



TYPHON'S TEMPLE

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Typhon's Temple 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. Typhon, the deadliest creature of the sea and the monster of monsters, has infiltrated one of Poseidon's private temples and has begun to wreak havoc, causing turbulence in the surrounding waters. The characters are tasked with journeying to the temple to confront and defeat Typhon to save the temple from total destruction and restore peace to the area.

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 Typhon's Temple Whims, Boons, & Banes table offers some ideas if you don't have a reason for the characters to investigate the temple. 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

Tucked away in a private demiplane, Poseidon maintains a temple, which he reserves for private gatherings amongst other gods and demigods, as well as a few privileged mortals. From the Material Plane, the temple can only be reached via a portal hidden amidst the sea floor off the coast of a small island known as Isle Kyrillai. Typhon, the monster of monsters, has found this portal. Centuries ago, Typhon fancied himself as the new ruler of Mount Olympus and the gods, and he plotted for decades to gather the support necessary to overthrow Zeus and install himself on the ultimate throne. Poseidon himself supported Typhon's bid for rulership—or so he said. Typhon's violent attempt was ultimately a failure, as Zeus was informed of Typhon's plans by the double-crossing Poseidon and prepared a trap for the aspiring usurper.

Bested and shackled, Typhon and his conspirators were cast down into Tartarus to serve an indefinite sentence for their crime of treason. Never one to give up—and

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TYPHON'S TEMPLE WHIMS, BOONS, & BANES

d8	Patron	Whim	Boon	Bane
1	Aphrodite	Aphrodite has always held a soft spot for Typhon. She asks that the party attempt to nonviolently convince him to abandon his foolish quest so that his life may be saved.	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	Apollo knows that Zeus seeks the head of Typhon, but seeks to prevent his father from collecting it due to an ongoing feud. He asks that the characters slay Typhon and destroy his corpse so as to spite Zeus.	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 prowess in combat by finding and destroying Typhon, the monster of all monsters.	The characters gain a +2 bonus to their initiative rolls.	The characters have disadvantage on initiative rolls.
4	Dionysus	Dionysus believes that the heart of Typhon is one of the greatest delicacies that can be consumed, even for the gods. He tasks the characters with killing Typhon, cutting out Typhon's heart, and delivering it to him.	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	Hades is concerned that if Typhon continues his provocation, he might soon open a portal to the Underworld. This cannot be allowed to happen, and so Typhon must be destroyed.	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	It was a pair of Hermes' messengers who saw Typhon enter the portal to the temple's demiplane, but one of the messengers was killed in the process. Hermes wants Typhon slain so that their death may be avenged.	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	The temple that Typhon is occupying belongs to Poseidon. The god of the sea cannot allow it to be destroyed; Typhon must be slain.	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	Amused by Typhon's arrogant display, the father of the gods believes that Typhon's head would make an adequate trophy for his feast hall atop Olympus. He tasks the party with bringing it to him.	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.



consumed by rage—Typhon immediately began plotting his escape. After several bribes and lofty promises, Typhon freed himself and quickly set to work acquiring followers to join his cause, making even more promises of power and status in his new vision for the seas and Mount Olympus.

Having learned of the portal to Poseidon's temple from a fellow prisoner, he headed straight for it, seeking the fastest possible way to provoke his betrayer. He used the portal to infiltrate Poseidon's private temple and has begun to wield its magic to send the surrounding waters into turbulence and chaos, hoping to engage Poseidon in direct combat. Poseidon and the gods, however, have no wish to encourage such behavior and will not reward Typhon's antics with a direct audience. They plan to send the party to confront Typhon on their behalf.

The Waters of Isle Kyrillai

This adventure assumes that the party begins their adventure on the shores of Isle Kyrillai,

a small, secluded island far from the mainland that the gods—some much more than others—occasionally use for romantic encounters with mortals. Its surrounding waters are usually calm and peaceful, but Typhon's meddling has upended this serenity.

