

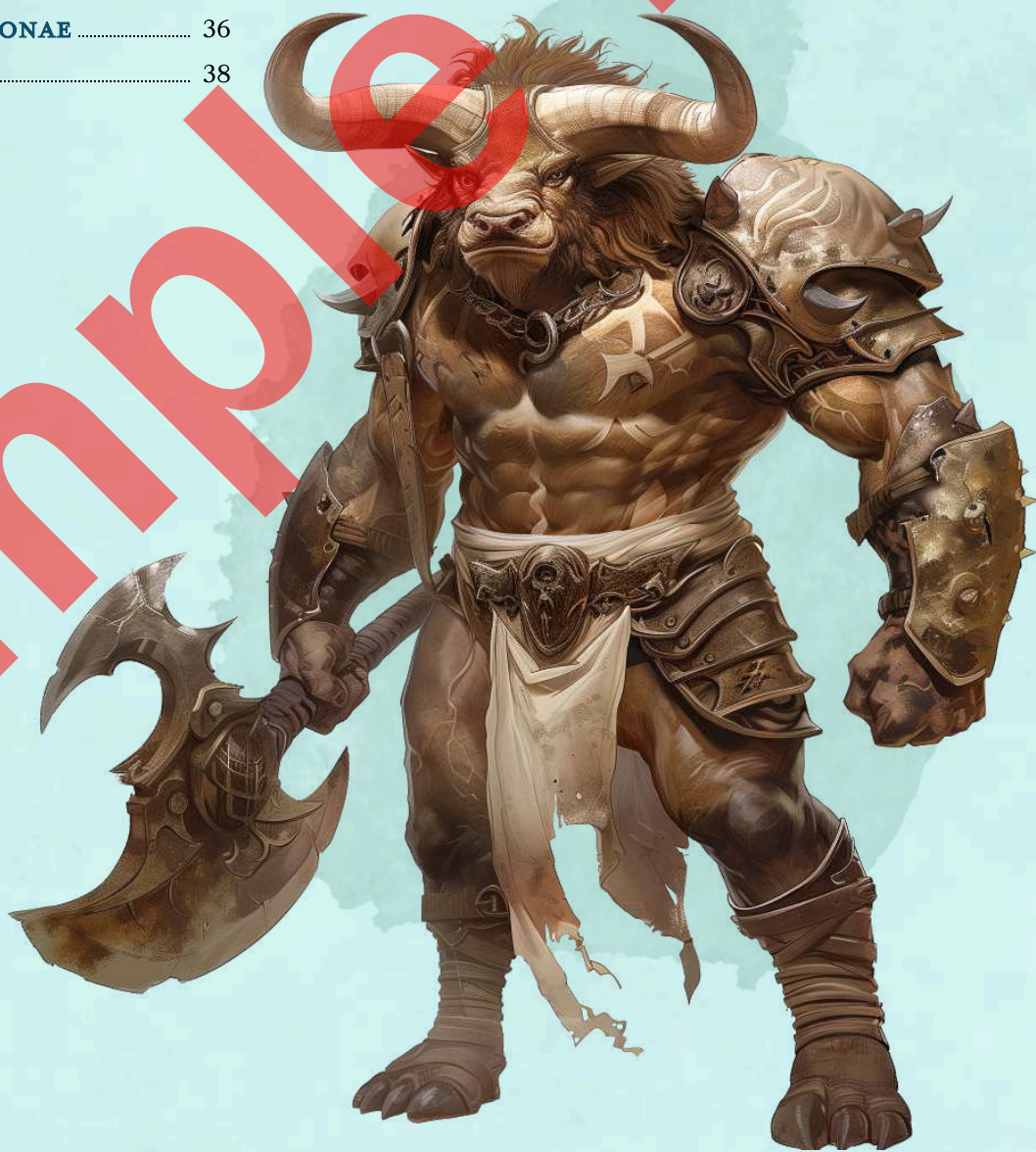
MYTHIC MAYHEM

A MULTI-TIERED ONE-SHOT ADVENTURE



TABLE OF CONTENTS

ADVENTURE OVERVIEW	4
PREMISE	4
THE PARTY'S INVOLVEMENT	5
THE PATH AHEAD	7
CAVE ENTRANCE	7
WHISPERING HOLLOWS TUNNEL	8
THE VERDANT POND	9
CONCLUSION AND AFTERMATH	11
LOOT AND TREASURES	12
RETURN TO CAMELOT	13
AFTERWORD	13
APPENDIX A: CREATURES AND MONSTERS	14
APPENDIX B: MAPS	32
APPENDIX C: DRAMATIS PERSONAE	36
APPENDIX D: TOKENS	38



ADVENTURE OVERVIEW

This one-shot adventure is designed as a multi-tiered experience, suitable for groups at varying levels of play, meant to last between 3 to 5 hours. Each tier is scaled to provide a challenging and engaging experience for parties within specific level ranges, making the adventure adaptable to different stages of character power level. The structure of the adventure allows for seamless integration into any existing campaign setting, offering both a self-contained narrative and opportunities for broader campaign integration.

