton of wooden beams, with joints made of metal hinges concealed by cloth drapery, and its skin is clay decorated with dazzling geometric designs.

During the play, however, a jealous god imbues the mekhanes with life, and it turns on the actors. Since the actor playing the Slayer isn't actually a warrior, he's quickly batted away. As the mekhanes turns on the chorus, the audience rises, unsure if this is part of the play or an actual monster attack. You can use map 4.13 in chapter 4 of *Mythic Odysseys of Theros* to represent this amphitheater.

Roll a d4 to determine the type of monster represented by the mekhanes:

1. **Chimera**
2. **Cyclops**
3. Gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*)
4. **Hydra**

The mekhanes has the following modifications, which don't affect its challenge rating:

- It's a construct instead of its usual creature type.
- It has immunity to poison and psychic damage and exhaustion.
- It can't be charmed, frightened, paralyzed, petrified, or poisoned.
- It has vulnerability to bludgeoning damage from magical weapons.

The Show Must Go On

If you want to make this encounter more challenging from a roleplaying perspective, the director of the comedy hides in the shadows just offstage and whispers to one of the characters as they arrive onstage. "Make it seem like part of the show! You're the Slayers now. Make a grand statement. Dedicate the kill to the gods or something!" She then turns to the frightened chorus and hisses, "Back them up, for the gods' sakes!"

The chorus backs away from the rampaging mekhanes and speaks lines of prose in response to the characters' improvised lines. The role of the chorus in Theran drama is to represent the people of the polis, so by reacting favorably to the characters' speeches and attacks, they help calm the uneasy audience. They might say:

- "With monstrous might, the beast attacks. What strength can the Slayer hope to summon against it?"
- "Tall-backed Slayer, hold your blade high. We citizens of this bold polis pray for your success!"
- "Can it be? Yea, it shrinks away! The accursed monster reels in the face of the mighty Slayer's power!"

Conclusion

If the characters were here as bodyguards, they're paid their total fee of 100 gp after the show. If they weren't hired to protect the play and ask the director for compensation, one character can make a DC 10 Charisma (Persuasion) check. On a success, the director agrees to pay them gold pieces equal to the total of the check × 5.

Also, if the characters kept the illusion of the play intact, the audience rewards them with a standing ovation as the mekhanes falls. Wreaths of dried flowers are thrown at their feet, and the director greets them after the play and gives them each 50 gp.

Finally, if one or more of the characters dedicate this play to the gods of Theros, the gods take note and smile upon them. Each character with a piety score increases it by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*).

CORY TRECO-ERDNER

Drama in the City

The characters encounter two groups of actors who each claim the other group stole their script and intends to put on a plagiarized production of *The Tragedy of Elspeth and Daxos*. The Pyrite Players offer the characters 50 gp if they can retrieve all copies of the script, while Ephara's Muses promise to dedicate the performance to the characters and offer them front-row seats at all their future plays.

Sneaking into either group's rehearsal requires a successful DC 13 Dexterity (Stealth) or Charisma (Deception) check. If the characters ask around about the upcoming performances, they're directed to the agora, where Galenos Sotiris, a young scribe who specializes in scripts, works. With a successful DC 12 Charisma (Intimidation or Persuasion) check, Galenos reveals that both groups stole a copy of the script from the original playwright and paid him to make additional copies.

Gift from the Gods

While passing through a city market, the characters are approached by Kanli, a small child who's lost their mother in the crowds. Should the characters choose to help, they find Kanli's mother after 1d10 minutes of searching the market. Optionally, you can have them make a DC 15 Wisdom (Perception) check each minute of searching, locating the mother on a success.

Kanli's mother, Syna, thanks the characters and offers them a token of thanks, a silver medallion engraved with her family crest. She insists they accept the reward for protecting her child as it will honor both her and her god, Karametra.

The medallion is worth 20 gp, but it also has a powerful enchantment upon it that can't be detected by spells such as *detect magic*. Roll a d4 to determine the nature of the enchantment:

d4	Encounter
1	Folly of Phenax
2	Secrets of Keranos
3	Charge of Klothys
4	Glory of Iroas

Folly of Phenax. The medallion is actually a cursed relic of the god Phenax. Sometime within the next hour, the medallion enchants the character carrying it. When it does, the character must succeed on a DC 15 Wisdom saving throw or gain a random form of long-term madness (see "Madness" in the *Dungeon Master's Guide*). The enchanted character must repeat the saving throw every 24 hours, switching to a new form of long-term madness on a failed save, or temporarily ending the effects on a successful one.

The cursed medallion always finds its way back to the character until the enchantment is broken by a *greater restoration* spell or similar magic. Optionally, the character can rid themselves of the medallion by gifting it to an unwitting soul and succeeding on a Charisma (Deception) check at a DC determined by the DM. The character must be indebted in some way to the person they're gifting the medallion, and the person receiving it must accept the gift freely.

Secrets of Keranos. If a creature with a passive Perception score of 12 or higher handles the medallion, they notice ten small runes carved along its inner edges. The runes can't be read, nor identified as belonging to any particular language. Each night after sundown, tiny flashes of lightning encircle the medallion for 1 hour. A character who holds the medallion for 10 seconds receives a shock that deals 3 (1d6) lightning damage. After taking the damage, the lightning flashes cease and one of the runes begins to glow with a faint light.

Each night thereafter, another rune can be lit if the same character holds the medallion for 10 seconds during the lightning flashes. The lightning damage increases by 1d6 for each lit rune (e.g. 2d6 to light the second rune, 3d6 to light the third rune, etc.). If another character attempts to do this, the runes stop glowing and the process resets. It also resets if the medallion isn't held within that hour.

Once all ten runes are lit, they merge into a magical incantation that is functionally equivalent to a *spell scroll* of a randomly determined spell of 4th level or higher. Once this incantation has been used, the runes fade from the medallion.

Charge of Klothys. The medallion contains the soul of a mortal unchained from their destined path. The same night the party receives the medallion, each character is enchanted by the medallion and receives visions of an ancient, ruined shrine in the mountains (or an environment of your choice). This enchantment is functionally equivalent to the *geas* spell, but the characters automatically fail the saving throw.

From the next dawn, those affected by the enchantment must travel to the ancient shrine, which is a 60-foot-square platform guarded by a **woe strider** (see chapter 6 of *Mythic Odysseys of Theros*). Defeating the woe strider causes its body to transform into a **champion** (see appendix B) dressed in resplendent, golden armor, who thanks the characters for restoring their path before vanishing in a flash of light. After this occurs, the medallion's enchantment ends.

Glory of Iroas. Characters who attempt to sell the medallion or show it to the locals are told a rumor that such medallions permit entry into a secret underground arena located somewhere in the city. Optionally, characters can learn this with a successful DC 15 Intelligence (History) check.

Within the rumored location (an abandoned building or shop of your choosing), a hidden stairwell leads into an underground tunnel ending in an 80-foot-square cavern beneath the city. The area is guarded by the arena's organizers, a **bandit captain** and five **veterans**. They refuse admission into the area without the medallion.

Once they've presented the medallion, the characters can participate in the gauntlet of battles. The prize money increases with each victory. The characters can use their own gear, but killing any of their opponents disqualifies the characters. The contests occur in the following order:

1. 1d6 **thugs** (prize: 10 gp per thug)
2. 1d3 **berserkers** (prize: 50 gp per berserker)
3. Two **gladiators** (prize: 350 gp)
4. A **champion** (see appendix B) (prize: 500 gp and an item from Magic Item Table F)

Love is a Battlefield

The characters cross paths with Eronus (a neutral, male, human **commoner**) praying loudly in the streets for Heliod to send him heroes to help his love. If he notices the characters, he throws himself at their feet, begging for help. Eronus claims to have had an argument with his true love, a golden-haired, female gladiator named Delica, after foolishly losing all her hard-won money in dice games. The jilted Eronus tearfully claims Delica broke up with him and stormed off to the arena to let off some steam.

Eronus wants the characters to go to the arena and apologize to Delica on his behalf. The only problem is that she refuses to meet anyone except in battle in the arena. He offers them his most prized possession if they refuse: a *potion of aqueous form* (see chapter 5 of *Mythic Odysseys of Theros*).

If the characters enter the arena to face Delica, roll a d4 to determine Delica's statistics and her reactions to the characters. In all cases, Delica begins by trying to battle the characters. If they want to talk to her, they must fight while doing so.

1. Delica is a lawful neutral, female, human **gladiator**. A character who succeeds on a DC 17 Charisma (Persuasion) check made as an action convinces Delica to cease combat and take back Eronus.
2. Delica is the name of a **fleecemane lion** (see chapter 6 of *Mythic Odysseys of Theros*) that eats people alive in the arena for the entertainment of others. After stealing coins from a temple of Phenax, Eronus was cursed by the deity to fall in love with the lion. The gambling and subsequent argument are all in Eronus's head.
3. Delica is a female, gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*) devotee of Phenax who can cast the *disguise self* spell at will. She broke up with Eronus after he proved worthless and now looks for rich, new heroes to scam.
4. Delica is a female human, and secretly an **oracle** (see chapter 6 of *Mythic Odysseys of Theros*). She has foreseen her death at the hands of the criminals Eronus owes money to. If the characters agree to find the criminals and prevent them from harming her, she'll forgive Eronus, provided he promises to change (and Delica has seen that he will change).

Out of the Maze

A young **minotaur** named Orena Bloodhorn was lured to the city by a wily **satyr** named Baramon, the owner of an underground fighting pit. Baramon tricks young minotaurs into fighting in the pit, which is a labyrinth filled with traps and monsters. The labyrinth is modeled after the labyrinthine layout of Skophos, and wealthy patrons watch the minotaurs' brutal escapades with delight. Unlike her Bloodhorn brethren, Orena is far less interested in blood sports and wants to serve in Skophos's Lesser Peristyle as an acolyte.

If the characters agree to help, Orena leads them to the fighting pit and introduces them to Baramon, who's delighted to meet new adventurers and agrees to let Orena return home—if the characters join him for a night of drinking and revelry. If the characters agree, Baramon produces a bottle of wine for each character. Orena, meanwhile, takes the opportunity to leave the city.

If the characters renege on their deal, Baramon turns hostile. During combat, Baramon's tactic is to knock characters unconscious so he can later force them to fight in the labyrinth.



JASON RAINVILLE

Petrified Cult

The characters are approached by an anxious gravedigger, Mopsius (a neutral, male, human **commoner**), who's looking for heroes to rid the graveyard of "hooded trespassers up to no good." This encounter happens at night. You can use any exterior section of map 4.3 in chapter 4 of *Mythic Odysseys of Theros* to illustrate the site.

Inside the graveyard, a **fleecemane lion** (see chapter 6 of *Mythic Odysseys of Theros*) lies prostrate atop a sarcophagus, lit by a pair of burning torches in standing sconces. Nearby, a hooded **cult fanatic**, Aspasia, examines a group of four robed statues. These are petrified initiates of the Cult of Frozen Faith (see chapter 2 of *Mythic Odysseys of Theros*). It's been a year since they took their poison, and Aspasia's here to oversee their return. Two **cultists** accompany her, but are hiding in the shadows and can only be spotted with a successful DC 15 Wisdom (Perception) check. The lion is due to be sacrificed by the new initiates. It's been sedated and is incapacitated, but remains aware of its surroundings.

Disturbing the Ritual

The cultists are hostile to anyone who intrudes on their ritual. If combat ensues, one statue transforms back to life each round on initiative count 20. Roll a d6 for each statue when it transforms: it crumbles to dust on a one, returns as a **cultist** on a two to a five, and becomes a **cult fanatic** on a six.

Fleecemane Lion. If the characters defeat the cultists, the lion's sedation soon wears off. It only attacks if threatened by the characters, otherwise it turns and flees the city. If the cultists overwhelm the characters during combat, the lion could rouse early and leap to their aid.

Treasure. Aspasia carries a gold ceremonial dagger etched with serpent scales worth 100 gp. If any cultists escape, the characters earn the enmity of the Cult of Frozen Faith.

Phaeodetic Method

In this encounter, the characters are asked to debate with a great philosopher. In the midst of this Socratic dialogue, the philosopher is attacked by his rivals.

