



← ECHIDNA'S ISLAND →

Written by Ellie Hogan of Adventures, EH?

Echidna's Island is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers a general guideline on scaling the adventure for each level. Echidna, the mother of monsters, lives in a secluded cavern below a swampy island, her offspring wreaking havoc in the larger world. The characters are tasked with finding clues to reach her lair and survive the maddening swamp.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Medium
16	14th-Level	Easy
17	17th-Level	Hard
18	17th-Level	Medium
19	17th-Level	Easy



Whims, Boons, & Banes

The Echidna's Island Whims, Boons, & Banes table offers some ideas if you don't have a reason for the characters to investigate Echidna's Island. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Each patron also bestows a boon upon the characters for the duration of the adventure—however, should the characters disappoint or anger their patron somehow, that boon becomes a bane!

A boon persists until the patron decides to inflict its bane upon the characters. Any boon or bane bestowed dissipates 24 hours after the adventure ends. Whether or not the characters can regain the patron's favor (and their boon) is up to the GM.

Background

Echidna is known as the mother of monsters. She has many offspring with Typhon, including chimeras, hydras, cerberi, and other terrible creatures.

Many years ago, Zeus and Typhon fought a ferocious battle over a then-forested island; the island was inhabited by an elven civilization who worshiped a great tree that stood hundreds of feet above all the others. During the battle, the tree was struck down by lightning and the island was flooded with salty seawater, reducing it to a swampy wasteland.

Zeus was victorious, so—fearing that she might be his next target—Echidna moved into the elves' old home in the blackened roots of the great tree and has remained there since, safe from Zeus and his lightning bolts. The island is now one giant, fetid swamp choked with sickening gases and full of Echidna's offspring. Echidna herself spends her days sleeping underground, relying on her offspring to keep her fed.

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ECHIDNA'S ISLAND WHIMS, BOONS, & BANES

d8	Patron	Whim	Boon	Bane
1	Aphrodite	There are said to be naturally pink hot springs somewhere in the tunnels below the island. Aphrodite wants a sample of this water to test whether it will improve the strength of a <i>philter of love</i> .	Once per day, one character can cast the <i>charm person</i> spell without components.	The characters magically become hideous; they have disadvantage on all Charisma (Persuasion) checks.
2	Apollo	Echidna has birthed enough foul beasts! She must be slain, once and for all.	Once per day, one character can cast the <i>hunter's mark</i> spell without components.	Each character is struck by Apollo's arrow; they immediately take 1d10 poison damage and must succeed on a DC 15 Constitution saving throw or contract sight rot.
3	Athena	Athena wishes for the characters to prove their tactical abilities by finding Echidna and learning of her sleeping and eating habits and her combat abilities. She has other plans involving Echidna and does not want her dead at this time.	The characters gain a +2 bonus to their initiative rolls.	The characters have disadvantage on initiative rolls.
4	Dionysus	A very rare fruit grows in the swamps of Echidna's Island. Although it is a highly potent hallucinogen when raw, it can be distilled into a delicious wine that Dionysus craves.	Once per day, one character can cast the <i>create food and water</i> spell without components; when cast in this way, the water created is instead highly alcoholic wine.	The characters each come down with an awful hangover; they immediately take 1d10 psychic damage and have disadvantage on all Intelligence checks and saving throws.
5	Hades	Echidna's offspring keep stumbling into a portal to Hades' realm. The characters are tasked with preventing them from doing so using whatever measures they deem necessary.	Each character gains darkvision out to a range of 30 feet; if a character already has darkvision, its range increases by 30 feet.	The characters' eyes turn milky white; while in sunlight, they have disadvantage on Wisdom (Perception) checks that rely on sight.
6	Hermes	One of Hermes' messengers carrying an important missive went missing in the area and was presumably killed. Hermes asks the characters to retrieve the missive.	Each character can cast the <i>message</i> cantrip at will.	Each character's feet become leaden; their speed is reduced by 5 feet.
7	Poseidon	One of Poseidon's favored sea creatures was killed by one of the hydra offspring of Echidna. Poseidon demands that they slay a hydra and throw all of its heads at the feet of Echidna so that she suffers in return.	Once per day, one character can cast the <i>control water</i> spell without components.	The characters' thirst is all but unquenchable; they must drink three times as much water each day or suffer one level of exhaustion.
8	Zeus	Another of Zeus' heroes was sent to slay a hydra as one of his trials. He has not returned and Zeus wishes to know what became of him. He wears an amulet with Zeus' lightning bolt on it.	The characters' weapons are infused with Zeus' wrath; once on each of their turns when they deal damage with a weapon attack, the target takes an extra 1d4 lightning damage.	Zeus casts <i>call lightning</i> centered over the characters, which lasts for 1 minute. The storm cloud appears even if the characters aren't outdoors, and it moves wherever they move for the spell's duration. If Zeus remains disappointed or angered, he can repeat this effect once each day at a time of his choosing.

The Swamp

The entire surface of Echidna's Island is a stinking, wet mass of swampy terrain that barely rises above sea level. Hazy gases bubble out from below the water, causing madness in those who spend too long wading across its surface.

General Features

Unless stated otherwise, the swamp has the following features.