TIERED STRUCTURE

- **Tier 1:** Designed for 3-6 characters of levels 5-6.
- **Tier 2:** Suitable for 3-6 characters of levels 10-11.
- **Tier 3:** Appropriate for 3-6 characters of levels 15-16.

CHARACTER EQUIPMENT BY TIER

- **Tier 1 Characters** possess 2 Uncommon and 1 Rare magic item each.
- **Tier 2 Characters** are equipped with 2 Rare and 1 Very Rare item each.
- **Tier 3 Characters** carry 2 Very Rare and 1 Legendary item each.

INTEGRATION INTO EXISTING CAMPAIGNS

"Mythic Mayhem" can be easily integrated into any campaign setting, whether it's a high fantasy world steeped in magic and ancient lore, or a more grounded, dark fantasy realm. The adventure's premise - a mysterious portal unleashing creatures from myth into the world - can even serve as a significant plot event that can be tailored to fit the narrative threads of an ongoing campaign, possibly opening future plot points as detailed in the "Conclusion and Aftermath" section. While the adventure provides a specific scenario involving the cult known as The Forbidden Order and the deceptive machinations of Loki, these elements can be customized to match the themes and existing story arcs of your campaign. Names and specific details provided within the adventure narrative can be altered to better fit the setting in which it is played, ensuring that the adventure feels integral to the ongoing story.

ADVENTURE STRUCTURE

This one-shot adventure is structured to provide a balanced mix of role-playing and combat, while focusing more on the latter. Here's a breakdown of the adventure structure:

1. **Call to Action:** The adventure begins with the party summoned by the legendary wizard Merlin or another NPC of your choice.

2. **Combat Encounters on the way to the Portal:** As the party journeys towards the portal, they will face two distinct combat encounters.
3. **Epic Combat Encounter at the Portal:** The climax of the adventure occurs at the portal itself, structured as an epic combat encounter with multiple waves and stages. This encounter is designed to be a challenging and dramatic finale to the one-shot adventure.

DESIGNER'S NOTE ON MYTHIC MAYHEM

This one-shot was created as a stretch goal for our Kickstarter campaign, *300+ Mythological Creatures for 5E*. Many of the creatures and monsters you will encounter in this adventure feature statblocks directly sourced from our comprehensive manual, *Mythological Creatures*. This monster compendium is packed with detailed creatures from various myths, each with unique abilities and lore that enhance gameplay and bring the world of myths and legends to life. If you find the creatures intriguing and wish to explore more mythological beings to enrich your games, we invite you to check out additional resources and publications. Links to these resources can be found at the end of the PDF.

PREMISE

In the remote and mystical land of Camelot, a cult known as The Forbidden Order has long been dedicated to the worship of a deity they believe to be one of their world's ancient and powerful gods. This entity, who has revealed himself through visions and signs, is actually Loki, the Norse god of mischief and trickery. Disguised as another divine being known as The Veiled One, Loki has manipulated the cult into believing that opening the portal would usher in an era of enlightenment and dominion over the mortal realms.

THE CULT'S BELIEF AND ACTIONS

The cult leaders, convinced they are acting under divine guidance, have used ancient relics and forbidden rituals to tear open the fabric between worlds. Their goal, as whispered to them by Loki, is to bring their god into their world, unaware that this will actually unleash chaos and allow Loki to use their realm as a stepping stone for further cosmic conquests.

LOKI'S MOTIVE

Unknown to The Forbidden Order, Loki's true plan extends far beyond their worship and devotion. He seeks to create a bridgehead from which to launch invasions into various worlds, turning their reality into

TIER 3 BOSS

Creatures:

- 1x Elder Lindworm (CR 18)

The world seems to hold its breath as the waters of the Verdant Pond ascend into an immense column, and from within emerges an Elder Lindworm. A primordial force of destruction, its mere presence distorts the air around it. Ancient beyond measure, its eyes are deep pools of wrath and cunning. It roars, a sound that embodies the very essence of predation, as the final confrontation begins.