As the characters explore the city-state of Meletis, they're stopped by a woman in a guard's uniform named Xenophia (a neutral, female, human **guard**). Xenophia is a student of a great philosopher, and that gives her a bit of a superiority complex. She wants more people to discover her instructor's teachings, and wants the characters—who are powerful adventurers with opinions uncommon to students of philosophy—to participate in one of Phaeodetes's famous Dialogues.

Who is Phaeodetes?

Xenophia's teacher is the philosopher Phaeodetes (a neutral good, male, human **acolyte**). This aged man is on the rise in the city-state of Meletis. He's gained a large and passionate following, and he muses to his followers daily on the nature of life and morality on the steps of the Pyrgnos in Meletis (see "Features of Meletis" in chapter 3 of *Mythic Odysseys of Theros*).

Phaeodetes is a Uremidean philosopher (see "People of Meletis" in chapter 3 of *Mythic Odysseys of Theros*) who's created a new philosophical teaching style called the Dialogue, in which a small group of people gather and, with Phaeodetes's aid as a facilitator, debate a broad topic like "What is happiness?" He believes this sort of low-stakes debate will help his followers reach new heights of rhetorical skill and learn how to live a balanced, ethical life.

Xenophia's Request

To begin this encounter, read or paraphrase the following:

> A small crowd has gathered on the steps of the Pyrgnos, around a white-bearded man. He speaks about complex topics of ethics and philosophy, but he uses simple, understandable words. One person breaks away from the crowd, a woman in a Meletian guard's uniform, and asks to speak with you in private.

Xenophia, upon meeting the characters, pulls them several yards away from the crowd. She believes encouraging adventurers with violent and uncivilized worldviews to participate in her teacher's philosophical Dialogues will bring him great renown in the polis. She jingles a pouch of 50 gp and says that it's theirs if they simply participate in an entire Dialogue and try to unravel a philosophical quandary without resorting to violence.

Phaeodetic Dialogue

If the characters accept, Xenophia points them toward Phaeodetes. The philosopher welcomes them into the crowd with a smile, and engages them in the Dialogue with a simple question, "I see a weapon at your side. Do you enjoy using it to kill?"

The crowd around Phaeodetes goes silent, and all turn to follow the growing Dialogue. Phaeodetes's goal is to get the characters to answer to the question "Is it moral to kill?" He responds to the characters' answers with questions, and he never asks simple yes-or-no questions. He always asks questions that require a complex answer. Here are some questions he might ask over the course of the Dialogue:

- "Why do you say that?"
- "Did what you just say contradict something you said earlier?"
- "Why do you think that's true?"
- "What evidence is there to support that?"
- "Does anyone have a counterargument?"
- "Perhaps, but what would happen if . . .?"
- "Why do you think I asked you that question?"

This method of questioning and answering goes on until the characters have come to a conclusion that's free of contradictions. He isn't looking for an objective truth, but for a coherent philosophy.

Pay attention to your players: if it's clear they're becoming bored or frustrated, move to the next scene immediately.



Philosophy of Violence

Just as the Dialogue concludes (or in the midst of the Dialogue, if the players have lost interest), another group of armed individuals strides into the crowd. They're mercenaries hired by Phaeodetes's philosophical rivals, who want to see his methods eliminated from the polis. They tell the characters to get out of the way so they can "teach this old man a lesson."

These mercenaries are retired **Meletian hoplites** (see chapter 6 of *Mythic Odysseys of Theros*). They're also broke, and need the money from their mercenary contract. They don't back down, but they can be knocked out if the characters wish to avoid unnecessary death (see "Knocking a Creature Out" in chapter 9 of the *Player's Handbook*). Phaeodetes heals the characters, but doesn't attack personally. Xenophia also helps defend her mentor.

Reward

If the characters kill Phaeodetes's assailants, he shakes his head and says, "A massacre like this is a tragedy. My pupil, do you think this bloodshed was fated by the gods?"

If the characters incapacitated the mercenaries without killing them, Phaeodetes smiles and says, "This frightful event could have become a tragedy, my friend. Your mercy may have greater consequences than you know. You're always welcome in my Dialogues."

Regardless of the outcome of the attack, Phaeodetes disperses his pupils in case another attack follows, and Xenophia gives them the 50 gp she promised, plus a *spell scroll* of *zone of truth* she received from her mentor, as a personal token of her thanks.

Read the Entrails

A scruffy, middle-aged man stands behind a crude, wooden street stall with many caged chickens. He cries out, "Fortunes read for five silver! Results guaranteed!"

If someone pays for his services, he quickly guts a chicken and stares intently at the entrails. Roll a d4 to determine what predictions he makes:

1. You'll soon become involved with one of the gods. When you do, don't act impulsively. Consider your choices carefully or you may regret it.
2. A new opportunity is just around the corner, although it may come in an unusual form. If you act boldly, it will turn out to be very lucrative.
3. An enemy you thought you were rid of will reemerge in your life. You'll need to find a new way to deal with this foe—the old ways won't work.
4. It's time for you to make a big change. You've been thinking about doing something daring, going somewhere you've never been before. Now's the time to act.

RYAN ALEXANDER LEE

Rowdy Crowd

The characters are relaxing in a tavern when a great crowd passes by the window. Roll a d4 to determine who they are:

1. It's the Festival of Purphoros, which the locals celebrate by dashing through the streets being chased by a mechanical bull (use the **animated armor** stat block). As the characters watch, someone slips over and the bull begins to gore them.
2. A group of farmers (including 1d6 + 2 **bandits**) are marching about the collapse in grain prices. As the characters watch, they begin shaking down random strangers on the street.
3. It's an unruly demonstration by the Lexicographical Guild, protesting the decline of grammatical standards. One of them smashes the tavern window and tosses in a burning dictionary, starting a fire.
4. It's a group of local youths (including 1d6 **thugs**) pursuing a purse snatcher. The thief screams for help as they disappear around the corner.

Scavenger Hunt

While moving through a polis, the characters pass a nonvocal woman in simple garb sat on the ground, with strange symbols carved in the dirt around her. Any characters who understand thieves' cant recognize the symbols' message: "The path to great treasure starts here."

If approached, the woman maintains an air of mystery and doesn't respond, but if asked about the treasure, she hands over a small metal box. The eight-pointed star of Kruphix adorns one side, and the other side holds the following riddle:

As Heliod displayed his might,
My fickle mistress fled from sight,
I long again to see her face,
And open my heart to her grace.

The riddle reveals the only way to open the box is to expose it to moonlight. If the characters do so, the box clicks open, revealing a folded map to one of Kruphix's hidden temples of mystery.

Sing, O Muse!

A famous singer, Melpolia Sirensworn, approaches the characters to ask for their help as backstage bodyguards during their next performance. Melpolia has received anonymous letters threatening to ruin their performances, or even kill them, unless they stop expressing their less-than-favorable opinions about certain city officials. It's up to the characters to keep Melpolia from being silenced—in more ways than one.

Melpolia is a nonbinary, human **bard** (see appendix B), but they have no armor or weapons while onstage. Roll a d4 to determine which threat appears during the performance:

1. The statues onstage come to life with a metallic growl. Two **bronze sables** (see chapter 6 of *Mythic Odysseys of Theros*) charge Melpolia.
2. A **Returned sentry** (see chapter 6 of *Mythic Odysseys of Theros*) rushes the stage, magically compelled to assassinate Melpolia.
3. A cloaked audience member throws a cloth sack at Melpolia's feet. Four **amphisbaenae** (see chapter 6 of *Mythic Odysseys of Theros*) emerge from the bag, their tongues flicking eagerly.
4. A large crate backstage emits an ominous barking, then bursts open to reveal a **two-headed cerberus** (see chapter 6 of *Mythic Odysseys of Theros*). The cerberus rushes onto the stage, where Melpolia tries to hold it at bay as the audience scatters.

Stormcast Epiphany

The characters pass near a shrine of Keranos while the annual Stormcast Festival is underway. During the festival, Keranos might grant a supplicant's desires in exchange for a piece of sea glass. Excited children clamor past the characters on their way to the shrine, each declaring louder than the last how they'll receive Keranos's blessing this year.

Outside the shrine, Kalypso, a cheery sailor down on her luck, is selling sea glass during the festival to make ends meet. Some pieces are genuine, but most are ordinary glass:

> "A fisher two villages over traded me this one, insisting it reach someone needier than he. A noble soul. Each piece, only two silver."

Characters with a passive Wisdom (Insight) score of 12 or higher, or who succeed on a DC 12 Wisdom (Insight) check, realize that despite her upbeat demeanor, Kalypso looks drawn. Characters who browse her wares and succeed on a DC 8 Intelligence check using glassblower's tools, a DC 10 Intelligence (Nature) check, or a DC 13 Wisdom (Perception) check notice most pieces lack the distinctive weathering of sea glass.

Kalypso, a human **swashbuckler** (see appendix B), opens up under questioning, and can be convinced to stop trading with a successful DC 12 Charisma (Intimidation or Persuasion) check. Characters who mention Keranos or offer her at least 5 gp have advantage on the check. She promises to give away the remaining sea glass except for the first piece she found, which will be her offering to Keranos.

As the characters leave the shrine, a bolt of lightning strikes Kalypso. If the characters convinced her to stop, all she has to show for it is a small, eye-shaped burn and a cunning plan for a legitimate, new enterprise. If they failed, she's a charred corpse surrounded by a pool of molten glass. The genuine sea glass is strangely unharmed.

The Fallen Champion

The Dancing Satyr Theater is poised to start their next production of *The Theriad* in two days but the actor who's supposed to portray the Champion has fallen terribly ill. An emergency casting call has been posted and auditions are being held this evening!

The Dancing Satyr Theater is situated on a hillside off a bustling square in the heart of Akros. As the characters approach the theater, they see a portly gentleman in a vivid green tunic perched atop a pedestal outside the gate crying out over the crowds to promote the upcoming production.

A similarly dressed man stands beside the gate to let in anyone who's arrived for the audition. Once the characters have explained they're interested in auditioning for roles in *The Theriad*, they're ushered through the gates and then through a soaring stone archway into the amphitheater. A female satyr wearing a vest of silk woven through with gold thread stands on the stage before a small crowd of spectators and hopeful performers:

> *The Theriad* is a tale of bravery and mighty prowess. Today, we'll be looking to see what you're each capable of so we can find someone worthy of being our Champion. Fear not though, we also need several musicians to fill out the orchestra for those who possess other skills. Line up if you're here to audition and we'll see what you've got!

As each character approaches the stage, they're able to perform one of several feats in an attempt to impress the theater manager. Consult the chart below for examples, but feel free to add additional suitable feats. Each character must attempt at least five different feats. They gain 1 point for each success, and an additional point if they succeed on a check by 10 or more. Three points are required to land a role. The character with the highest number of points is awarded the role of the champion. Award advantage on rolls for creative roleplay.

- Gladiator Showdown—a DC 16 Strength (Athletics) check.
- Test of Strength—a contested Strength check to defeat the strongman. He has a +6 Strength modifier.
- Duelists' Dance—a DC 18 Dexterity (Acrobatics) check.
- Heroic Speech—a DC 15 Charisma (Persuasion) check.
- Dominion of Archery—a DC 16 Dexterity check.
- Instrumental Performance—a DC 18 Dexterity or Charisma (Performance) check. A character proficient with an instrument has advantage on the check.
- Poetic Words—a DC 16 Charisma (Performance) check.
- Melodic Song—a DC 16 Charisma (Performance) check.



The Statue

A well-dressed messenger approaches the characters, asking them to come to the villa of a wealthy man named Deimos. Last night his residence was burgled, and he lost many valuable items, including coin and jewelry. Deimos asks the characters to investigate.

Deimos is very puzzled as his doors and windows are protected by wards that prevent anyone opening them from the outside at night, and those wards are still intact (for safety reasons they do, however, easily open from the inside). He has a single servant, a butler named Nausicaa who's served the family for years.

Deimos notes one other peculiar thing. Although he has several valuable works of art, the only one that's missing is a statue that was delivered the previous day by Ianthe, a sculptor with an exceptional reputation, who's recently moved to the city.