If the party does not have means of breathing underwater, their divine patron can provide such means for a period of three days, if necessary. They can also provide general directions from the island's shores to the location of the temple's portal, which specify that the party is to head approximately two miles southwest from the shore of Isle Kyrillai. There they will find a whale graveyard upon the ocean floor, which is a landmark for an undersea trench, within which the portal is located.

General Features

Unless stated otherwise, the waters around Isle Kyrillai have the following features:

Strong Currents. Due to the storms brought by Typhon's meddling at the temple, the churning waters surrounding Isle Kyrillai are difficult to traverse, and strong currents occasionally oppose the party's movements. Each time the characters move to a numbered area, they must make a successful DC 10 Constitution saving throw or suffer one level of exhaustion.

Clouded Waters. The churn of the waters has stirred up sand, silt, and debris from the seafloor, clouding the area and greatly reducing visibility. Creatures underwater can see no farther than 60 feet.

Navigation. Each time the characters move between numbered areas they must designate one party member as the navigator. The navigator makes a DC 12 Wisdom (Survival) check to determine how well the party navigates the waters; a navigator with the Natural Explorer feature with ocean as one of their types of favored terrain has advantage on this check. Failing this check means the party spends twice as long as they should navigating to the next area and must make a second DC 12 Constitution saving throw upon moving to the area as they battle the strong currents (see Strong Currents above).

Whale Graveyard

When the party enters the whale graveyard, read aloud the following:

An expanse of bones and skeletons scattered across the seabed emerges from the silt before you. Great rib cages loom high in the murky depths and enormous vertebrae dot the ocean floor. Any carcasses that have not already been picked clean are swarmed by smaller fish, octopi, and other scavengers who have come to this whale graveyard to feast.

For reasons unknown, whales throughout the surrounding waters come here to die, creating a thriving micro-ecosystem as other creatures come to feed.

Encounter: Typhon Loyalists. A cadre of creatures loyal to Typhon for having been promised territory and power in exchange for their service patrol this graveyard against any who might dare to follow Typhon through the nearby trench. The nature of the loyalists depends on the level of the adventure as shown in the Whale Graveyard Encounter table.

WHALE GRAVEYARD ENCOUNTER

Adventure Level	Encounter
8th	5 merrow
11th	6 merrow and 1 giant shark
14th	6 merrow with 60 hit points each and 2 giant sharks
17th	4 merrow , one of which is mounted on a Large dragon turtle



Once the party has defeated the loyalists, they'll have to search the graveyard and its surrounding area for the trench. To spot the trench, a character must make a successful DC 16 Wisdom (Perception) check. For each failed check, the party spends an additional thirty minutes fighting against the strong currents and must subsequently make a successful DC 12 Constitution saving throw or suffer one level of exhaustion.

Trench

When the party enters the trench, read aloud the following:

Out of the darkness, a vast trench spreads out before you.

Hazard: Deep Eddies. Typhon has warped the waters above this trench to prevent intrusion, making them even more dangerous than the surrounding area. Several powerful deep eddies (undersea whirlpools) have formed across its length, threatening to batter against the rocks any creatures who are caught within it. The eddies cannot be seen, but a character approaching the trench who makes a successful DC 18 Wisdom (Survival) check can feel the change in currents that suggests their presence.

A character can lead the party into the depths of the trench while avoiding the eddies with a successful DC 20 Wisdom (Survival) check. If this check is failed, the party gets pulled into an eddy and must make a successful Constitution saving throw to avoid being bashed against the walls of the trench before being deposited into its depths below. The strength of the eddies is determined by the level of the adventure as shown in the Eddy Strength table.

EDDY STRENGTH

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

Trench Cave

The portal to Poseidon's temple is located in a cave on the side of the trench. The purple glow of the magic it emanates is enough to spill forth from the cave and signal its location to those in the trench. Once the party has entered the trench, a character who makes a successful DC 16 Wisdom (Perception) check notices the glowing cave entrance. For each failed check, the party spends an additional thirty minutes fighting against the strong currents and must subsequently make a successful DC 12 Constitution saving throw or suffer one level of exhaustion.