DESIGNER'S NOTE ON THE LINDWORM ENCOUNTER

For an added layer of complexity and challenge, consider the following options when running the Verdant Pond Boss encounter:

Lair Actions: If you wish to increase the difficulty of the encounter, you can take advantage of the lindworm's lair actions. This represents the creatures using the environment of the Verdant Pond to their advantage, manipulating the terrain, the water, and the portal's energy against the players.

Winged Variant: To escalate the threat, especially for higher-tier play, you can utilize the winged variant of the lindworms. For Tier 2 encounters, the addition of wings is suggested to present a challenging aerial dynamic. For Tier 3, it is strongly recommended, as the Elder Lindworm's formidable presence is expected to dominate the battlefield. In Tier 1, however, exercise caution; the addition of a winged Young Lindworm could prove lethal if the party is not adequately prepared or experienced.

Scale Resurgence (Elder Lindworm's Second Phase): The Elder Lindworm has a trait called Scale Resurgence, which effectively gives it a second phase once its initial hit points are depleted. This trait could be used to elevate the encounter to an epic climax. However, it is a significant escalation in difficulty, so assess your party's composition, their current state, and their level of strategy before deciding to trigger this phase. It can turn the tide of battle and should be used with consideration of the party's potential to withstand a prolonged and grueling combat.

These additional traits and actions are designed to ensure that the encounter remains scalable and dynamic, able to be adjusted to suit the needs of your campaign and the abilities of your players. Adjust the encounter's difficulty in response to the party's performance throughout the session to maintain tension and excitement without overwhelming the adventurers.

CONCLUSION AND AFTERMATH

IF THE PLAYERS ARE SUCCESSFUL

With the final monstrous guardian of the portal vanquished, a hush falls over the Verdant Pond. The turbulent waters begin to settle, and the ominous glow that emanated from the depths starts to wane. Now, the heroes are faced with a crucial task as imparted by Merlin - the closing of the portal. They have one hour to initiate and complete a 30-minute ritual that will seal the rift and prevent further incursions from the mythic plane.

As they chant the incantations and perform the intricate ritual gestures Merlin taught them, the magic of the ancient site begins to knit itself back together. The portal's energy diminishes with every passing minute until, with a final pulse, it collapses in upon itself, leaving behind only the tranquil waters of the pond, as if it had never been touched by otherworldly chaos.

IF THE PORTAL REMAINS OPEN

Should the players fail to close the portal within the allotted hour, the situation becomes dire. The portal, now unchecked, widens and more powerful creatures from the realm of legend and myth cross it, summoned by its call with each passing hour. Subsequent encounters with these beings will become increasingly difficult, testing the heroes' resolve and resources to their limits.

If the party is defeated but not killed, they may retreat and seek to close the portal at a later time. However, each delay grants the portal more power, making their task ever more arduous. The creatures that emerge become stronger, and the energies surrounding the portal grow more chaotic and resistant to containment.

FUTURE IMPLICATIONS

In the grim event of the party's demise, the open portal stands as a dark beacon, an invitation for the denizens of legend to enter the world of Camelot. This catastrophe sets the stage for a new tale - a future plot or even a campaign - where a fresh band of heroes is called upon to rectify the failure of their predecessors. Camelot could become overrun by mythical beings and prone to the machinations of Loki, transforming the once-great kingdom into a battleground of legend, requiring bold new adventurers to venture forth and close the portal once and for all, restoring peace to a land besieged by the fantastic and the fearsome. In his insatiable hunger for power and chaos, Loki will cunningly usurp the forces and armies of other gods, planning to keep the portal open exclusively for his own nefarious purposes. This act of treachery not only spreads mayhem across different worlds but also sows discord among erstwhile allies of the trickster god. As the struggle intensifies, there emerges the possibility of forging alliances with those who have