Ianthe's workshop is full of statues, including several works in progress. She's sympathetic but insists she knows nothing about the theft. A character who makes a successful DC 15 Wisdom (Insight) check discerns that she's lying.

If the characters search the workshop, they find the stolen goods in a small, locked side room. If the characters break into the side room, or confront her about it, Ianthe utters a command phrase and 1d4 statues (use the **animated armor** stat block) come to life and attack the party. Ianthe then retreats to her office.

Once the statues are defeated, Ianthe confesses to the crime. She isn't a sculptor at all, but a thief and an **illusionist** (see appendix B) who disguises herself as a statue to enter her targets' homes. She bought most of the statues in her workshop from other sculptors. She practiced this deception for some years in another city but had to move as the local aristocrats grew increasingly suspicious of her.

EVYN FONG

Two Went Out

The characters are approached by a woman named Karme. Her brother was recently killed by centaurs while on a business trip with his best friend, who survived the encounter. Karme requires someone to retrieve his remains for burial. Her brother's name was Phrixus, and his friend's name is Menelaus.

When the characters see Menelaus, he tells them that he and Phrixus, who were lifelong friends and partners in a mercantile business, were returning from a business trip to a nearby city and took a shortcut through an old forest. There, they were ambushed by centaurs and Phrixus was killed while Menelaus escaped. A successful DC 12 Wisdom (Insight) check reveals that Menelaus is frightened and is perhaps being misleading.

Menelaus doesn't wish to return to the old forest, but finally agrees to show the characters the site of the attack. He's busy with some business affairs at the moment but can take them the following afternoon.

They head out of the city and follow a rarely used track. After walking about five miles, they're ambushed by 1d4 + 4 **bandits**. Menelaus runs away. If the characters catch him after dealing with the bandits, he confesses to killing Phrixus after Phrixus discovered that Menelaus was stealing money from the business. He also hired the bandits to "take care" of the adventurers. Menelaus shows them where he buried his friend's body and returns with them to town to face justice.

Underworld Entrance

The characters learn of an entrance to the Underworld within the city. Roll a d4 to determine this entrance's location and the adventure hook associated with it:

1. The entrance is in a graveyard connected to a temple of Erebos. A disguised **night hag** runs the temple, sneaking into the Underworld at night to capture souls and make **shadows** that terrorize the local populace for her own twisted pleasure.
2. The entrance is found at the bottom of a 10-foot-deep well. Characters are asked to explore the well after a child falls in and isn't seen again.
3. The entrance is hidden in the underground section of an abandoned arena. At night, **ghost** gladiators come through the entrance and battle, creating a ruckus. The characters are asked to deal with the haunting.
4. Mysterious figures are seen crawling out of the sewers at night. The officials who ask the characters to investigate think it's part of a criminal enterprise, but it's actually Returned coming through the hidden Underworld entrance in the sewers. The Returned do anything to protect their secret, as they don't want Erebos to learn of the entrance and seal it.



RAYMOND SWANLAND

Wilderness Encounters

The following encounters can occur in the forest, plains, or desert regions of Theros:

Wilderness Encounters

d20	Encounter
1	Alseid Offering
2	Apothecary
3	Bacchanalia
4	Bardstock
5	Brush with Divinity
6	Dangerous Game
7	Hall of Statues
8	Komast's Cup
9	Lightning Tower
10	My Brother's Reaper
11	Night Runners
12	Paid in Bull
13	Plow Tree
14	*Protoporos* Practice
15	Pygmechion
16	Satyr Revel
17	Silver Fountain
18	They Might Be Giants
19-20	Too Many Heads

The encounter descriptions are presented in alphabetical order.

Alseid Offering

While traveling through a farming region ten miles or farther outside a polis, the characters wander past a small roadside statue. The statue is ancient, its features worn away by centuries of exposure to the elements. A small stone tray is set at the feet of the statue, filled with bottles of mead, wreaths of wildflowers, and baskets of dates. Placed atop the stack of offerings is a glistening bundle of ten *+1 arrows* wrapped in golden cord.

Characters that steal from the offerings are attacked by three **alseids** (see chapter 6 of *Mythic Odysseys of Theros*) who swarm out of the fields sometime before sunset. If you want to make this encounter harder, these alseids are harvestguard alseids, and gain the ability to cast *shield* and *spiritual weapon* at will. This increases their challenge rating to 2 (450 XP). Their *shields* manifest as visible clouds of grain, and their *spiritual weapons* take the form of scythes.

Characters that add to the offering tray rather than stealing from it are visited by the trio of alseids after 1 hour. These alseids bestow a *charm of vitality* upon one of the characters as thanks (see "Supernatural Gifts" in chapter 7 of the *Dungeon Master's Guide*).

Apothecary

A wandering apothecary dressed in robes bearing Pharika's symbol approaches the party. They claim to carry vials of water drawn from Pharika's blessed healing pools. The apothecary has five bottles to sell, priced at 1 gp per vial. When inspected, or subjected to the *identify* spell, these vials of cursed water appear to have the same properties as an ordinary *potion of healing*. Roll a d4 once to determine the nature of these mixtures:

1. Functions as a *potion of healing*, but also gives the drinker rancid breath for the next 3 days. During this time, the character has disadvantage on Charisma (Persuasion) checks.
2. Functions as a *potion of poison*.
3. Functions as a *potion of superior healing*.
4. Functions as a *potion of healing*, but the drinker becomes cursed. Over the next 3 days, the drinker's skin turns scaly, their hair falls out, and their eyes become serpentine. At the end of the third day, they transform into a gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*). During the three days, *remove curse* or similar spells can stop this change. Once the three days have passed, only a *wish* spell or divine intervention can revert a character to their normal state.

Bacchanalia

While traveling, strange, lilting music comes from nearby. If the party investigates, they find an pavilion adorned with flowers for a grand party. A group of forty **commoners** play instruments, drink, and dance around the pavilion. Closer inspection reveals these villagers are exhausted, some are barely conscious, and they're completely unable to stop their "celebration."

Winding through the crowd are five Nyxborn **satyrs** lead by a Nyxborn **satyr thornbearer** (see chapter 6 of *Mythic Odysseys of Theros*) named Bacchus.

These unfortunate partygoers are villagers from the nearby hamlet of Dionysia, which celebrates the local legend of the party king Bacchus and his band of merry satyrs. While holding a party to celebrate this legend, their collective belief manifested into these Nyxborn visitors. Bacchus and his satyrs have ensorcelled the villagers to celebrate for three days now, and if Bacchus isn't defeated or persuaded to leave, the villagers will perish from exhaustion.

If the heroes try to persuade Bacchus to leave, satyrs have advantage on ability checks made to convince Bacchus.

Bardstock

While traveling, the party spots a collection of tents filled with people celebrating. This event is a festival arranged by satyr dawngreets to celebrate bardic talents. Performers, spectators, wine merchants, and food vendors are all in attendance to enjoy the festivities. If the party approaches, they're welcome to view or join the following events taking place:

Battle of the Bands. Three bands prepare to play a set in the battle of the bands. A character can compete solo, or multiple characters can compete as a band. To determine the winner, each NPC band rolls a d20, and one character per entry rolls a Charisma (Performance) check.

If multiple characters play as a band, have them roll a DC 14 group Charisma (Performance) check first. If the group check is successful, the elected character has advantage on the roll to determine the winner.

Whichever entry rolls highest wins the battle of the bands and is awarded an *instrument of the bards (doss lute)*.

Amazing Feats. Three performers prepare a variety of acts to showcase their talents. A character who wishes to compete must describe their act then make an appropriate ability check. Some examples of qualifying acts include: juggling with a Dexterity (Sleight of Hand) check, lifting a massive statue with a Strength (Athletics) check, or commanding an animal to dance with a Wisdom (Animal Handling) check.

A second character can participate as an assistant for these acts, granting the performer advantage on their roll.

To determine the winner, each NPC rolls a d20, and the performing character makes an appropriate ability check. Whichever performer rolls highest is deemed the best act and wins a *stone of good luck*.

Pie Eating Contest. Twelve **commoners** prepare to participate in a pie-eating contest. When the contest begins, each participant must succeed on a Constitution saving throw each round to stay in the competition. The saving throw begins at DC 10, and the difficulty increases by 2 each round. Participants who fail a saving throw must withdraw from the contest.

The last participant left in the competition wins. If a tie occurs, use the highest roll of a d20 to determine the victor. The winner of the contest is awarded a *decanter of endless water*.



STEVE ARGYLE

Brush with Divinity

The characters come across a god disguised as an ordinary traveler when they stop for the night. Roll a d4 to determine the traveler's appearance and divine identity:

1. The traveler is a broad-shouldered, dark-skinned human carrying a spear and shield—Iroas, disguised as a simple soldier.
2. The traveler is an aged, female human wearing a robe embroidered with serpent designs.
3. The "traveler" isn't a humanoid, but a wolf with leaf-green eyes.
4. The traveler is a stout, bearded, male human—the mortal disguise of Keranos.

If a character attacks the traveler, describe how they take the blow without flinching, then raise a glowing hand. The offending character must make a DC 25 Constitution saving throw. On a successful save, they are reduced to 0 hit points. On a failed save, they die. The traveler's form then turns to star-studded darkness and slowly fades away.

God of Victory

Iroas invites the characters to make camp with him and swap tales of past battles and exploits. Stoic but friendly, he listens intently to their stories and encourages them to always hold fast to their courage, even when the odds seem insurmountable. In the morning, he's gone, leaving behind a gleaming bronze token engraved with the image of a bull.

God of Affliction

Pharika welcomes the travelers to her campsite and offers them a libation from her kylix (a broad, shallow cup with black and gold designs). If the characters refuse, she merely shrugs, but they may later find themselves the subjects of her ire. If they accept and drink the tangy wine, she leaves behind a *potion of poison* when she departs before dawn.

God of the Hunt

In her wolfish guise, Nylea boldly pads into the characters' camp to sniff their food or lay by their fire. At your discretion, a druid, a ranger, or a character devoted to Nylea might awaken to find *bracers of archery* or a *longbow of warning* next to their bedroll.

God of Storms

Caught in an unexpected thunderstorm, the characters find shelter in the covered camp of the disguised Keranos. He invites them to keep him company and offers them a reward if they can solve a puzzle that's been troubling him:

Who walks at once in shadow and starlight,

Is mortal and yet divine,

A concept and yet a creature?

The answer (which Keranos knows perfectly well) is the Nyxborn. Let the players answer, or have the characters make a DC 12 Intelligence check. A character with the Nyxborn supernatural gift has advantage on this check.

If the characters answer correctly, Keranos nods solemnly and thanks them. He also gifts them with a clasp in the form of a dragon's skull.

There are no consequences for an incorrect answer, but if the characters answer flippantly or treat the riddle as a joke, Keranos flies into a rage, packs up his belongings, and storms off, leaving the characters in the worsening rain.

Dangerous Game

As the party travels through the forest, an injured rabbit comes hurtling toward them from the trees.

> A silky, red rabbit bounds out of the tree line and stops at your feet. It speaks in a shaky voice:
>
> "Please, please hide me. They're coming to kill me. I can lead you to treasure, give you gold, whatever you want. Please, just hide me now!"

This rabbit is Phormos, a hunter who angered Nylea by killing the beasts of the wood without her blessing. She transformed him into a rabbit and set a trio of **Setessan hoplites** (see chapter 6 of *Mythic Odysseys of Theros*) to hunt him.

The party has a couple of minutes to react before the hoplites arrive in pursuit. If the party concealed the rabbit, the hunters ask them if they've seen the beast, then quickly depart if the characters answer no. If the party haven't hidden the rabbit, the hoplites attack it (Phormos has 1 hit point remaining).

If the party protects the rabbit from the hoplites, Phormos thanks them profusely and can lead them to his cache nearby where he's stashed 200 gp, two *potions of healing*, and a *+1 longbow*.

If the party allows Phormos to live, worshipers of Nylea decrease their piety score by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*).