Swamp Gases. Toxic gases shroud the entire island, causing it to be perpetually lightly obscured. Any creature that isn't immune to poison or a permanent resident of the swamp must make a DC 12 Constitution saving throw at the end of every hour it spends in the swamps; creatures with resistance to poison damage make this saving throw with advantage. On a failure, the creature becomes affected by swamp madness.

Swamp Madness. A creature afflicted by this disease regains only half the normal amount of hit points from spending Hit Dice or finishing a long rest. Stressful situations, particularly combat, can easily cause mental breaks in the creature's addled mind. Before rolling initiative at the start of combat, the creature must succeed on a DC 14 Wisdom saving throw or become affected by a form of short-term madness for 1d10 minutes. Swamp madness lasts until the creature has been out of the swamp gas for 24 hours or has been cured with the *heal* spell or similar magic.

Navigation. Each time the characters move between numbered areas they must designate one party member as the navigator. The navigator makes a Wisdom (Survival) check to determine how well the party navigates the swamp; a navigator with proficiency in cartographer's tools or the Natural Explorer feature with swamp as one of their types of favored terrain has advantage on this check. Use the Swamp Navigation table to determine the result of this check.

Chimera Patrols. Chimeras, the most plentiful of Echidna's offspring, patrol the island. They kill any intruders they discover



SWAMP NAVIGATION

Wisdom (Survival) Check Result	Outcome
5 or lower	After 1d4 hours of travel, the party comes across a Random Swamp Location.
6-10	After 3d10 + 30 minutes of travel, the party comes across a Random Swamp Location.
11-17	After 2d10 + 20 minutes of travel, the party comes across a Random Swamp Location.
18 or higher	After 1d10 + 10 minutes of travel, the party comes across a Random Swamp Location or finds a specific area they are looking for (GM's choice).

RANDOM SWAMP LOCATION

d6	Description
1	Area 1a - Berry Patch
2	Area 1b - Hydra Pool
3	Area 1c - Hermit Hut
4	Area 1d - Petrified Forest
5	Area 1e - Sucking Bog
6	Area 1f - Sunken Ruins

CHIMERA PATROL ENCOUNTER

Adventure Level	Encounter
8th	1 chimera
11th	2 chimeras
14th	2 chimeras
17th	3 chimeras

and bring the corpses to Echidna. After every hour the party spends on the surface of the island, roll a d6. On a 1, a chimera patrol spots them. The size of the patrol depends on the level of the adventure, as shown in the Chimera Patrol Encounter table.

Swamp Locations

The following areas can be found as the characters explore the surface of the island (see “Navigation” in the General Features section on page 3).

1a – Berry Patch

The sickly sweet smell of rotting fruit can be detected long before a patch of berry bushes comes into view. The trampled remains of blue fruit lie beneath a bush with wicked red thorns.

The bushes seem to have been picked clean of ripe berries, but whoever did it was no skilled forager. The plant is crushed and broken where the berries were harvested, and many of the berries seem to have ended up crushed into the ground rather than in the hands of the harvester.

Hazard: Hallucinogenic Vapors. A creature that can smell that comes within 30 feet of the berry patch must succeed on a DC 16 Constitution saving throw or become poisoned for 1d4 hours. While poisoned this way, the character experiences vivid hallucinations and has disadvantage on ability checks.

Secret: Monstrous Foragers. A character that succeeds on a DC 15 Nature (Survival) check to determine the identity of the harvester finds both pawprints and hoofprints on the ground around the bush. It seems that a chimera was responsible for harvesting the berries, which is odd since chimeras prefer meat and typically would not harvest the berries in such a way.

1b – Hydra Pool

A large pool of murky water has signs of struggle around its muddy banks.

A character that succeeds on a DC 12 Wisdom (Survival) check can tell that the footprints of the creatures involved in the struggle belong to a massive creature with webbed feet and a humanoid. A character that succeeds on a DC 16 Intelligence (History) check knows that Echidna is said to be the mother of a hydra (or potentially

multiple), which would match the large footprints. With no bodies in sight, it is impossible to tell who won the altercation. A character that succeeds on a DC 15 Intelligence (Nature) check knows that hydras tend to hide the entrance to their cavernous lairs underwater.

Secret: Submerged Entrance. The entrance to the hydra’s cave is a large tunnel submerged at the bottom of the pool. Any Huge or smaller creature can easily swim through it.

The submerged tunnel leads to an unlit underground cavern. The shores are stained with blood and littered with scraps of cloth, but there are no corpses or even bones.

Encounter: Sudden Intruders. The hydra attacks anyone who dares intrude on its lair. The nature of the encounter depends on the level of the adventure, as shown in the table below.

HYDRA POOL ENCOUNTER

Adventure Level	Encounter
8th	1 hydra
11th	1 hydra
14th	2 hydras
17th	2 hydras

Zeus’ Whim: Find the Hero. A character that succeeds on a DC 14 Intelligence (Investigation) check on the scraps of cloth finds lightning bolt motifs embroidered on them. It is quite probable that they belonged to Zeus’ missing hero, but to be certain they will need to find his remains and the amulet.