The cave leads into a tunnel that travels several hundred feet into the rock before emerging into a larger cavern. When the party breaks water and emerges into the cavern, read aloud the following:

The tunnel finally exits, and you find yourself in a spacious, partially flooded cavern, its interior brightly illuminated by a swirling purple portal in the far wall. Crouched beside the portal and staring directly at you is a hulking humanoid being over ten feet tall with striking facial features and softly glowing skin.

Encounter: The Agent of Typhon. Typhon's most capable ally, a celestial agent native to Mount Olympus, has been tasked with guarding the portal itself. The celestial has been instructed to forbid any passage through the portal, but will not immediately attack the party unless provoked. The celestial has allied with Typhon after being cast out of Mount Olympus on what the celestial claims to be false accusations of conspiracy to abduct Zeus' wife, Hera. The nature of the celestial depends on the level of the adventure as shown in the Agent of Typhon Encounter table.

There are multiple ways the party can deal with the celestial to enter the portal. A few of these methods are outlined as follows.

AGENT OF TYPHON ENCOUNTER

Adventure Level	Agent Statistics
8th	A deva
11th	A deva with 200 hit points
14th	A planetar
17th	A solar

The Old Fashioned Way. Whether negotiations failed or no attempts at discussion were made in the first place, the party violently clears the way by defeating the celestial in combat.

Reasoned Discussion. The party makes a Charisma (Persuasion) check to convince the celestial to let them through the portal, perhaps arguing that open defiance against the gods will do him no favors, or that Typhon is not the ally he should be putting his support behind. The suggested DC for this check is 18, but the GM is encouraged to modify this DC at their discretion to suit the difficulty of the adventure or the persuasiveness of the argument.

A Clever Lie. The party makes a Charisma (Deception) check to convince the celestial to let them through the portal, perhaps by claiming to be allies of Typhon. This attempt automatically fails in the 14th- and 17th-level versions of the adventure due to the agent's Divine Awareness trait. For the 7th- and 11th-level versions of the adventure, the suggested DC for this check is 18, but the GM is encouraged to modify this DC at their discretion to suit the difficulty of the adventure or the believability of the lie.

Run for it! The party might attempt to simply run by the agent of Typhon and through the portal. This is certainly doable, but the consequences can be disastrous. If the party attempts to run, they'll have to roll initiative, and the agent will make every effort to violently oppose them. Even if the party makes it through, the agent will follow closely behind them and will be able to alert Typhon of the intrusion, resulting in the party having to fight many more enemies at once.

Poseidon's Temple

Tucked away into a secretive, private demiplane, this temple is accessible from the Material Plane only via its single undersea portal.

General Features

Unless stated otherwise, Poseidon's temple has the following features:

Ceilings, Walls, and Floors. The temple is constructed of hewn blocks of marble. Ceilings in the temple are ten feet high. Walls are two feet thick.

Demiplane Mists. The temple appears to be surrounded by a desolate urban plaza lined with greenery. A gray mist encircles the plaza at a 90-foot radius from the temple. Any creatures that enter the mist eventually reemerge from the mists on the other side of the plaza.