Hall of Statues

Deep in the forest, the characters discover an overgrown temple of Pharika. Olive trees lean on and twist around the temple's mossy pillars, and a stone altar, carved like writhing snakes, sits in the center of the flagstone floor. The temple is open to the sky, but the tangled vegetation makes the interior gloomy. Inside are six statues of warriors posed in various battle stances.

Living Statues

Three of the statues are alive. These creatures use the **gargoyle** stat block with the following modifications: they can't fly, and they attack with shortswords that deal slashing damage. The statues were bound to this place by an unknown creator, and attack anyone who enters. They attempt to surround their targets, closing in silently whenever the characters are looking elsewhere. A character spots them moving with a successful DC 20 Wisdom (Perception) check.

Altar. A stone bowl filled with rainwater rests on the altar. If the water is consumed by a follower of Pharika, it grants the benefits of a *potion of healing*. If consumed by a follower of Nylea, the water has no unnatural properties. To all other creatures, the water is toxic. Those who drink it must succeed on a DC 10 Constitution saving throw or suffer the effects of assassin's blood poison (see "Sample Poisons" in chapter 8 of the *Dungeon Master's Guide*).

Treasure. Each living statue has a gold symbol of Purphoros embedded in the sole of one of its feet, along with a maker's mark: a bull's head with one central eye. The three symbols can be prized out and are worth 40 gp each.

Komast's Cup

Last night, the characters were invited to, or caught up in, a night of good-natured dancing, feasting, and storytelling hosted by a traveling band of revelers led by Nerissa, a satyr dawngreet. As the merciless sun approaches its zenith, the characters, scattered across a field (and its trees and hedges), stir. Nearby, the party's animals and a friendly, but unfamiliar, donkey luxuriate in the sunshine, sporting new straw hats.

Memories creep back: Entertaining. Being entertained. Forfeits and prizes. A best reveler competition. A satyr called Nerissa. The "Komast's Cup." Falling asleep.

Ask the players if and how their characters reveled. Once everyone's answered, characters who reveled make a DC 15 ability check based on their answer. Err toward allowing unusual combinations of abilities and proficiencies, if it makes sense. Here are some examples:

- Body-painting—a Dexterity check using a disguise kit or painter's supplies
- Drinking games—a Constitution check using brewer's supplies or a gaming set
- Feast preparation—an Intelligence check using cook's utensils or an herbalism kit
- God/hero stories—a Charisma (History or Religion) check

On a success, the character who rolled highest realizes they're still cradling an amphora from last night. It's decorated with dancing satyrs and a reclining, female

satyr raising a toast. A label tied to the neck reads "See you in Skola Vale, champion—Nerissa." The amphora is the "Komast's Cup," an *alchemy jug* that can only produce beer, fresh water, honey, oil, or wine.

Characters who failed the ability check, or who didn't partake in the revel, had an early night. A kantharos (a deep, two-handled cup with a pedestal foot) filled with ice-cold water and a delicious board of fruits and stuffed vine leaves have been left for them to enjoy. The kantharos is a *tankard of sobriety* (see chapter 2 of *Xanathar's Guide to Everything*) decorated with satyric comedy masks that transform into tragedy masks when the tankard is empty.

Lightning Tower

A tall, pale tower rises from a forest clearing. Despite clear skies, bolts of lightning regularly strike the top of it. Inside, a staircase leads up to a single room. Roll a d4 to determine what's in the room:

1. A trapped storm elemental (an **air elemental** that deals lightning damage instead of bludgeoning damage with its attacks) which attacks anything on sight.
2. A friendly priest of Keranos named Megara (an **archdruid**—see appendix B) who becomes a patron and quest-giver for the party.
3. A glass case containing a *wand of lightning bolts* stands atop a stone podium. The wand can't regain charges and has 1 charge remaining. It turns to ashes when that charge is used.
4. A wizard's laboratory with an unconscious **mage** named Lykos lying on the ground. He was injured during a magical experiment with lightning rods. Lykos, who is deaf, is very grateful if the characters revive him and offers to help them however he can.

My Brother's Reaper

In the forest, a young woman named Ani (a neutral good, human **acolyte**) attempts to fight three **skeletons**. She cries out for assistance if the characters come within 20 feet. Even while under attack, Ani never strays far from the corpse of her brother, Nico, on whom she's cast *gentle repose*. His body lays under a piece of linen. If the characters help Ani dispatch the skeletons, she thanks the party and asks for their help with another task: performing burial rites for her brother.

Ani and her late brother are acolytes of Heliod. While traveling in the forest, they were ambushed by cultists of Erebos, God of the Dead; Nico was killed then cursed. As a result of the curse, his soul can't face Athreos, God of Passage, to be admitted into the Underworld. Ani wants to perform the proper burial rites so Nico can be measured by Athreos and laid to rest.

To do this, Ani must perform a ritual to remove the curse placed upon Nico's body but worries that she'll be attacked by skeletons again—more are imminent, and the frequent attacks have made it impossible for her to finish the task. Ani can perform the ritual while the characters fend off 1d4 **skeletons** or can help fight while the party performs the ritual on her behalf.

Casting *remove curse* on Nico will end the curse, but if no character can cast that spell, a ritual must be completed in its stead. She's already created a wreath of rosemary, sourced from the forest, which must be burned with *sacred flame* while speaking aloud the following words:

> A body to burn, ashes to keep,
> A bed of soil, eternal sleep,
> A life to offer, a soul to reap.

Upon performing the ritual, Nico's body glows golden and the effects of the curse and *gentle repose* are lifted. Characters who make a successful DC 14 Intelligence (Religion) check confirm that his soul has passed on.

Treasure. In exchange for the characters' help, Ani gives them a bundle of locally sourced herbs (dill and oregano) that, when steeped in hot water, has the effects of a *potion of healing*.



CHASE STONE

Night Runners

This encounter occurs at night. The characters encounter a group in the forest who call themselves the "Night Runners." Once a month, they participate in a contest of speed and skill, running through a deadly obstacle course they've built within this area of the forest. The party may enter the contest if they wish, but are told there's no prize other than glory in the eyes of Iroas.

Running the Gauntlet

The party competes against two other teams, with a score tally based on performance. (explained in "Tallying the Score" below). To succeed, the characters must run through a marked forest path rigged with various traps and obstacles. The contest isn't timed, but stopping to rest costs points. Spending more than 1 minute between each obstacle automatically disqualifies the characters from the contest.

The following is a list of hazards encountered along the marked path. These should be run in order. Unless otherwise stated, each check or save described in the hazards must be made by each participating character. The DC and damage taken in each obstacle can be adjusted at the DMs discretion to match a party's level. During this event, the DM should keep a tally of the characters' failed checks.

Pit Trap. A pile of brush hides a 10-foot-deep pit trap filled with sharp brambles. It can be avoided with a successful DC 13 Wisdom (Perception) check. Characters who fail the check must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. Climbing out of the pit requires a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Poisonous Thorns. A blanket of poisonous thorns and brambles is concealed within the foliage on the ground. It can be avoided with a successful DC 14 Wisdom (Survival) check. Characters who fail the check take 7 (2d6) piercing damage and must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.

Rushing Stream. A stream of rushing water cuts through here. A row of large rocks can be used to cross without falling in. Using the rocks requires a successful DC 14 Dexterity (Acrobatics) check. Wading through the stream requires a successful DC 14 Strength (Athletics) check. Characters who fail either check fall and are pushed into the rocks, taking 9 (2d8) bludgeoning damage.

Confusing Markings. The trees in this clearing bear marks for the course leading in four different directions. The markings are similar, though they vary slightly, with only one being the same as those already encountered before. Choosing the correct path requires a successful DC 15 Intelligence (Investigation) or Wisdom (Insight) check. This can be performed as a group check, but continue to tally any failed checks. On a failed check, the party follows a circular path and loses 30 seconds of time. Taking the wrong path three times disqualifies them from the event.

Letting the Dogs Out. Near the end of the course, roves a pack consisting of a **dire wolf** and 1d4 + 1 **wolves**. They can be outrun or eluded with a successful DC 14 group Strength (Athletics) or Wisdom (Survival) check. Regardless of success, keep track of the failed checks. On a failed check, the wolves reach and attack the party. Taking the additional time required to defeat the wolves doesn't disqualify the characters.

Tallying the Score

Should the party complete the course, they're scored in comparison to the other two teams. To calculate the party's score, divide the number of failed checks by the number of characters in the party (rounding down), then subtract that number from 10. If the party scored more than 5 points, they win the contest. Although they were told there was no prize besides winning, they're surprised with a reward of 100 gp.



MATHIAS KOLLROS

Paid in Bull

The characters are walking through a splendid forest when they hear a bovine bellowing ahead. Following the sound, they come to a sunlit meadow where a bull is being cruelly stung by an enormous gadfly. The bull leaps around in great pain but can do nothing to rid itself of its tormentor.

The gadfly is too small to be attacked with conventional weapons. Swatting it requires a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, the character takes 2 (1d4) bludgeoning damage from the bull, which is jumping and kicking in distress.

If the gadfly is swatted or otherwise struck, it transforms into an aggressive **griffon**. Once the griffon is slain, the bull changes back into its true form, the hunter Kastor. He thanks the characters profusely. With some persuasion, Kastor admits the truth—he was transformed into a bull and given a tormentor by the god Nylea, as punishment for hunting in the nearby forest, which is sacred. The characters are left to wonder if they've angered Nylea by freeing him.

Plow Tree

The characters come across an ancient plow blade embedded in a tall oak tree. If anyone touches the blade, the **ghost** of a man named Adrastos uses Possession on them. He was a farmer who was killed and cursed many years ago by a dryad named Niobe after he cut down several trees. A curse means his spirit can't leave the vicinity of the plow blade unless he successfully uses Possession on someone who touches the blade. A character can choose to fail their saving throw.

Adrastos takes the characters a few miles deeper into the forest where they come across the dryad Niobe, who is attended by 1d6 + 2 **satyrs**. Adrastos forces his character to attack, rightly believing that killing Niobe will lift the curse binding his spirit to the plow blade. If the characters manage to explain the situation to Niobe, she tells them a generous donation of 100 gp to a shrine of Nylea will also lift the curse.

Protoporos Practice

The characters meet Kalliaxos, a young Lagonna **centaur** who's traveling the world on his coming-of-age journey, or *protoporos*. The headstrong young centaur wants to become a *koletra*, a mighty warrior of the Lagonna people, and he's eager to study new martial techniques during his travels.

Kalliaxos invites the characters to a join him in an archery competition or a friendly sparring match; any weapons of their choosing, no spellcasting. He carries a longbow, a pike, a scimitar, and a spear, but he's happy to try out new weapons and learn from the characters' expertise. After practicing with any interested characters, Kalliaxos brings out a selection of trinkets he's gathered during his travels, which he offers for coin or trade:

- A small crystal orb that displays clouds, blue skies, lightning, snowflakes, or falling raindrops, predicting tomorrow's weather in its current location (15 gp).
- A bronze armband with an open eye engraved around a small raw sapphire, the symbol of Keranos (50 gp).
- A magically preserved poppy that can be used as a druidic focus (5 gp).
- A polished driftwood staff carved with wave motifs, dedicated to Thassa, which can be used as a spellcasting focus (10 gp).
- A set of studded leather armor, with the studs in the form of tiny eight-pointed stars in honor of Kruphix (60 gp).

At your discretion, a character who acquires an item associated with their god increases their piety score by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*).

Pygmechion

The characters come across a forest clearing with a pavilion set up with chairs and tables, and several dozen people and several automatons are in attendance. It's a wedding! The famous inventor Chryseos is marrying a magnificent bronze automaton she built named Tal. She invites the characters to watch the ceremony and join the wedding feast.

During the feast, Tal manages to have a private conversation with one of the characters. Tal didn't want to marry Chryseos but felt compelled to. The party must decide what to do. If things turn violent, Chryseos (a **noble**) has 1d4 fighting automatons (use the **animated armor** stat block) there to do her bidding.