ONIS

The Oni, prominent figures in Japanese folklore, are scary creatures that have captivated imaginations for centuries. These mythical beings are known for their distinctive appearance, their diverse roles, and their intriguing interplay between malevolence and benevolence. Described as fearsome demons or ogres, the Oni's appearance is often characterized by their imposing size, fierce countenance, and vibrant skin tones, notably red or blue. Towering over mortal frames and even sometimes surpassing the height of trees, they emerge as both ominous and captivating. Their forms exhibit diversity, ranging from red or blue-hued skin to variant numbers of horns, tusks, and limbs. The oni's attire often includes primal loincloths crafted from the pelts of mighty beasts, adding to their untamed presence. Sinew and vigor define their build, and an undercurrent of arcane prowess often courses through their being, rendering some of them accomplished sorcerers. Forged in the crucible of human malevolence, an Oni is said to be born when the souls of the truly wicked cross over into the domains of Buddhist hells. This transmutation binds them to the service of Great Lord Enma, the ruler of these infernal realms. Their arsenal includes fearsome iron clubs, wielded with a brutal artistry that seeks to crush and dismantle, their deeds born out of a cruel semblance of amusement. In Japanese culture, Oni are often also associated with supernatural powers, like the ability to wield thunder and lightning elemental forces. They are also believed to possess strength and resilience beyond that of mortal beings. The Oni's role in folklore is multifaceted. They can serve as cautionary figures, embodying the consequences of human misdeeds and the dangers of succumbing to negative emotions. Yet, Oni tales also underscore the potential for redemption, as some stories reveal that even these fearsome creatures can transform into benevolent protectors over time.

POSSIBLE ONI ENCOUNTERS

d6 Encounter	Description
1 1 oni, 2d4 + 2 cultists	The Oni has coerced a group of cultists to do its bidding. They are performing a ritual to summon a chaotic evil entity.
2 1 oni lord, 2 oni, 1d4 + 2 cultists	The Oni Lord is leading a group of Oni and cultists in a raid on a nearby village, seeking to spread chaos and fear.
3 1 oni lord, 2d4 oni	The Oni Lord has united a band of Oni to establish dominance in the region and control over valuable resources.
4 1 oni lord, 1d4 oni, 1d4 + 1 dire wolves	The Oni Lord and its group of Oni are hunting for food and supplies, terrorizing the local wildlife and nearby settlements.
5 2 oni lords	Two rival Oni Lords clash in a fierce battle for supremacy, drawing your attention.
6 1 oni lord, 1 balor, 2d4 + 2 imps	An unholy alliance has formed between the Oni Lord and a powerful Balor and its Imps minions, threatening the region.



Oni

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +5, Cha +5

Skills Perception +3, Stealth +3

Damage Resistances cold, fire, lightning

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *magic weapon, thunderweave*
1/day each: *lightning bolt, shatter* (3rd-level)

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

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the oni takes radiant damage, this trait doesn't function at the start of the oni's next turn.

Actions

Multiattack. The oni makes two attacks: one with its bite and one with its club.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Club. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.



VARIANT: WINGED LINDWORMS

In this manual, Lindworms are primarily depicted as non-flying creatures, aligning with the majority of Norse myths. These creatures are typically earth-bound, embodying terrestrial terror with their massive, serpentine forms. However, some legends speak of winged Lindworms that dominate the skies as well as the lands. For this reason, Game Masters looking to embrace this broader spectrum of mythological creatures should possibly add flying capabilities to Lindworms, turning them into ever more daunting foes. If you do so, consider adjusting a Lindworm's Challenge Rating (CR) and experience points (XP) accordingly. Detailed in the table below are the suggested flight speeds and CRs, adjusted to suit each specific stage of Lindworms' aging:

WINGED LINDWORMS REFERENCE TABLE

Age	Flight Speed	CR (XP)
Lindworm Whelp	30 ft.	4 (1,110 XP)
Young Lindworm	60 ft.	9 (5,000 XP)
Adult Lindworm	80 ft.	14 (11,500 XP)
Elder Lindworm	100 ft.	19 (22,000 XP)
Ancient Lindworm	120 ft.	24 (62,000 XP)



SIR GARETH

Sir Gareth stands as a paragon of knighthood, embodying the chivalric code with every breath. He is a man in his late thirties, with a commanding presence that combines the ruggedness of a seasoned warrior and the gentle poise of a noble. His hair is a flowing brown, with streaks of battle-hardened gray at the temples. A neatly trimmed beard frames his square jaw, hinting at his experience and the many campaigns he's weathered.

He wears his armor - a blend of chainmail and plate - with an ease that suggests it's a second skin, etched with the sigils of Camelot and his personal crest. Sir Gareth's eyes are a deep brown, sharp and perceptive, reflecting a lifetime of vigilance and a keen strategic mind. He carries his sword, a well-used and well-cared-for blade, with the ease of one who's drawn it in defense of his kingdom time and again.

Though battle-scarred, his movements retain the fluid grace of a knight trained from birth. His voice carries the weight of authority, but he speaks with a fairness and respect earned from leading both in and out of combat. Despite his formidable appearance, there's an approachability to Sir Gareth; the subtle smile and the warm, resonant laugh of a man who values camaraderie and honor above all.



SIR GARETH, KNIGHT
OF THE ROUND TABLE