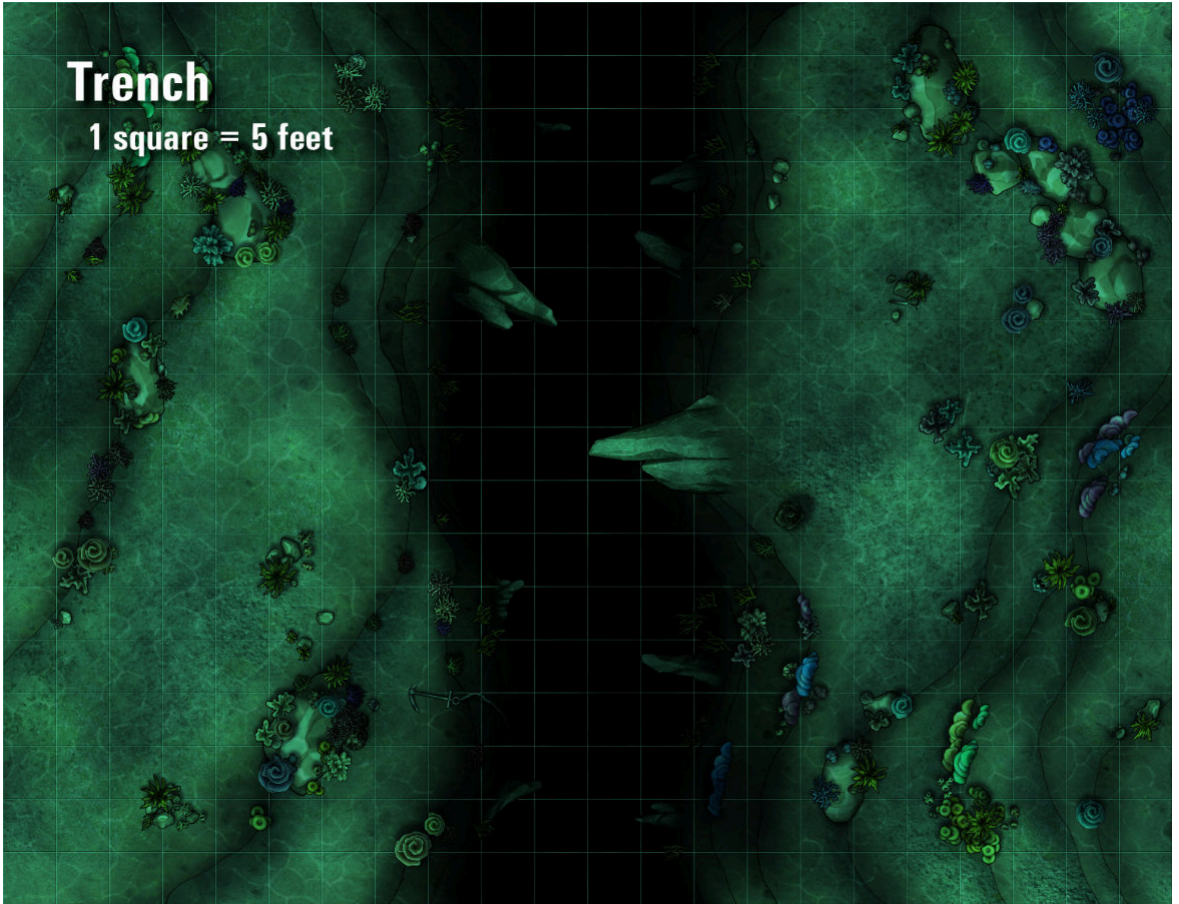
Unsafe Stonework. Typhon's rampage has damaged the temple and put it at risk of total collapse. As a result, some spells might have disastrous effects. A spell like *fireball* or *thunderwave* has a 25 percent chance to cause a ceiling collapse within the spell's area, dealing 16 (3d10) bludgeoning damage to creatures in the area. This collapse might block or bury objects or exits.

Flooded Chambers. Typhon has torn open a second portal in the temple's lower crypt chambers, flooding them with water that rushes through from the Elemental Plane of Water. Characters attempting any movement in the lower chambers must make a successful DC 10 Strength saving throw, otherwise they are forced to brace themselves and remain stationary for the remainder of the round. A character who for whatever reason loses their hold and is overtaken by the flood waters is carried 1d4 × 10 feet west before they steady themselves and takes 1d6 bludgeoning damage every 10 feet they were dragged.

Keyed Locations

The following locations are keyed to the maps on pages 10 and 11:





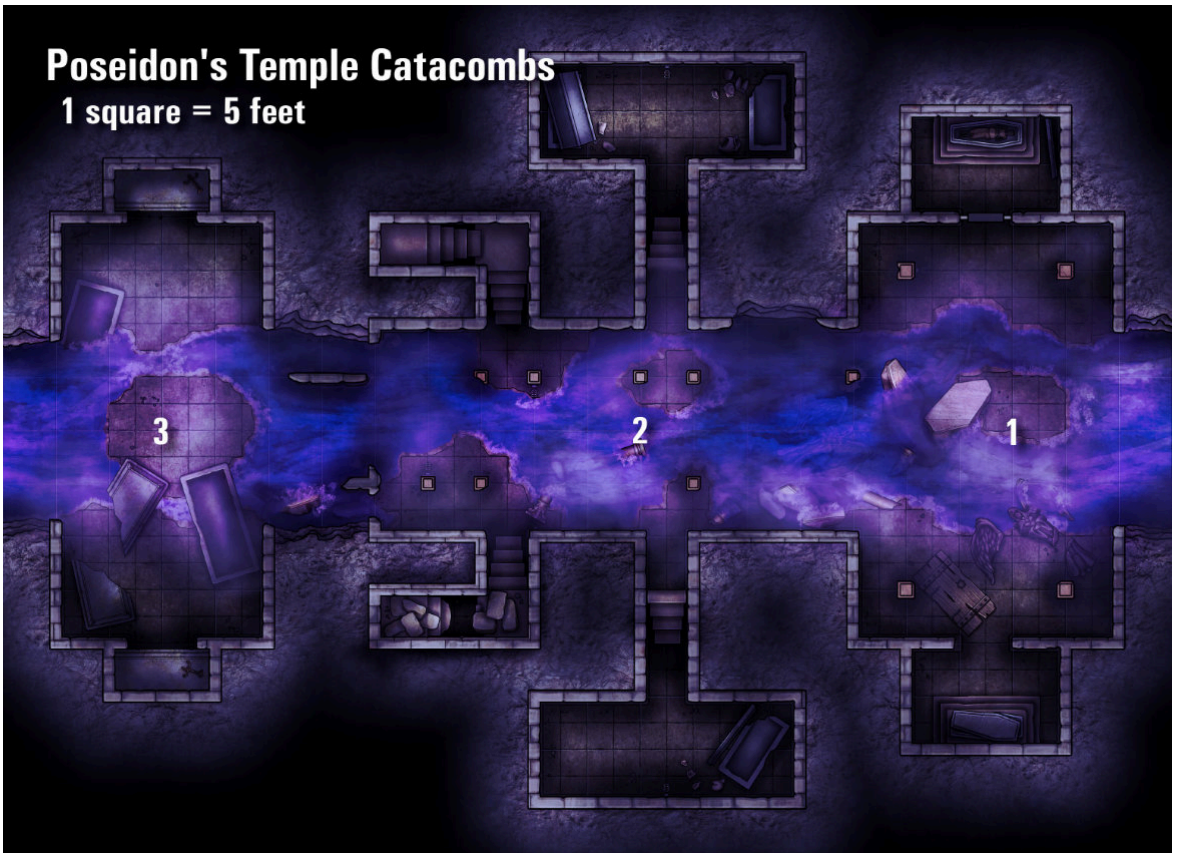
Trench Cave

1 square = 5 feet



Poseidon's Temple Catacombs

1 square = 5 feet



Poseidon's Temple
1 square = 5 feet



01 – West Crypt

When the party enters the west crypt, read aloud the following:

The portal you've stepped through has led you into a crypt; partially destroyed and in disarray. Water rushes past you, flowing strongly from another portal at the far end of the crypt, pulling along shattered pieces of stone along within it.

Many centuries ago, great warriors who dedicated themselves to Poseidon were rewarded with burials here, at one of the sea god's personal temples. Though the temple is almost never visited by mortals, the honor to have one's remains in proximity to a god cannot be understated.

Encounter: Angry Spirits. The spirits of those laid to rest here are disturbed by Typhon's rampage and attack the characters as soon as they enter this chamber from the portal, believing them to be adversaries of Poseidon, and uttering curses at the party suggesting as much. The spirits can be convinced that the party are allies of Poseidon with a successful DC 23 Charisma (Persuasion) check, at which point they will disperse. Otherwise, they fight until they are destroyed. The nature of the spirits depends on the level of the adventure as shown in the Crypt Spirits Encounters table.