MIN YUM



Satyr Revel

The characters come upon a group of 3d10 **satyr revelers** (see chapter 6 of *Mythic Odysseys of Theros*) enjoying a wild night of music, drinking, and dancing. If this encounter doesn't occur in Skola Vale, the satyrs are traveling wine merchants, celebrating after a big sale. The satyrs invite the characters to join in. Roll a d4 to determine the satyrs' motives for doing so:

1. The satyrs just want a good time. If any of the characters impress the group with a successful DC 15 Charisma (Performance) check to dance, sing, or otherwise entertain, the satyrs give them a fine bottle of aged wine worth 500 gp when the reveling is done.
2. The satyrs want to trick the characters into joining the Cult of Horns (see "Skola Vale" in chapter 3 of *Mythic Odysseys of Theros*).
3. The satyrs want to get the characters drunk and sacrifice them to Nylea as an offering for a good grape harvest during a *bakkeia* (see "Skola Vale" in chapter 3 of *Mythic Odysseys of Theros*).
4. An **eater of hope** (see chapter 6 of *Mythic Odysseys of Theros*) pursues the satyrs and wants to kill the hoofed humanoids for their joyful nature and revelry. The satyrs hope the characters can defend them from the joyless demon while they continue to revel.

Silver Fountain

In a forest clearing ahead is a three-tiered fountain of gleaming, white marble, engraved with nymphs, satyrs, and other sylvan elements. Instead of water, it spouts a thick, silver liquid, which is a particularly caustic type of quicksilver. The pool at the bottom of the fountain is 3 feet deep.

A *sword of vengeance* rests at the bottom of the pool. For every round spent searching the pool, a creature can make a DC 13 Wisdom (Perception) check, locating the sword on a success. Each round a creature is in contact with the quicksilver, it must succeed on a DC 13 Constitution saving throw or become poisoned. A poisoned creature can repeat the saving throw at the end of each hour, ending the effect on itself on a success.

They Might Be Giants

The characters are staying in small town when it comes under attack by 1d4 **giant goats**. With these taken care of, the town elders ask the characters to find out where the goats came from. Following their tracks leads to a grim forest with a very large game trail. As the characters follow the game trail, they're attacked by two **giant hyenas** and later on, by a **giant elk**. They eventually reach an area where all the flowers and trees are also gigantic.

Built into one of the great trees is a simple home, the residence of Chloros the **archdruid** (see appendix B). She's been experimenting with a powerful, new growth potion but didn't realize some of her test subjects had escaped the forest. She promises to put measures in place to ensure it doesn't happen again.

Too Many Heads

As the characters travel the wilderness after foiling the schemes of a god or their devout followers, they hear the angered god's voice whisper or shout on the wind as appropriate:

> No mortal shall foil my schemes and live to brag about it. Your heads are far too large for your tiny bodies. So, I've sent a monstrous servant with more than one head to make you pay.

Roll a d8 to determine which creature the characters face. Depending on the group's level, you may want to add more of the same type of creature to give the characters a challenge, or the encounter may turn into a chase as the characters face an insurmountable foe. In the latter case, use the chase rules from chapter 8 of the *Dungeon Master's Guide.*

1. **Amphisbaena** (see chapter 6 of *Mythic Odysseys of Theros*)
2. **Two-headed cerberus** (see chapter 6 of *Mythic Odysseys of Theros*)
3. **Underworld cerberus** (see chapter 6 of *Mythic Odysseys of Theros*)
4. Gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*)
5. **Chimera**
6. **Theran chimera** (see chapter 6 of *Mythic Odysseys of Theros*)
7. **Hydra**
8. **Ironscale hydra** (see chapter 6 of *Mythic Odysseys of Theros*)

ALEX HORLEY-ORLANDELLI

III

Mountain Encounters

The following encounters can occur in the mountains or foothills of Theros:

Mountain Encounters

d20	Encounter
1	Abandon Hope
2	Broken Hart
3	Chimera Attack!
4	Find the Fleece
5	Harpy Cliffs
6	Legendary Storm
7	Lost Little Bears
8	*Mirror of Klothys*
9	Ornithological Omens
10	Potions 7
11	Roc Around the Mountain
12	Shrine of the Dead
13	Swine and Wine
14	The Cyclops and the Fallen Star
15	The Forge
16	Up in Flames
17-18	What's in the Chest?
19-20	Zero to Hero

The encounter descriptions are presented in alphabetical order.

Abandon Hope

While the characters are traveling through the mountains, a man gallops past them on horseback. The horseman—a thief named Belamachus, who recently stole from a wealthy temple of Mogis—blazes through the winding mountain path, kicking up a thick cloud of dust behind him. A character who succeeds on a DC 15 Wisdom (Perception) check catches a glimpse of a wooden chest strapped to the back of his horse, spilling over with gold and jewelry.

Thief's Trail

The horseman is easy to track, requiring only a successful DC 5 Wisdom (Survival) check to follow the horse's path. Characters that follow the horseman's trail easily find a golden holy symbol of Mogis worth 25 gp in the path, covered by a light layer of dust. The path leads 300 feet further into the mountain pass, and then abruptly terminates at the mouth of a cave with intricate carvings of heroes and demons inscribed around it. Unbeknownst to the thief, and to the characters, this cave is a gate to the Underworld.

Mouth of the Beyond

Slumped dead in the mouth of the cave are the horseman and his mount, and stood before the cave's mouth is a gaunt, towering, armored man shrouded in the mountain's tall shadows. Characters with darkvision can see through this cowl of darkness to behold the figure's skeletal form. This warlike figure is a **phylaskia**, a fearsome guardian of the Underworld who brooks no mortal intrusion (see chapter 6 of *Mythic Odysseys of Theros*).

The phylaskia slew the thief who tried to hide in this cave, and refuses to allow any mortal to pass—even to plunder the thief's corpse. Characters that defeat the guardian can loot the thief's body, but there are other ways to pass this undying sentinel.

Options include deceiving the phylaskia with a successful DC 22 Charisma (Deception) check. A character with a classic tale, such as pretending to be a champion of the gods sent to complete a great labor in the Underworld, has advantage on this check. A character could also sneak past it by climbing above the cave's mouth and using a spell like *fly* or *spider climb* to slip above the sentinel's head—requiring a successful DC 17 Dexterity (Stealth) check.

Treasure

The thief Belamachus stole untold riches from a mighty temple of Mogis, God of Slaughter. This treasure could include an artifact or an item that begins a quest to oppose an army devoted to nothing but wanton slaughter to gain their god's favor. In addition to any story-related objects you place in this treasure horde, the characters also find golden jewelry with disturbing inscriptions worth 140 gp.



Broken Hart

While traveling a mountain region, the party spots a metallic flash in the sky as something crashes to the ground. If they investigate the crash, they find a prototype **burnished hart** with a damaged wing.

The hart is frightened but not hostile. Careful characters can approach the construct to assess the damage. The hart's wing can be repaired with a successful DC 15 Dexterity check using smith's tools or tinker's tools. If the party doesn't have access to suitable tools, the hart allows itself to be escorted to a temple of Purphoros for repairs.

When the hart's wing is repaired, it leaves the party and returns to Mount Velus to tell Purphoros of the heroes' kindness. Worshipers of Purphoros increase their piety scores by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*).

If the party attacks, traps, or ignores the hart, worshipers of Purphoros decrease their piety score by 1 instead.

Chimera Attack!

A hungry chimera searching for a new lair attacks the characters. The chimera fights until reduced to half its hit points then flees. This monstrosity might use the **chimera** stat block, the **Theran chimera** stat block from chapter 6 of *Mythic Odysseys of Theros*, or you can create your own using the tables in chapter 6 of *Mythic Odysseys of Theros*.

Find the Fleece

The characters cross paths with Herod and Tyna, chaotic good, human **scouts**, heading the opposite direction. The scouts tell the characters they were in the mountains looking for a creature covered in magnificent fleece. They hoped to find a rare Nyx-fleece ram, shear the creature, and use its fleece to make a magic garment. They wish the characters better luck and point them in the direction of the creature's tracks. Roll a d4 to determine the nature of the hunt:

1. A character who succeeds on a DC 15 Wisdom (Survival) check can lead the group to a **Nyx-fleece ram** (see chapter 6 of *Mythic Odysseys of Theros*). A character who succeeds on a DC 20 Wisdom (Animal Handling) check keeps the ram calm enough to be approached and sheared.
2. A character who succeeds on a DC 13 Intelligence (Nature) check knows the tracks were made by a lion, not a ram. A character who succeeds on a DC 15 Wisdom (Survival) check can lead the group to a **fleecemane lion** (see chapter 6 of *Mythic Odysseys of Theros*), which attacks them.
3. Herod and Tyna are actually chaotic evil thieves working with a **cyclops** named Kragmacles. They created the tracks, which lead to a hidden, 20-foot-deep pit trap (see "Traps" in chapter 5 of the *Dungeon Master's Guide*). When the characters discover the trap, Herod and Tyna jump out of hiding and yell, drawing the attention of the nearby cyclops as all three attack.
4. As option 1, but the ram is unusually large (use the **giant elk** stat block). It can produce enough fleece for two garments.

JAMES ZAPATA

Harpy Cliffs

The characters approach a cliff with a drop-off to hard rocks below. The bottom of the drop-off is 10 feet plus a number of feet equal to the characters' average level × 10. A character with a passive Wisdom (Perception) score of 13 or higher notices clean bones at the bottom of the cliff, and a character with a score of 15 or higher notices 2d4 **harpies** hiding among the rocks.

As the characters travel near the cliff's edge, the harpies fly up and use their Luring Song to tempt as many characters over the cliff as possible. When a character falls, the harpies descend, attacking, attempting to tear the creature to pieces. A harpy reduced to half its hit points flees.

Climbing the cliff without equipment requires a successful DC 15 Strength (Athletics) check. A character who fails this check by 10 or more falls off the cliff and takes at least 3 (1d6) bludgeoning damage.

Legendary Storm

The characters find themselves caught in a raging thunderstorm created by Keranos or Thassa. While the storm rages, creatures in the phenomenon have their vision lightly obscured and their speed halved, and have a 10 percent chance of being struck by lightning once every hour. A creature struck by lightning must make a DC 15 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

The characters or someone nearby has angered the deity who sent the storm, perhaps unknowingly. In order to calm the storm, the characters must offer the offender as a sacrifice to the god, or through prayer offer to undertake an adventure to repent (possibly on behalf of the offender).

Lost Little Bears

The characters meet a trio of orphans who are making their way through the mountains to the polis of Setessa. They know Setessa welcomes lost and orphaned children and offers them training, freedom, and a home of their own. The children are:

- Tevra, a nine-year-old, female minotaur who does most of the talking for the group.
- Akekos, a nine-year-old, male satyr who's adorned himself and his companions with wildflower crowns.
- Zosime, a ten-year-old, female human who maintains a tight grip on a quarterstaff taller than she is.

The characters can give them directions or supplies to help them on their way—but if they want to ensure the children survive the mountains' dangers and reach Setessa alive, they'd best guide the children to the polis themselves.

Mirror of Klothys

The characters are on a trail through the foothills when they hear a gentle, tinkling sound coming from a cave. Inside, a large, reflective, silvery surface is embedded in the surrounding rock.

Anyone who makes a successful DC 15 Intelligence (Religion) check recognizes this as the *Mirror of Klothys*, which shows future possibilities and can answer questions about your fate. If the check succeeds by 5 or more, they also know that a person should only ever ask a single question of the *Mirror*.

Anyone who gazes into the *Mirror* sees a collage of places and people, some familiar, some not. Asking a question yields a visual answer in the *Mirror*'s surface. The response is truthful but may be cryptic. It's also the most probable current outcome—character actions may be able to change that fate!

Asking a second question causes the *Mirror* to cloud over and then a figure emerges from its surface. Resembling one of the martial characters in the party, but older and tougher, the duplicate declares it's been sent from the future by Klothys to punish them for their insolence, and it attacks. Use the **gladiator** stat block, but describe their armor and weapons in terms that reflect the character being duplicated.

The *Mirror* vanishes by dawn the next day.