Secret: Cavern Entrance. A character that succeeds on a DC 18 Wisdom (Perception) check notices airflow coming from behind a large boulder. The boulder hides a secret entrance to the caverns and requires a DC 20 Strength check to push it out of the way.

1c – Hermit Hut

An old hut built on rotting stilts sways ominously at the center of a pool of water. On the porch, an old elf with long, white dreadlocks is bandaging a nasty scratch on the lion head of a chimera.

This is Moryen, a hermit who has lived in the swamp for hundreds of years. If the characters are friendly, she invites them in for a pot of nettle tea after the chimera is bandaged. Her voice is gravelly from years of disuse and she has a hacking cough, but she is nonetheless happy to converse with the characters. She knows the following information:

- Moryen is tolerated on the island because she heals Echidna's offspring.
- Echidna almost never leaves her underground lair.
- Echidna's offspring—typically chimeras—bring Echidna food. She is particularly fond of humanoid flesh seasoned with poisonous herbs and berries.
- Moryen has never gone into the tunnels under the swamp but knows that they are expansive and difficult to navigate.
- Before Echidna came to the island, Moryen's elven ancestors lived around the massive tree that grew upon it. A battle between Zeus and Typhon flooded the island, felled the tree, and converted the once lush forest into the swamp it is today. Most of her ancestors left, and Echidna became the new ruler of the island.

If Moryen has reason to believe that the characters have harmed any of Echidna's children, she insists that they leave immediately. She is not willing to jeopardize her position here by associating with enemies of Echidna.

Encounter: Not Welcome. Moryen is a **druid** with 50 hit points. If the characters provoke a fight or refuse to leave after she asks them to, Moryen lets out a piercing whistle and dashes away from the characters while her animal companions emerge from the surroundings to protect her. Moryen surrenders if she is reduced below 20 hit points and will reluctantly tell the characters what she knows in return for her life. Her animal companions fight to the death.

The nature of the Moryen's animal companions depends on the level of the adventure, as shown in the table below.

HERMIT HUT ENCOUNTER

Adventure Level	Encounter
8th	1 giant crocodile
11th	2 giant crocodiles
14th	3 giant crocodiles
17th	4 giant crocodiles

1d – Petrified Forest

The characters find themselves in a strange grove of half-dead trees. The bottom two feet or so of each tree seems to be in perfect condition, but above that, the rest of the tree is rotten and dead. At the center of the strange grove is a small stone monument.

A character that succeeds on a DC 15 Intelligence (Nature) check knows that the tree bottoms are actually petrified from being submerged in muddy swamp water. The water must have drained away sometime after the trees were petrified.

Secret: Sunken Monument. A character that succeeds on a DC 12 Intelligence (Investigation) check on the monument can tell that this is just the tip of a much larger monument that has sunk into the swamp. Digging the monument out would require 1 hour of work for the average party, but can be expedited with magic such as the *telekinesis* spell.

The monument has a mixture of pictures and Elvish writing on it. It tells the history of an elven civilization that once lived on this island. Their place of worship was a cavern in the roots of the enormous tree that they lived in and revered. But one day, Zeus and Typhon fought a great battle over the island. Zeus' lightning bolt struck down their mighty tree and the island was flooded. The elves were forced to seek out a new home but left this monument behind as a memorial.



1e – Sucking Bog

The trees thin out to reveal a large meadow of thick mosses. It could almost be considered a pleasant environment, if each step didn't sink deep into the sodden moss and release belches of foul swamp gases.

Hazard: Bogged Down. A character that succeeds on a DC 18 Intelligence (Nature) check recognizes that this is not a meadow but a dangerous bog with thick sphagnum moss growing over a stagnant body of water. This particular bog averages 20 feet deep.

If the party continues walking through the bog, the heaviest character suddenly falls through the moss with a wet slurping sound. A creature that falls through the moss sinks 1d4 + 1 feet into the bog and becomes restrained. At the start of each of its turns, the creature is pulled 1d4 feet deeper into the bog. The restrained creature can use its action to make a Strength check to try to escape; the DC equals 10 + the number of feet it has sunk. A creature that is fully submerged in the bog can no longer free itself with a Strength check and can't breathe.

A creature can attempt to pull another creature out of the bog by using its action to make a Strength check. The DC is 5 + the number of feet the target has sunk into the bog. If the creature fails this check by 5 or more, it also sinks 1d4 + 1 feet into the bog.

1f – Sunken Ruins

The way forward sinks down into a sloping valley that dips well below sea level. At the bottom, the tops of ruined old buildings protrude from the water and mud.

Encounter: New Inhabitants. The swampy ruins aren't as uninhabited as they first appear. If the characters approach to investigate the ruins they are ambushed by the hostile swamp denizens who live there. The nature of the encounter depends on the level of the adventure, as shown in the Sunken Ruins Encounter table.

Secret: Sunken Civilization. A character that succeeds on a DC 15 Intelligence (Inve-

SUNKEN RUINS ENCOUNTER

Adventure Level	Encounter
8th	2 water elementals
11th	2 water elementals and 1 will-o'-wisp
14th	3 water elementals and 1 will-o'-wisp
17th	4 water elementals and 2 will-o'-wisps

stigation) check can tell that these ruins were once fully underground after sinking into the swamp; however, more recent erosion has revealed them once again. A character that succeeds on a DC 15 Intelligence (History) check can tell that the architecture is elven. If the party has spoken to Moryen in area 1c or uncovered the monument in area 1d, they realize that these ruins are likely the sunken remains of the elven civilization that was displaced after Zeus and Typhon's battle.