CRYPT SPIRITS ENCOUNTER

Adventure Level	Encounter
8th	1 wraith and 4 specters
11th	3 wraiths and 2 specters
14th	5 wraiths
17th	7 wraiths

02 – Central Chambers

Stairways to the north and south ascend to the upper level of the temple. Adjoining crypts have been torn apart by Typhon's rampage, spilling their ancient remains onto the floor.

Treasure: Burial Relics. Characters who search the adjoining crypts in this area can

find a total of 500 gp worth of treasure, which includes loose coins, rings, necklaces, goblets, and the like. However, due to the sacred nature of the items, should the party take any of this treasure for themselves, they're likely to incur the wrath of their patron or another deity and earn themselves a corresponding bane as determined by the Whims, Boons, & Banes table.

Encounter: Summoned Elementals.

Typhon has called forth elementals to assist in his occupation of the temple. The elementals, submerged in the coursing waters of the chamber, reveal themselves and attack when the party enters this area. They fight until they are destroyed. The nature of the elementals depends on the level of the adventure as shown in the Summoned Elementals Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

SUMMONED ELEMENTALS ENCOUNTER

Adventure Level	Encounter
8th	2 water elementals
11th	3 water elementals
14th	2 elder water elementals*
17th	3 elder water elementals*

03 – West Chamber

When the party enters the west chamber, read aloud the following:

Water rushes through a vast, shimmering blue portal that occupies much of the collapsed far wall of this chamber. Sarcophagi lie broken on the floor, spilling their contents into the flowing water.

The portal in this chamber leads directly to the Elemental Plane of Water. Should any party members travel through it, they'll find themselves in the midst of a vast ocean that extends as far as the eye can see. The force of the water rushing through the portal and into the Material Plane acts on any creature that attempts to travel through it. Any such

creature must make a successful DC 18 Strength (Athletics) check to swim out of the rushing current and avoid being immediately pulled back through the portal. The Elemental Plane of Water is beyond the scope of this adventure. Should the party for some reason wish to continue through the portal to explore it, the consequences are left to GM discretion.

Treasure: Burial Relics. Characters who search this chamber can find a total of 250 gp worth of treasure, which includes loose coins, rings, necklaces, goblets, and the like. However, due to the sacred nature of the items, should the party take any of this treasure for themselves, they're likely to incur the wrath of their patron or another deity and earn themselves a corresponding bane as determined by the Whims, Boons, & Banes table.

04 – Main Chambers

When the party ascends the staircase from the crypts and emerges into the main chamber, read aloud:

The main chambers of the temple have been torn asunder. Statues have crumbled, walls have collapsed, and the force of the winds is so powerful it makes it difficult to breathe. Standing amidst the chaos is a foul, hulking figure, over fifteen feet tall. A humanoid torso is supported by eight slithering tentacles, and dark, leathery wings extend from its back. It is turned away from you with its arms stretched toward the sky as it bellows insults and challenges at the unseen gods above.

Typhon does not initially notice the party. Unless they attack immediately, they'll have the opportunity to engage Typhon in conversation to attempt to persuade him to stand down. Successfully convincing to stand down requires accruing three successful DC 18 Charisma (Persuasion) checks before three failures. As the party engages in conversation with Typhon, call for these checks as appropriate

to reflect Typhon considering their arguments.

Typhon, furious after his imprisonment in Tartarus as punishment for attempting to overthrow Zeus, wants to speak to the gods directly to complain about his unfair treatment. His attempted coup, he reasons, was not a coup at all, but a perfectly reasonable questioning of Zeus' authority that he was unjustly punished for. Of course, his plan is very unlikely to go well for him, and it will be difficult but not impossible for the party to convince him of that fact.

Encounter: Typhon, Monster of Monsters. The party will likely have to fight Typhon to end his rampage. Typhon does not retreat, and fights until he is destroyed. Typhon's statistics and whether or not he is accompanied by any minions are determined by the level of the adventure, as shown in the Typhon Encounter table. Creature marked with an asterisk are new creatures featured in the appendix.