DANIEL IJUNGGREN

Ornithological Omens

The characters see an event that portends a future encounter. Roll a d4 to determine the omen and the eventual confrontation:

1. The characters see a flock of starlings mobbing an eagle. The next day, they come across a trio of **giant spiders** tormenting a captured **pegasus**.
2. An eagle carrying a writhing snake in its claws swoops across the path. After a few hours' travel, the characters are ambushed by a hungry **basilisk**.
3. The characters see a white-tailed hawk and a red-tailed hawk circling overhead. At the next crossroads, they meet two **bandit captains** in a tense standoff, each with five **bandits** behind them. The bandits are arguing over which of their groups has the right to collect a "toll" here.
4. Beside the road, the characters spot an owl devouring a one-eyed hare. A few hours later, they reach a meadow with a sleeping **cyclops**.

Potions 7

The characters come upon a forbidding cave. Inside is an abandoned alchemical laboratory. Much of the equipment has been destroyed, but there are a few tools and ingredients left.

Burned pages are scattered across the workbench, only a single legible sheet remains (give the players the handout in appendix A). There's a cauldron here, as well as enough ingredients to follow the recipe once.

The correct recipe is:

1. Kingswort (soaked)
2. Dragon heart (chopped)
3. Belladonna (bruised)
4. Manticore spikes (ground)

If the characters get the recipe right, they prepare a *potion of greater healing*. If they get it wrong, they brew a *potion of poison* instead.

Roc Around the Mountain

The characters notice a **roc** flying overhead. Roll a d4 to determine the encounter:

1. The roc carries Calion, a terrified and screaming, male **satyr**, in its talons. If he notices the characters, he screams for help. If the characters free him, Calion invites the characters to a nearby satyr revel.
2. The roc swoops low, threatening the characters, but never actually attacking them. The bird is an illusion created by Kaladesa, a neutral, female, human **priest** of Kruphix. Kaladesa maintains a hidden shrine at the mountain's peak, complete with a library of divine secrets she doesn't want others to know about.
3. The roc swoops down, attempting to grab one of the characters and bring it back to its nest to feed to its 1d4 young (use the **griffon** stat block).
4. The roc is thin and sickly. A Pharika-worshiping gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*) that lives at the top of the mountain infected the roc with sewer plague (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*). The ill creature's been flying over settlements, shedding diseased feathers and infecting people. The gorgon then travels down from the mountain, pedaling the cures she creates in her hideaway for as much as she can.

Shrine of the Dead

On a mountain trail, the characters come across an unmarked shrine built of neat granite blocks. Atop the shrine is a *+1 whip* with a golden handle and a long, black lash. Anyone who succeeds on a DC 12 Intelligence (Religion) check recalls such weapons are associated with Erebos, God of the Dead. This isn't Erebos's actual weapon, *Mastix*, but an item crafted for devotional purposes.

If the characters take the whip, roll a d4 to determine the long-term consequences:

1. Every evening at midnight, a **ghost** attacks the party, shrieking that they've made an enemy of death.
2. A prophet of Erebos finds the party and begins following them, insisting that they return what they stole.
3. Erebos himself appears a few days later and demands the party explain themselves.
4. Regular shadows within a 20-foot radius angle themselves toward the whip's bearer. The effect is subtle, but obviously supernatural once noticed. At the DM's discretion this may impact the bearer's dealings with NPCs.

Swine and Wine

The characters come upon a small, stone abode. Outside, a beautiful, female human sits at a loom weaving a magnificent tapestry. This is Ciria, a disguised **night hag** with the following modifications:

- She can cast *polymorph* as an innate spell three times a day.
- If she concentrates on *polymorph* for the full duration, the spell lasts until dispelled.

Roaming around her are a half dozen pigs (use the **boar** stat block), polymorphed explorers who angered Ciria in some way. Unlike other night hags, whose huts are within the Underworld, Ciria's cottage sits above a portal to the Underworld, and characters who cast *detect magic* identify a potent magical aura around Ciria and her home.

If the characters approach Ciria, she welcomes them to her home and offers to read their fortunes using the *augury* spell. Ciria performs the spell by pouring a bottle of red wine into a bowl and studying the surface. Characters can ask one question that she'll answer with the spell, at the DM's discretion.

If the characters anger Ciria, she transforms into her true night hag appearance and attempts to cast *polymorph* to transform the characters into pigs.

The Cyclops and the Fallen Star

The characters find a **cyclops** spearfishing by the edge of a clear pool at the base of a gully. The cyclops, Bakchos the Famished, is hunting an anglerfish which darts about in the water; the fish dodges each spear strike, causing the weary cyclops to roar in frustration.

The fish is a Nyxborn **naiad** (see chapter 6 of *Mythic Odysseys of Theros*) named Eluno—a scout of Thassa, cursed and transformed into piscine form by Erebos, for uncovering a subaqueous route to the Underworld. The fish is immune to all attacks which deal damage, cursed as it is to spend its life forever hunted, with no respite.

Large boulders at the top of the gully provide cover, so the characters can approach unnoticed with a successful DC 12 group Dexterity (Stealth) check. Bakchos lumbers around the bank of the 30-foot-diameter pool. Anyone who studies the anglerfish and succeeds on a DC 12 Intelligence (Nature) check discerns that it moves with unnatural speed, and its lure shines as bright as a star.

Cyclops. Convincing Bakchos to end his hunt requires a successful DC 18 Charisma (Persuasion) check, made with advantage if the promise of food is involved. If combat ensues and you feel the cyclops is too great a threat for your players, consider giving him between 1 and 4 levels of exhaustion.

Fishing. Catching the fish requires a successful DC 15 Dexterity (Sleight of Hand) check. If removed from the pool, the fish speaks, and explains her story in gasping breaths. She begs to be returned to the sea, as this will remove her curse. The fish must be carried in a water-filled container, but can survive out of water for 1 minute.

Reward. If the characters agree to Eluno's request, worshipers of Thassa increase their piety score by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*). However, it's unlikely this slight to Erebos will go unnoticed.

The Forge

On a sheltered mountain plateau, the characters discover a shrine to Purphoros: an iron anvil, surrounded by pools of lava which churn through fissures in the rock. Roll a d4 to determine the nature of this encounter:

1. A blacksmith, Halius (a neutral, male, human **thug**), toils under the watchful eye of Zelipea, his beloved **oread** (see chapter 6 of *Mythic Odysseys of Theros*). The nymph lures constructs here for smelting, and delights in watching Halius recast them into objects of her desire. Timo, an owllike **anvilwrought raptor**, (see chapter 6 of *Mythic Odysseys of Theros*), sits trapped in an iron birdcage nearby.
2. The anvil is worked by Gryllus, a neutral, male, human **Meletian hoplite** (see chapter 6 of *Mythic Odysseys of Theros*). He challenges travellers to combat, to claim their metal armor and weapons, which lie in piles around him. Gryllus has learned to use the anvil to channel arcane magic, and has forged a suit of **animated armor**, which lies hidden in one of the piles.
3. The flamespeaker Agarista, a chaotic evil, female, human **oracle** (see chapter 6 of *Mythic Odysseys of Theros*), imperiously holds court here. She's accompanied by the silent Kydilla (a neutral evil, female, human **berserker**). Pilgrimages made to the oracle are often one-way trips; if Agarista is unimpressed by a visitor, she orders Kydilla to submerge them in lava as an offering to Purphoros. A young apprentice smith, Linos (a neutral, male, human **commoner**), kneels before the oracle, beseeching her for help.
4. A skittish **pegasus** is trapped on the plateau, unable to fly with its scorched wings. A **fire elemental** lurks in the lava pools, attacking any creatures that near the shrine. The pegasus regains the use of its wings if magically healed, or after 24 hours.



CYNTHIA SHEPPARD



Up in Flames

While traveling in the mountains, the party experiences a sizeable tremor. A short time later, cries for help begin to come from a nearby mountainside.

A young, male human dressed in red-and-gold robes calls to the party:

> "Heroes, please, you must help! My master was communing with the fires in the cave when the mountain shook. She's trapped, please help me get her out."

The young man is Kasos, an apprentice Akroan flamespeaker (use the **mage** stat block). Kasos was ordered to wait outside by the master flamespeaker, a female human named Antheia, while she divined in the heart of the mountain. The recent tremor collapsed the cave entrance, and now Antheia is trapped inside the volcanic cave system.

Digging out the cave entrance requires a successful DC 14 group Strength (Athletics) check. If the characters assist, Kasos is grateful and promises that the priests of Purphoros would be happy to return their kindness in the future. He continues alone into the cave system to find his master unless the party volunteers to accompany him.

What's in the Chest?

The characters come across a small wooden chest. It's made of oak, has brass edge clamps, and is kept shut by a hasp and a draw bolt. A simple, black meander pattern decorates the rim of each face and DANGER! is scrawled in charcoal across the front.

If the characters throw open the lid, roll a d4 to determine what it contains:

1. *Boots of striding and springing*.
2. 250 gp worth of coins from an ancient kingdom.
3. A belt made of manticore leather with four silver vials attached. Two vials are empty, one contains a *potion of healing*, and one contains a *potion of fire breath*.
4. A **shadow demon** emerges crying, "Free at last!" It immediately flees and, assuming it escapes, the characters hear reports of the terror it inflicts on nearby towns over the coming months.

Zero to Hero

While traveling a mountainous region, screams suddenly fill the air:

> High-pitched shrieking grows in volume as a boy no older than fourteen scrambles down the rocky hillside. He wears an ill-fitted helmet and carries an antique sword. As he continues to flee, a gigantic, white-maned lion crests the ridge.

The boy is Sinon, a villager from a nearby farm who decided to prove he was ready to be a hero by tracking and slaying a **fleecemane lion** (see chapter 6 of *Mythic Odysseys of Theros*). Predictably, the lion proved too fearsome for Sinon, who now runs toward home to escape.

If the lion isn't stopped, it pursues Sinon back to his home and decimates the boy's entire family.

If the party intervenes on Sinon's behalf, the boy is awestruck by their power and asks if he can journey with them to learn how to be a true hero.

SLAWOMIR MANIAK

IV

Watery Encounters

The following encounters can occur in water-related regions of Theros, such as the coast, islands, the sea, or swamps:

Watery Encounters

d20	Encounter
1	Approaching Vessel
2	Bad Trip
3	Birds of a Feather
4	Clash of the Titans
5	Fantastic Island
6	Good Omens
7	Hoplites vs. Hydra
8	Maelstrom in the Bay
9	Ocean's Caprice
10	Off to the Races
11	Reef Ruin
12	School of Behemoths
13	Sunken Tomb
14	The Lampad's Plight
15-16	Triton Approach
17-18	Waters of Dawn
19-20	Wine-Dark Demise

The encounter descriptions are presented in alphabetical order.