The Caverns

Below the swamps is a complicated network of damp tunnels. They are full of dead ends, submerged passages, and dangerous hazards making them very difficult to navigate.

General Features

Unless stated otherwise, the caverns have the following features.

Architecture. The caverns are a combination of natural tunnels and passages dug out by Echidna's offspring. The ceiling height varies from as low as a foot or two to caverns 15 feet high.

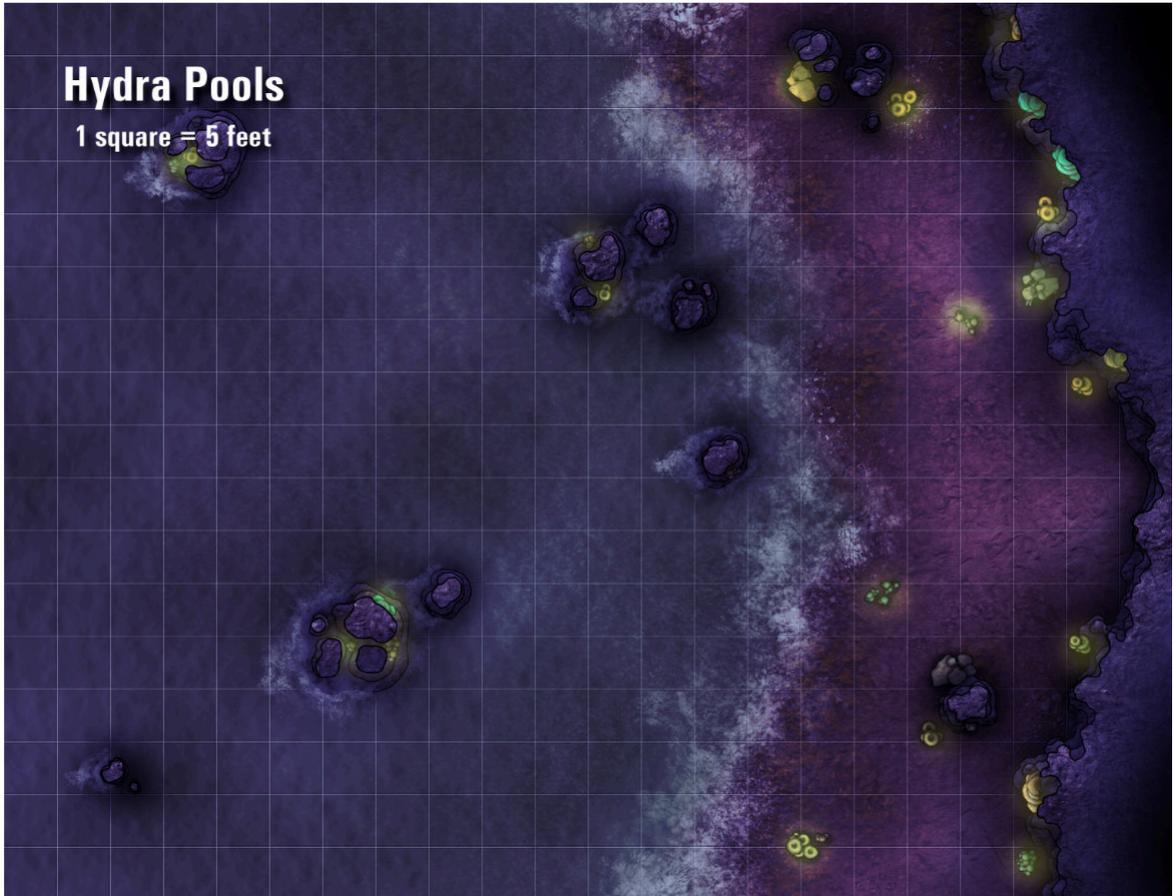
Illumination. The caverns have the occasional patch of bioluminescent fungus but are largely unlit.