TYPHON ENCOUNTER

Adventure Level	Encounter
8th	Typhon* but his Damage Immunities are Damage Resistances instead
11th	Typhon* and 1 water elemental
14th	Typhon* with 150 hit points and 2 water elementals
17th	Typhon* with 200 hit points, 2 water elementals , and 1 elder water elemental*



Nacho Lazaro

Aftermath

Defeating Typhon, or convincing him to cease his chaos results in the immediate closing of the planar portal and the calming of the surrounding waters. In time, Poseidon will get around to restoring the temple to its previous state. Even if the party defeated Typhon and severed his head or perhaps other body parts, Typhon cannot be permanently destroyed—at least not by mortals. He will eventually reform, even if it

may take hundreds of years, but the gods, for now, have solved their problem and reward the party accordingly.

Depending on how the party dealt with the celestial that guarded the portal and at the GM's discretion, there may be future adventures to be had where the party helps the celestial to clear his name on Mount Olympus, or instead, for having lied to or otherwise evaded the celestial, they may have gained a long-term enemy who will eventually return to intervene in their affairs. Ω

Appendix

Elder Water Elemental						
<i>Huge Elemental, Neutral</i>						
Armor Class 15 (natural armor) Hit Points 138 (12d12 + 60) Speed 30 ft., swim 90 ft.						
STR	DEX	CON	INT	WIS	CHA	
21 (+5)	17 (+3)	20 (+5)	7 (-2)	14 (+2)	10 (+0)	
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 12 Languages Aquan Challenge 9 (5,000 XP) Proficiency Bonus +4						
Avoidance. If the elemental is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.						
Partial Freeze. If the elemental takes 25 cold damage or more during a single turn, it partially freezes. Until the end of its next turn, its speed is halved, and it makes attack rolls with disadvantage.						
Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.						
ACTIONS						
Multiattack. The elemental makes two melee attacks.						
Slam. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 16 (2d10 + 5) bludgeoning damage.						
Water Whip. <i>Melee Weapon Attack:</i> +9 to hit, reach 15 ft., one target. <i>Hit:</i> 12 (2d6 + 5) slashing damage, and if the target is Large or smaller, it is pulled up to 10 feet toward the elemental.						
Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Huge or Large creature or up to three Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 18 (3d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength check and succeeding.						
BONUS ACTIONS						
Conjure Whirlpool (1/Day). The elemental creates a turbulent cylinder of water that is 20 feet tall with a 60-foot radius, centered on a point it can see within 120 feet of it. The whirlpool lasts until the end of the elemental's next turn, and the elemental and any creatures grappled by it are immune to the whirlpool's effects. Any creature in the whirlpool's area when it appears must make a DC 17 Strength saving throw; a Medium or smaller creature makes this save with disadvantage. On a failed save, the creature is pulled 30 feet toward the center of the whirlpool. On a success, it is instead pulled 10 feet toward the center. A creature can swim away from the center by making a successful DC 15 Strength (Athletics) check. If a creature is within 10 feet of the whirlpool's center at the start of its turn, it must make a DC 17 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.						

Typhon

Large Monstrosity (Titan), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Str +11, Wis +8, Cha +9

Skills Athletics +11, Perception +13, Persuasion +9

Damage Immunities acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages Abyssal, Celestial, Common, Draconic, Giant, Primordial

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. Typhon can breathe air and water.

Beast Speech. Typhon is always under the effects of the *Speak with Animals* spell.

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

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

ACTIONS

Multiattack. Typhon makes two melee attacks. He can cast one of his at will spells in place of one attack.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. Typhon has eight tentacles, each of which can grapple one target.

Fire Breath (Recharge 5–6). Typhon exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. Typhon casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *gust of wind*, *produce flame* (3d8), *thunderwave*
3/day each: *call lightning*, *control water*, *ice storm*
1/day each: *control weather*, *fire storm*

LEGENDARY ACTIONS

Typhon 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. Typhon regains spent legendary actions at the start of his turn.

Move. Typhon moves up to his speed.

Tentacle. Typhon makes a Tentacle attack.

Cast a Spell (Costs 3 Actions). Typhon uses Spellcasting.