Approaching Vessel

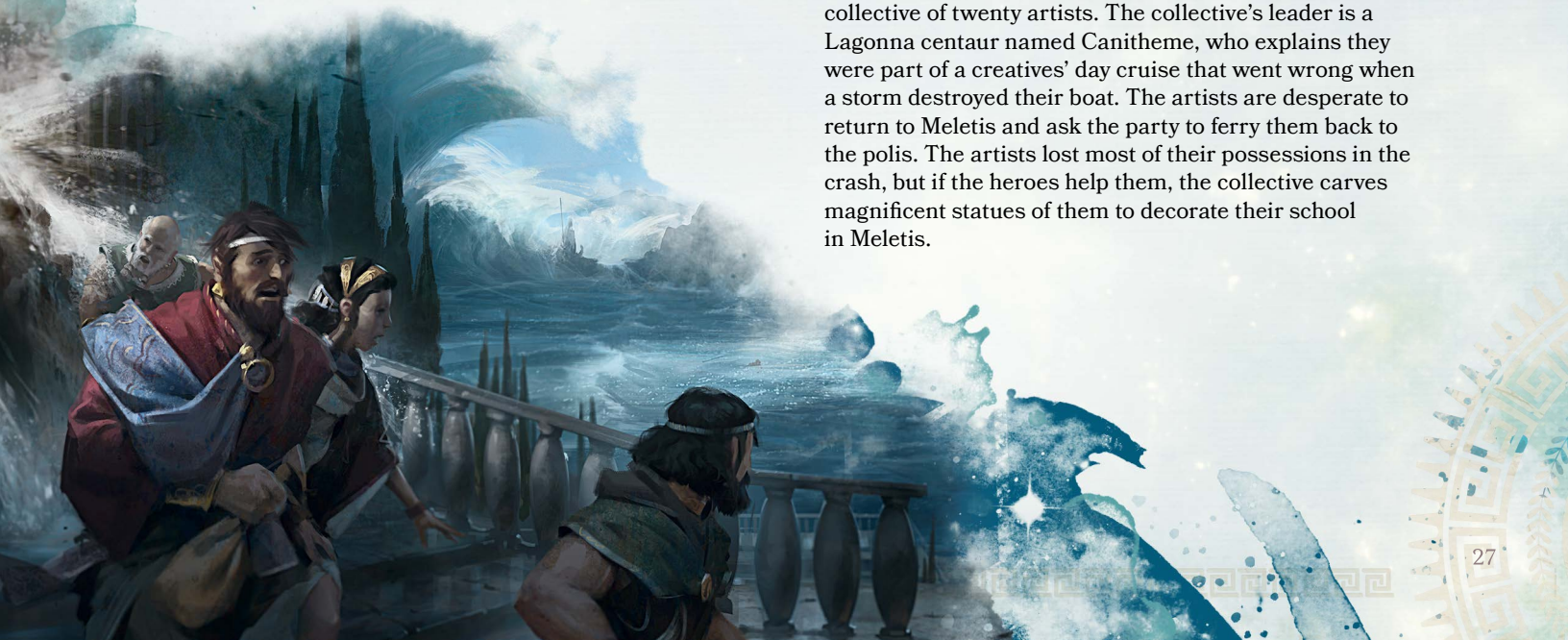
As the characters sail the sea, another vessel approaches them. Roll a d4 to determine the creatures aboard the vessel:

1. A ship of Mogis-worshiping pirates or marauders with a crew of your choice: 2d10 **bandits** with a **bandit captain** leader or 2d10 **cult fanatics** with a **cult fanatic** leader.
2. A merchant ship crewed by 3d10 **commoners** with a **veteran** leader. This group wants to trade with the characters or needs help with an aquatic monster pursuing them.
3. A ship crewed by 2d4 **Meletian hoplites** (see chapter 6 of *Mythic Odysseys of Theros*) with a **gladiator** leader. This group has angered Thassa and the ocean currents keep changing around their vessel so they can't return home. They beg the characters for help, though providing aid could make the characters the targets of Thassa's ire.
4. The vessel is a shipwreck on the back of an approaching **dragon turtle**. The dragon turtle demands the characters give it treasure worth at least 1,000 gp. If the characters don't, the dragon turtle attacks.

Bad Trip

While sailing the seas, the party spots a wooden structure in the distance. If they sail closer, they see it's a giant statue of Ephara, built from driftwood.

If the characters land on the island, they're met by a collective of twenty artists. The collective's leader is a Lagonna centaur named Canitheme, who explains they were part of a creatives' day cruise that went wrong when a storm destroyed their boat. The artists are desperate to return to Meletis and ask the party to ferry them back to the polis. The artists lost most of their possessions in the crash, but if the heroes help them, the collective carves magnificent statues of them to decorate their school in Meletis.



SLAWOMIR MANIAK

Birds of a Feather

While exploring the coast, characters who make a successful DC 13 Wisdom (Perception) check hear the sounds of shouting and fighting and see two **harpies** fighting an Alamon stratian of 1d6 + 1 **soldiers** (see appendix B) from Akros who are tasked with guarding the coastline. The stratian is led by a soldier named Tereus. He wears armor made of the bodies of harpies he's killed before, a cuirass comprised of bones, talons, and feathers.

The harpies are sisters named Philomela and Procne, and they're the last remaining members of their clan, which Tereus hunts for sport.

If the characters approach the encounter, Tereus calls out to them:

> "Please, help us fend off these beasts!"

Philomela counters with:

> "We aren't beasts! These men killed our clan, we just want to be left alone!"

The characters can choose to take a side and help or leave the warring figures to their fight.

Treasure. If the characters help the harpies, the sisters give them a *Quaal's feather token (bird)*. If the characters help Tereus and his soldiers, he gives the party a *two-birds sling*.

Clash of the Titans

As the characters travel the sea, they are caught up in a battle between two massive monsters. The characters need to avoid becoming collateral damage or involve themselves in the battle. Roll 1d3 to determine the nature of the encounter. These creatures flee the battle when reduced to half their hit points:

1. **Tromokratis** (see chapter 6 of *Mythic Odysseys of Theros*) is wrapped up in a battle with **Polukranos** (see chapter 6 of *Mythic Odysseys of Theros*). The kraken knows Polukranos's appearance is an ill omen of destruction. If the characters aid Tromokratis, the kraken thanks one of them with a blessing of your choice (see chapter 7 of the *Dungeon Master's Guide*). What the hydra's appearance heralds is up to you, but Tromokratis may know something about it.
2. **Hythonia the Cruel** (see chapter 6 of *Mythic Odysseys of Theros*) battles a **dragon turtle**. The dragon turtle dragged the gorgon out of her nearby island lair to battle in the waves so it can claim her treasure hoard. If the characters help the dragon turtle, it rewards them with a rare magic item of your choice. If the characters aid Hythonia, she rewards them with a divine secret of your choice.
3. Taranus, a male blue dragon (use the **adult bronze dragon** stat block), and Elriona, a female **storm giant**, battle over a shipwreck they both found while hunting for treasure. A character who makes a successful DC 18 Charisma (Persuasion) check as an action convinces both to stop fighting and talk through their differences, and to split the treasure. If the characters help either creature, that creature splits the treasure from the shipwreck with the creatures: art, coins, and gems worth a total of 5,000 gp.

Fantastic Island

As the characters sail through the sea, roll a d4 to determine which island they encounter:

1. This icy island is the prison of a blue dragon who dared challenge Keranos for the title "Lord of Storms". Keranos froze the dragon and her treasure hoard in an iceberg that never melts. Frostalas (use the **ancient white dragon** stat block), was transformed by her punishment, her inner storm replaced with deadly rime. Frostalas can still speak from within the ice, and offers the characters treasure if they can free her.
2. This jungle island contains a secret passage to the Underworld. Selaca, an **abhorrent overlord** (see chapter 6 of *Mythic Odysseys of Theros*), rules the island, capturing any Returned that come through the passage and forcing them to join her growing army. Alatos, a **Returned drifter** (see chapter 6 of *Mythic Odysseys of Theros*), manages to escape Selaca's grasp as the characters pass and asks them to help liberate her friends.
3. This small volcanic island is home to Avira, a reclusive, neutral, female centaur. Avira, supposedly an **oracle** (see chapter 6 of *Mythic Odysseys of Theros*) of Klothys, dwells in its volcanic caves, inhaling the gases while making predictions. At your discretion, Avira is actually a priest of Phenax who enjoys making false predictions that lead adventurers into mischief.
4. This high, stony island appears on foggy nights and is home to numerous sirens (use the **harpy** variant in chapter 6 of *Mythic Odysseys of Theros*). The monsters have a hoard of treasures beyond compare due to the number of ships they've lured onto the rocks.

Good Omens

As the party travels the coast, they spot two priests arguing and pointing at the ocean. If the characters approach them, they learn one is a cleric of Thassa, and one is a cleric of Keranos. The pair recently witnessed a spectacular omen and are arguing over which god sent it.

The priests ask the party to settle the issue, and describe the omen that took place:

> "Rain without clouds fell from the sky and made a musical rhythm as it fell upon the waves. Then great, golden dolphins wrapped in leaves leapt from the waters to dance among its notes."

The characters can make a case for Thassa, for Keranos, or for any other god. When the characters have made their arguments, the clerics accept their answer and wish the party well.

Characters who participated in the debate and made a case for the god they worship increase their piety score by 1 (see "Piety" in chapter 2 of *Mythic Odysseys of Theros*).

Hoplites vs. Hydra

While approaching a lake, a swamp, or a beach, the characters hear shouts and bestial roars from where a unit of five **Setessan hoplites** (see chapter 6 of *Mythic Odysseys of Theros*) fights a **hydra**.

> You see a group of soldiers kneeling on the shore, holding arrows on taut bowstrings. Moments later, a scaled head on a long neck—followed by another, and another, and another—emerges from the water to grab one of the soldiers around the waist, lifting their thrashing body high in the air.

If the characters are 4th level or lower, the **hydra** only has 86 hit points remaining. If the characters are 7th level or higher, add multiple hydras or use the **ironscale hydra** stat block from chapter 6 of *Mythic Odysseys of Theros*. Reduce the creatures' hit points as necessary to provide an appropriate challenge for the characters.

If the characters help the hoplites fight the hydra and three or more hoplites survive the battle, they give the characters a bronze brooch in the shape of a leaping fox and tell them to visit Bassara Tower if they ever need help.

Maelstrom in the Bay

The characters are exploring the poleis of Meletis when screams and bells start echoing from the vicinity of the large, protected bay. As the characters near the bay, they see the masts of several ships bucking wildly in the sky, as if being tossed about by large waves. A kraken free of its sea lock has managed to breach the harbor walls and is pulling ships beneath the surface and ripping them asunder! As the army is occupied with ensuring the safety of the citizens, the character's help dispatching the kraken is welcomed by the captain of the regiment on site.

The kraken has been spotted breaching the surface of the water out near the center of the bay. A small boat is available to be taken out, but the captain warns the characters that they'll likely be pulled under if they take that option. The characters must figure out how to reach the kraken and how to either overpower it or get it to leave the bay.

Ocean's Caprice

The characters experience an unusual phenomenon while at sea. Roll a d4 to determine the challenge they face and what check they must make to overcome it. On a failed check, the characters' vessel is pulled off course, increasing their travel time by 1d10 days. Choose another aquatic encounter to take place during the additional travel time:

1. A whirlpool opens in the waves ahead, its swirling waters sucking at the ship's bow. The characters must make a DC 14 group Strength (Athletics) check to help the ship's crew maneuver to safety.
2. A thunderstorm rages at night as the starry figures of Thassa and Keranos battle in the sky above. The characters must make a DC 14 group ability check using the skills or tools of their choice to navigate safely through the storm.
3. A powerful wind starts to blow the characters' vessel sharply off course. A character who makes a successful DC 14 Intelligence check using water vehicles can expertly steer the ship through the gusts. A character who offers a prayer to Thassa along with a successful DC 14 Charisma check convinces the god to grant them a moment of her favor and change the winds. A character can gain advantage on this check by sacrificing an object worth at least 25 gp to the ocean's depths.



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4. A sphere of ghostly flame dances along the ship's rigging, spooking the ship's crew, who begin arguing about what this omen could mean for their voyage. A character who makes a successful DC 14 Charisma (Persuasion) check convinces the sailors to focus their efforts once again, and a character who makes a successful DC 14 Intelligence (Arcana or Religion) check can offer a reasonable explanation for the strange phenomenon.

Off to the Races

As the party travels the coast, they spot a group of humans and tritons clustered around a makeshift dock. If the characters draw nearer, a woman spots them and runs over to speak with them:

> "Hail, travelers! Are any among you skilled at riding? There's gold in it for you, if you can help me out."

The woman is Phoebe, an aquatic animal trainer from Natumbria. Phoebe has trained a trio of **hippocamps** (see chapter 6 of *Mythic Odysseys of Theros*) and planned a race to showcase them to potential triton buyers. The tritons have arrived, but one of her jockeys didn't show up, and she needs someone to race their hippocamp.

If any of the characters agree to help, Phoebe is delighted and introduces them to Bubbles the hippocamp. The race begins shortly after.

Three riders participate, and the winner is the first rider to make it to the floating buoy 300 feet out to sea then back to shore. Have each hippocamp roll initiative at the start of the race. Each round, the riders can make a DC 14 Wisdom (Animal Handling) check. On a success, the hippocamp can use the Dash action that turn. On a failure, the hippocamp only swims 50 feet.

Whether Bubbles wins or loses the race, Phoebe rewards the rider with 200 gp for helping her out.