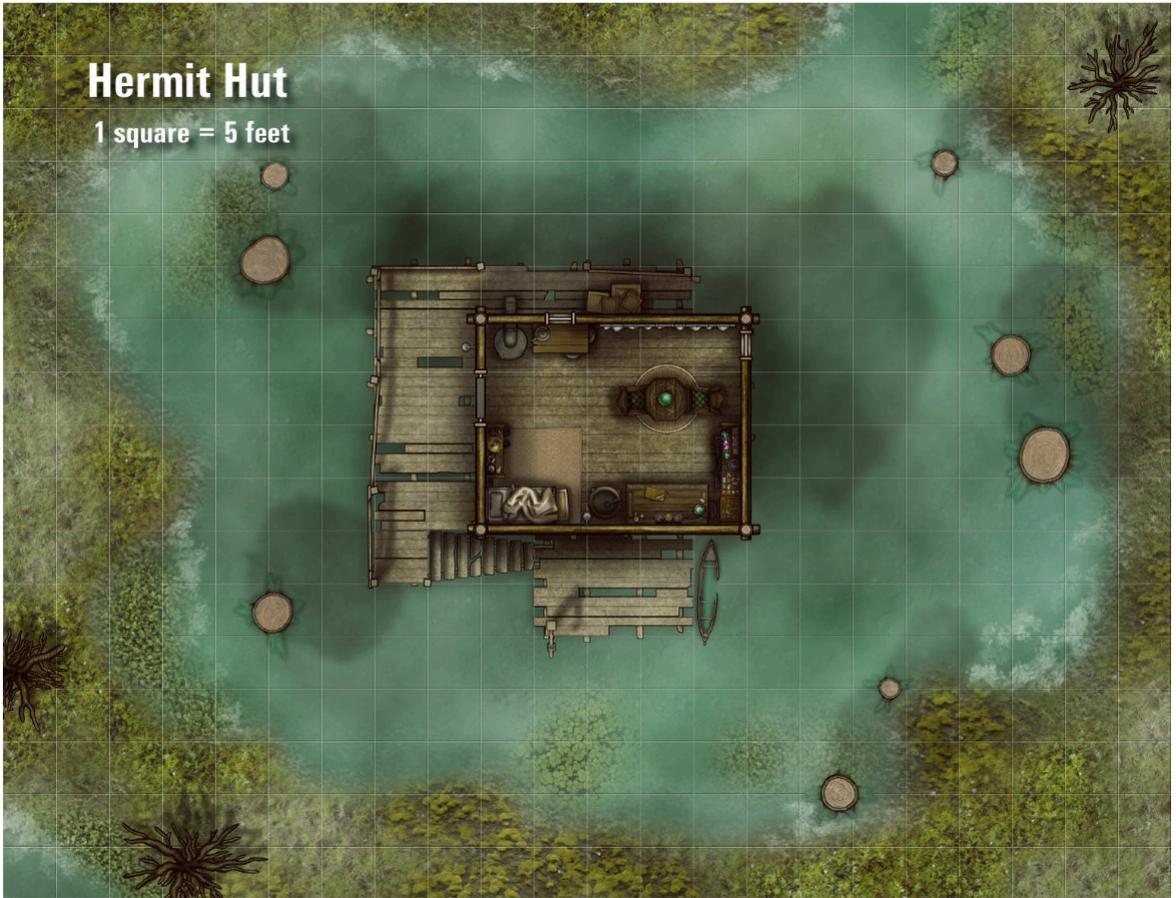
Navigation. To reach Echidna's lair the party will need to complete a skill challenge.

A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work.

Hydra Pools

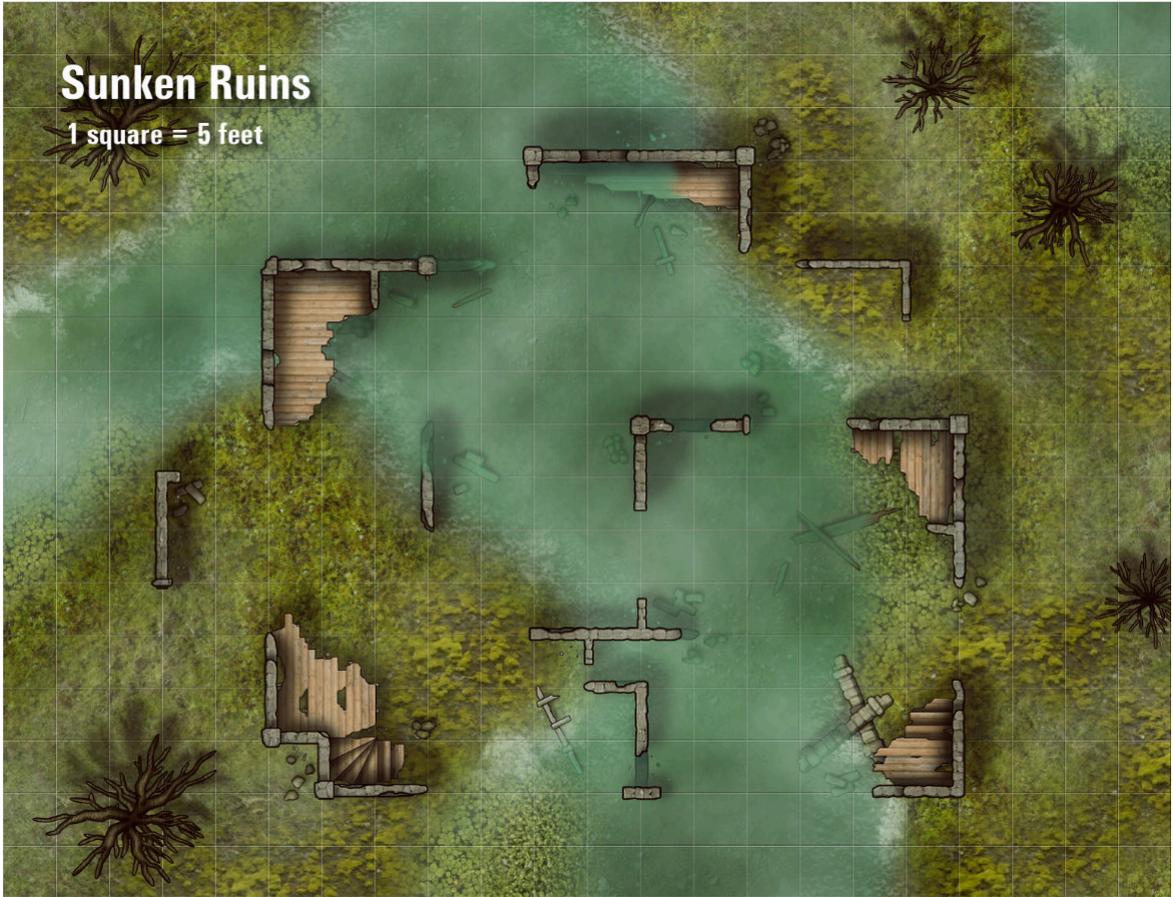
1 square = 5 feet





Sunken Ruins

1 square = 5 feet





This skill challenge consists of the following elements:

- **Goal and Context.** Reach Echidna's lair.
- **Difficulty.** Primary skill checks related to this skill challenge are made against DC 13. Secondary and repeat checks are made against DC 18.
- **Complexity.** The characters must succeed on five ability checks related to this skill challenge before accumulating 3 failures.
- **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are Wisdom (Survival), Intelligence (Investigation), and Wisdom (Perception).
- **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- **Other Conditions.** There are a number of secrets the characters may have discovered relevant to finding Echidna's

lair. Each one the characters have discovered grants a +1 bonus on all ability checks made to find Echidna's lair.

- **Consequences.** With each failure, the characters come across a random encounter. Roll a d6 on the Caverns Random Encounters table or select an area the characters have not reached yet to determine the nature of the encounter. If the characters fail the skill challenge, they are unable to find their way to Echidna's lair from their current entry point and must find an alternate entrance to the Caverns to attempt the skill challenge again.

CAVERNS RANDOM ENCOUNTERS

d6	Description
1	Area 2a – Submerged Passage
2	Area 2b – Food-Bringers
3	Area 2c – Hot Springs
4	Area 2d – Portal to Hades
5	Area 2e – Signs of Civilization
6	Area 2f – Fungal Rave

2a – Submerged Passage

The path forward is fully submerged under stagnant swamp water choked with slimy weeds. The water is black with soil and decomposing plant matter and is heavily obscured.

Hazard: Tangled Weeds. A creature that swims through the passage must succeed on a DC 14 Strength (Athletics) check or become restrained underwater by the weeds.

A restrained creature is difficult to free. The density of weeds makes it nearly impossible to wield any weapon larger than a dagger. A creature can spend 1 minute attempting to free itself or a restrained creature; at the end of that time, it must succeed on a DC 14 Strength (Athletics) or the creature remains restrained. Alternatively, targeting the restrained creature and surrounding area with an area of effect spell or other magic that deals at least 10 damage that isn't poison or psychic will free it.



Hazard: Filthy Water. A creature that swims through the water must succeed on a DC 11 Constitution saving throw or become infected with sewer plague.

2b – Food-Bringers

A character with a passive Wisdom (Perception) score of 16 or higher hears the sound of claws clicking along the tunnel's stone floor around the corner.

Encounter: Mama's Hungry. Some of Echidna's offspring are on the way to her lair with a dead crocodile for her to eat. The nature of the encounter depends on the level of the adventure, as shown in the table below.

FOOD-BRINGERS ENCOUNTER

Adventure Level	Encounter
8th	1 chimera
11th	1 chimera and 1 lamia
14th	2 chimeras
17th	2 chimeras and 2 lamias

2c – Hot Springs

The air becomes hot and moist as one of the tunnels opens up into a large underground cavern dotted with bubbling hot springs of salty pink water. A character that succeeds on a DC 16 Intelligence (Nature) check knows that the pink color is due to a type of algae rather than any magical effect.

2d – Portal to Hades

The caverns become deathly silent. Even the characters' footsteps are oddly muffled. A sense of wrongness permeates the tunnel, as though the living are not welcome here. Soon the cavern ends in an inky black portal that writhes and twists like a veil on a windy day.

Hazard: Portal to Hades. A character that succeeds on a DC 12 Intelligence (Religion) check recognizes this as a portal to Hades, the land of the dead. The living were never meant to gaze upon such a place, yet it calls to them, drawing them towards their death. A living creature that can see the portal must succeed on a DC 16 Charisma saving throw at

the start of each of its turns or be compelled to spend its turn walking towards it.

A creature that enters the portal and has half of its hit points or fewer instantly dies as its soul is pulled into Hades. Otherwise, the creature takes 8d10 necrotic damage and is transported to Hades. At the GM's discretion, Hades may be its own plane of existence, a demiplane, or even a region of one of the Outer Planes.

The Whim of Hades: Block the Portal. A character that succeeds on a DC 18 Intelligence (Arcana) check knows that the portal can't be dispelled or relocated by a mortal. The easiest way to stop Echidna's offspring from entering the portal is to block the tunnel leading to it. For example, a spellcaster might use *shatter* to collapse the tunnel, or the characters may spend an hour to block it off with rubble.