Reef Ruin

A hundred feet from shore, a broken, partially submerged tower stands atop a reef. Swimming out to it through the surf requires a successful DC 12 Strength (Athletics) check. On a failure, a character gains 1 level of exhaustion and must repeat the check or return to the beach. A character that fails the check by 5 or more takes 3 (1d6) slashing damage from the reef.

Inside the tower is a *bag of holding* filled with coins, mostly copper and silver, worth a total of 193 gp. Roll a d4 to determine what's guarding the bag:

1. A **sea hag** disguised as a shipwreck survivor.
2. A **giant constrictor snake** hidden amongst the rubble.
3. A bronze automaton (use the **animated armor** stat block).
4. A group of 1d6 + 1 **merfolk**.

School of Behemoths

As the characters travel the sea, a group of enormous aquatic creatures approaches them. Roll a d4 to determine the nature of this group:

1. A group of 1d4 + 1 **storm giants** move through the sea, hunting a pod of **killer whales** for their next meal. The giants' presence causes heavy sea swells and harsh winds. All ability checks related to swimming, sailing, and navigation are made with disadvantage. If the characters hinder the giants, the giants attack them. If the characters help the giants, the giants grant them a charm of your choice (see chapter 7 of the *Dungeon Master's Guide*).
2. A group of 1d6 + 2 **plesiosauruses** attacks the characters.
3. A group of 2d4 **giant sharks** attacks the characters.
4. A group of 2d10 **hippocamps** (see chapter 6 of *Mythic Odysseys of Theros*) plays in the waves. Making a successful DC 15 Wisdom (Animal Handling) check convinces a hippocamp to serve as a character's mount for 1d10 days. Failing this check causes the hippocamps to attack.

Sunken Tomb

The characters hear rumors of sunken ruins in a mire near the southern coast. It's said to hold a crossing into the Underworld. The building is only half sunken into the marsh, but the entrance is located beneath the surface.

Reaching the Entrance. The entrance can be reached in 2 minutes by succeeding on a DC 13 Strength (Athletics) check. Each failed check adds a minute of time. Characters that can't breathe water face the possibility of suffocating (see chapter 8 of the *Player's Handbook*). There's also a 10 percent chance that the characters encounter 1d2 **shambling mounds** that dwell at the bottom of the marsh.

Within the Tomb. The tomb once enshrined the body of a forgotten tyrant who cheated their way out from the Underworld. Roll a d4 to determine which denizens guard the tomb:

1. Two **night hags**
2. Two **spined devils** and an **eater of hope** (see chapter 6 of *Mythic Odysseys of Theros*)
3. A **wraith** and an **Underworld cerberus** (see chapter 6 of *Mythic Odysseys of Theros*)
4. A pair of **two-headed cerberi** (see chapter 6 of *Mythic Odysseys of Theros*) and a **phylaskia** (see chapter 6 of *Mythic Odysseys of Theros*)

The Lampad's Plight

Hidden in this desolate region of black slate, where a small river joins the Tartyx, lies an entrance to the Underworld. As the entrance's exact location changes with every seeker, travelers must follow the river there, from idyllic source to sepulchral mouth.

By design or by chance, the characters pass near the valley where the river begins. Although devoid of life, its stark beauty provides a welcome respite from the bleak surroundings. It's also the only source of fresh water for miles: an energetic spring feeds the series of long, deep pools along the valley floor.

Suddenly, the crunch of slate underfoot is overwhelmed by screeching, liquid roars, punctuated with defiant shouts and scattering rocks, from deeper in the valley. There, between shaky reassurances and fear-sharpened curses, Melaina (a female **lampad**—see chapter 6 of *Mythic*

Odysseys of Theros), who's hobbled by an injured ankle, drags her unconscious lover Iokaste (a female **naiad**—see chapter 6 of *Mythic Odysseys of Theros*) away from the eellike **Nyxborn water serpent** (see appendix B) menacing them. Use the following to guide your portrayal of the Nyxborn serpent:

Motivation. Erebos ordered the Nyxborn serpent to devastate Melaina's life, starting with her lover Iokaste. This is Melaina's punishment for failing to stop a hero and their lover escaping the Underworld.

Tactics. The nymphs won't get far, so the Nyxborn focuses on eliminating the would-be heroes first. It makes copious use of defensive spellcasting and its swim speed to shift the odds in its favor.

Parley. Characters fluent in Primordial can understand the Nyxborn's screeching taunts, but it refuses to cease hostilities unless the characters prove willing to enact Erebos's will.

Quote. "*Your naiad's life is forfeit, Melaina. And Erebos will have his due.*"

If the nymphs survive, Melaina is reticent when questioned about the Nyxborn's attack. "Not all punishments are just, mortal" is all she shares on the matter. Iokaste, unaware of Melaina's "crime" and rattled by her near-death experience, takes comfort in Melaina's embrace.

Triton Approach

Meleesa, a female triton, approaches the characters. Roll a d4 to determine her nature:

1. Meleesa is a **triton shorestalker** (see chapter 6 of *Mythic Odysseys of Theros*), determined to kill the characters for an offense against the sea (likely one they don't know they committed, like fishing in Meleesa's waters).
2. Meleesa is a **triton shorestalker** (see chapter 6 of *Mythic Odysseys of Theros*) who doesn't take kindly to surface-dwelling humanoids traveling near her home. She acts in a friendly manner, but a successful DC 13 Wisdom (Insight) check reveals that she's trying to stall the characters until 1d4 triton shorestalkers arrive to help her kill the party.
3. Meleesa is a **triton master of waves** (see chapter 6 of *Mythic Odysseys of Theros*). She tells the characters they're sailing in her waters and must make a sacrifice to Thassa by throwing something of value into the sea. If the characters don't throw items worth a total of 50 gp into the waters, Meleesa attacks.
4. Meleesa is a **triton master of waves** (see chapter 6 of *Mythic Odysseys of Theros*) with a problem. A **hydra** is terrorizing her community. She begs the characters to help her hunt and destroy the creature.



KARL KOPINSKI



Waters of Dawn

The characters are approached by Baree, a local sailor (use the **commoner** stat block) in search of a cure for their spouse who suffers from a deadly, unnatural affliction. Baree's heard of a small healing pool located on a remote landmass west of Neolantin called Dawnlight Island, and believes the path and the pool itself are likely guarded by denizens more dangerous than the sailor can handle alone. Baree offers to show the party the location of the pool in exchange for providing escort and protection.

The journey to the island can be as eventful as you wish (if you have the *Ghosts of Saltmarsh* supplement, consider using hazards such as a storm of Ghost Fog).

The island is a half-mile stretch of wooded land, with a shrine to Pharika located in the center. A group of 1d4 sirens (use the **harpy** variant in chapter 6 of *Mythic Odysseys of Theros*) reside in the trees near the island's shore, and attempt to lure the party during their journey to the shrine.

Reaching the Shrine. The shrine is a cluster of ruined walls and columns in front of an entrance into a raised hillside. The area around the small, columned building is littered with vine-covered stone statues, victims of the gorgon (use the **medusa** variant in chapter 6 of *Mythic Odysseys of Theros*) that resides here. When the party moves within 20 feet the cavern entrance, 2d4 **vine blights** leap from the statues to attack the party. One round after combat begins, the gorgon attempts to ambush the characters.

The Healing Pool. Baree gathers some of the healing waters, thanking the party for their help. Characters who drink water from the pool gain the benefit of a *potion of superior healing* that also cures any disease. A character can only benefit from the water's properties once every 24 hours. Water taken from the pool loses its magical properties after 48 hours.

Wine-Dark Demise

On a reef, just a half mile out from one of the Siren Sea's rock-strewn coasts, sits the wreck of a grand trireme. The characters pass by the wreck during their travels. They may have even heard rumors of the wreck's existence—and the treasure it contains—in the last town or polis they passed through. Roll a d4 to determine the name of the ship:

1. *Typhon's Nemesis*
2. *Swift Naiad*
3. *Nyx-Strider*
4. *Bejeweled Hippocamp*

Rumors of the ship's long-lost treasure abound, as have rumors of how the ship was wrecked. Roll a d4 to determine the rumors surrounding the wrecked ship. If you want this rumor to be false, you can roll a d4 again when the characters board the wrecked ship to determine which monsters and treasure are actually on board:

1. The ship is filled with silver plundered from an uncharted island, and it was run aground by triton pirates. (Silver coins worth a total of 75 gp guarded by three **triton shorestalkers** riding **hippocamp** mounts—see chapter 6 of *Mythic Odysseys of Theros*.)
2. The ship sacked a temple of Athreos and stole countless golden idols. As punishment for their hubris, they were lured to disaster by a group of sirens. (Golden idols of Athreos worth 75 gp guarded by six sirens—use the **harpy** variant in chapter 6 of *Mythic Odysseys of Theros*.)
3. The ship found a sunken ruin filled with electrum coins, but later disturbed a group of naiads who then sank their vessel. (Electrum coins worth a total of 75 gp guarded by four **naiads**—see chapter 6 of *Mythic Odysseys of Theros*.)
4. The ship attacked and assailed another vessel and stole a strange idol, which released a demon onto their ship and killed everyone aboard. (A platinum-plated idol of an eater of hope worth 75 gp, guarded by the **eater of hope** sealed inside the idol—see chapter 6 of *Mythic Odysseys of Theros*.)

CHRIS RAHN

Appendix A: Player Handout

My dear Kassiopeia,

It was delightful to hear from you again and I hope you're finding your seclusion as productive as you hoped it'd be. Things are well with me.

Regarding the potion of greater healing, I've had a look but can't seem to find the recipe anywhere. However, I'll tell you what I can remember of it and I'm sure you'll be able to piece the whole thing together.

Your friend,
Polymnia

Potion of Greater Healing Recipe

This potion has four ingredients, and all must be placed into a cauldron of boiling water in the correct order. One of the ingredients must be ground, one chopped, one bruised, and one soaked in cold water first.

Here's what I recall:

1. *Belladonna goes into the cauldron either last or second last, I don't remember.*
2. *The dragon heart must be chopped.*
3. *I'm sure Kingswort goes into the cauldron first.*
4. *The third ingredient has to be either soaked or bruised, I can't remember which.*
5. *The manticore spikes go into the cauldron sometime after the dragon heart.*
6. *The dragon heart must go into the cauldron immediately after whatever the soaked ingredient is.*
7. *The manticore spikes must be ground up.*

Appendix B: Creature Statistics

Archdruid

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9
Skills Medicine +9, Nature +5, Perception +9
Senses passive Perception 19
Languages Druidic plus any two languages
Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*
1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*
2nd level (3 slots): *animal messenger, beast sense, hold person*
3rd level (3 slots): *conjure animals, meld into stone, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment fall to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of its new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

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

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

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

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 9 (5,000 XP)

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

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

Actions

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

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2
Skills Arcana +5, History +5
Senses passive Perception 10
Languages any four languages
Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, minor illusion, poison spray*
1st level (4 slots): *color spray,* disguise self,* mage armor, magic missile*
2nd level (3 slots): *invisibility,* mirror image,* phantasmal force**
3rd level (3 slots): *major image,* phantom steed**
4th level (1 slot): *phantasmal killer**
* Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

RAYMOND SWANLAND

Nyxborn Water Serpent

Large elemental, neutral evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 10 ft., swim 40.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+1)	16 (+3)	9 (–1)

Senses darkvision 60 ft., passive Perception 13
Languages Primordial
Challenge 4 (1,100 XP)

Amphibious. The Nyxborn can breathe air and water.

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

Cantrips (at will): *minor illusion, ray of frost, shocking grasp*
1st level (4 slots): *create or destroy water, fog cloud, thunderwave*
2nd level (3 slots): *hold person, mirror image, misty step*
3rd level (3 slots): *dispel magic, lightning bolt* (see "Actions" below), *sleet storm*

Starlight Form. The Nyxborn glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Grasping Strike. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, the Nyxborn can pull it up to 10 feet closer.

Lightning Bolt (3rd-Level Spell; Requires a Spell Slot). The Nyxborn unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Soldier

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +3, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Swashbuckler

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

Armor Class 17 (leather armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

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

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

Actions

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

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

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