2e – Signs of Civilization

What starts as a suspiciously square rock soon becomes distinctly humanoid-made objects: shattered earthenware pots, walls made of petrified wood, and even entire buildings half-revealed by clumsily dug tunnels.

Secret: Elven Civilization. A character that succeeds on a DC 15 Intelligence (History) check can tell that the architecture is elven. If the party has spoken to Moryen in area 1c or uncovered the monument in area 1d, they realize that these ruins are likely the sunken remains of the elven civilization that was displaced after Zeus and Typhon's battle.

Hazard: Ghosts with a Grudge. The spirits of the elves that died in the fight between Zeus and Typhon linger in these caverns. They bear a deep grudge against anyone with a boon from any of the gods, flying out of buildings, grasping up through the floor, and launching themselves out of pots. Any characters with boons who pass through the area must make a Constitution saving throw. The DC for this save and the amount of damage dealt on a failure depends on the level of the adventure, as shown in the Ghosts with a Grudge Hazard table on the following page.

GHOSTS WITH A GRUDGE HAZARD

Adventure Level	Save DC	Necrotic Damage
8th	13	4d8
11th	15	6d8
14th	16	8d8
17th	17	10d8

2f – Fungal Rave

What was once the occasional patch of glowing fungus becomes dozens of different types of fungi that fill the passage with dim light. Yellow slime mold covers the floor, blue and green shelf fungus hangs from the walls, and spindly orange mushrooms with bright red caps hang from the ceiling. Although the riot of colors is disorienting, it is harmless.

Echidna's Lair

The tunnel widens into a large underground cavern with the scorched remains of a gigantic tree at its center. The ruins of a settlement are clustered around the trunk, almost entirely reduced to rubble after being buried and in disuse for so long. The tree has a large wooden door on one side that seems to have been grown from the tree itself. The doors are wide open.

Keyed Locations

The following locations are keyed to the map of Echidna's Lair on page 10.

3a – Pit Trap

A character with a passive Wisdom (Perception) score of 18 or higher notices that the muddy soil around the tree is completely free of footprints.

The ground in front of the massive tree trunk hides a massive 30-foot-wide pit trap. The chimeras that bring food for Echidna fly over it, so the ground hasn't been disturbed in some time. Echidna can hear the screams of the creatures in the pit trap and delights in listening to their agonizing deaths before sending her offspring to retrieve their flesh for her to feast on.

Trap: Poisonous Pit. If a creature steps on the center of the trap, the entire floor drops out, dumping everything in the area into a 40-foot-deep pit lined with sharp stakes. Every creature that falls takes 4d6 piercing damage.

The spikes are coated in poison. Each creature must make a Constitution saving throw, taking poison damage and becoming poisoned for 1 hour on a failed save. On a successful save, the creature takes half as much damage and isn't poisoned. The DC for this save and the amount of damage dealt on a failure depends on the level of the adventure, as shown in the table below.

POISONOUS PIT TRAP

Adventure Level	Save DC	Poison Damage
8th	13	2d10
11th	15	4d10
14th	16	6d10
17th	17	8d10

A creature can climb out of the pit with a successful DC 16 Strength (Athletics) check.

3b – Tree Trunk Entrance

The entrance to Echidna's lair is 40 feet down the hollowed-out petrified trunk of a massive tree. The petrified wood is smooth and nearly impossible to climb without a rope. A creature must succeed on a DC 20 Strength (Athletics) check to free climb down the trunk.

3c – Relics of a Bygone Era

The items on display in the southwestern corner of the chamber predate Echidna. They were left as the elves frantically evacuated the island during Zeus and Typhon's battle. The books are sodden, unreadable lumps after spending so long in the humid environment under the swamp. The skeletons in this area were once incredibly valuable but have become brittle and damaged after years of neglect.

3d – Toxic Garden

Echidna maintains a small garden of toxic plants that she uses as seasoning on her preferred meal of raw flesh.

Dionysus' Whim: Hallucinogenic Fruit

Wine. If Dionysus is the character's patron, a pile of the fruit he asked the party to retrieve can be found here. The fruits are bruised from the chimeras' clumsy handling, but are perfectly usable for Dionysus' purposes.

3e – Treasure Hoard

Echidna has no real use for gold or gems, so she piles them haphazardly along with any other inedible objects attached to her meals in the corner of her room. The valuable contents of these piles depend on the level of the adventure, as shown in the table below.

ECHIDNA'S TREASURE

Adventure Level	Treasure
8th	8,000 cp; 4,000 sp; 1,000 gp; 110 pp; 5 art objects worth 25 gp each; a <i>philter of love</i> ; and <i>gauntlets of ogre power</i>
11th	20,000 cp; 6,000 sp; 2,000 gp; 330 pp; 4 art objects worth 250 gp each; 2 <i>philters of love</i> ; and a <i>giant slayer greatsword</i>
14th	50,000 cp; 12,000 sp; 4,000 gp; 550 pp; 14 gemstones worth 500 gp each; 3 <i>philters of love</i> ; an <i>arrow of giant slaying</i> ; and a <i>belt of hill giant strength</i>
17th	100,000 cp; 18,000 sp; 8,000 gp; 770 pp; 3 gemstones worth 5,000 gp each; 4 <i>philters of love</i> ; 3 <i>arrows of giant slaying</i> ; and a <i>belt of stone giant strength</i>

Whim of Hermes: Missing Missive. If Hermes is the character's patron there is also a sealed scroll case in the treasure hoard with Hermes' symbol drawn on it. If the characters open this scroll case Hermes is furious and his boon becomes his bane.



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3f – Echidna's Bed

Echidna spends almost all of her time lounging in a bed of thick, slimy vines. The skeletons that hang along the walls around the bed look fresh, and some still have chunks of fresh meat dripping from them. Many appear humanoid.

Encounter: Mother of Monsters. Echidna does not take kindly to intruders in her domain. She readies herself to attack the party as soon as she notices them but gives them a single chance to convince her otherwise. The nature of the encounter depends on the level of the adventure, as shown in the table below. Creatures marked with an asterisk are new creatures featured in the appendix.

ECHIDNA ENCOUNTER

Adventure Level	Encounter
8th	Echidna*
11th	Echidna* and 1 chimera
14th	Echidna,* 1 lamia , and 1 chimera
17th	Echidna,* 2 lamias , and 3 chimeras

Whim of Zeus: Devoured Hero. If Zeus is the party's patron, one of the skeletons here has an amulet with a lightning bolt around its neck. Zeus' previous hero is most certainly deceased.

Whim of Athena: Study of a Snake Lady. By the end of the adventure, the characters must have learned that Echidna almost never leaves her lair, that her offspring supply almost all of her food in the form of raw flesh and poisonous plants, and that Echidna herself has hallucinogenic venom. Echidna must be left alive.

Aftermath

If the party kills Echidna, her offspring and Typhon are furious and vow their revenge. The party is hunted down by chimeras, hydras, cerberi, and the multitude of other offspring of Echidna. The swampy island slowly begins to drain and return to its previous forested state. The elves that were forced to leave many years ago may seek to

return and recolonize the area and may approach the party to help with rebuilding and driving the last of Echidna's offspring away.

If the party tried but failed to kill Echidna, they will still have to contend with the anger of Echidna, Typhon, and their many offspring. However, they may be able to make reparations and avoid being hunted for

eternity by renouncing their god or working against them. Of course they could always just finish the job and rid the world of the whole monstrous lineage once and for all!

If the characters successfully fulfill the will of their patron they may be tasked with further quests. Those who failed instead suffer the god's wrath and may wish to seek out an alternative patron in the future. Ω

Appendix

Echidna						
<i>Large Monstrosity, Neutral Evil</i>						
Armor Class 17 (natural armor) Hit Points 126 (12d10 + 60) Speed 35 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	19 (+4)	21 (+5)	17 (+3)	16 (+3)	19 (+4)	
Saving Throws Con +9, Int +7, Wis +7, Cha +8 Skills Acrobatics +8, History +7, Perception +7, Persuasion +8 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, poisoned Senses truesight 120 ft., passive Perception 17 Languages all Challenge 12 (8,400 XP) Proficiency Bonus +4						
Legendary Resistance (3/Day). When Echidna fails a saving throw, she can choose to succeed instead.						
Limited Telepathy. Using telepathy, Echidna can magically communicate with any of the monsters she created and any creatures that are charmed by her out to a range of 300 feet.						
Magic Resistance. Echidna has advantage on saving throws against spells and other magical effects.						
Magic Weapons. Echidna's weapon attacks are magical.						
ACTIONS						
Multitack. Echidna makes one Bite attack and one Tail attack. Her Bite attack can be replaced by making a Spit Poison attack or using her Spellcasting.						
Bite. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) piercing damage plus 21 (6d6) poison damage, and the target must make a DC 17 Wisdom saving throw; if the target is a creature that						
is charmed by Echidna, it has disadvantage on this saving throw. On a failed save, the target becomes frightened for 1 minute. While frightened in this way, the target regards all creatures it can see as enemies, and it must either take the Dash action or use its action to target a random creature it can see with an attack, spell, or other effect. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.						
Tail. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, Echidna can automatically hit the target with her tail, and she can't make tail attacks against other targets.						
Spit Poison. <i>Ranged Weapon Attack:</i> +8 to hit, range 30/60 ft., one target. <i>Hit:</i> 21 (6d6) poison damage.						
Spellcasting. Echidna casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16): At will: <i>charm person</i> 3/day each: <i>blindness/deafness</i> , <i>entangle</i> (appears as snakes), <i>hypnotic pattern</i> 1/day each: <i>cloudkill</i> , <i>dispel magic</i> , <i>dominate person</i>						
LEGENDARY ACTIONS						
Echidna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Echidna regains spent legendary actions at the start of her turn.						
Move. Echidna moves up to her speed. When she moves in this way, opportunity attacks against her are made with disadvantage.						
Envenom (Costs 2 Actions). Echidna makes a Bite attack or a Spit Poison attack.						
Mother's Bidding (Costs 2 Actions). Echidna issues a command to one creature she can see that is either friendly to her or charmed by her. The target immediately makes a weapon attack against a creature of Echidna's choice.						